

## **Abstract**

NotAWebApp is an online web app that allows multiple users to participate in one or more microgames, including some that may interact with the Google Earth Engine API, in order to collaboratively "progress" by accumulating score points. Users are required to identify with a handle, and provide login credentials if this handle is already registered, which grants access to a menu-based navigation system to enter the game lobby, as well as set certain client-side configurations, such as ui appearance. In this game instance, players are provided an in-game chat which can be subject to message-altering tweaks to disrupt team communication, which serves to both increase the challenge and provide fun and meaningful interaction. The app is intended primarily for recreational use, but can be used to familiarize existing groups or seek out strangers online (see: Omegle).

## **Customer**

Our target audience is players of all ages. Generally, users looking to spend free time - such as students, travellers, and youth - are expected to participate the most, but there exists niche use for professional and corporate settings. The games will be somewhat catered to a younger audience, which reflects both our expected audience and the demographics of the development team. We may choose to preserve this bias to enforce the fun and casual nature of the product.

## **Competitive Analysis**

Our largest competition comes from other free and lightweight web-based games, such as Scribble.io and similar ".io" games (single-page multiplayer microgames marketed based on their portability and portable gameplay). Unlike many of these, our product is primarily developed for desktop and laptop users, which is a largely unexplored market as many similar products tend to favour or transition to mobile apps (i.e Flappy Bird, "Doodle" games) instead. The largest shortcoming of the application compared to these competitors is the inability to handle large quantities of users, such as with a lobbying system or multiple game instances.

## User Stories

**Privileged user:** A user given administrator login credentials by the developers for user administration purposes

**First time user:** A user who has opened the homepage (login prompt by default) for the first time, and does not exist in the database

**Typical user:** A user who regularly uses the site, has previously logged in (and thus exists in the database), and seeks to participate in as many games as possible without hassle.

As a **privileged user**, I want to be able to view database contents and other normally hidden backend elements of the application so that I can assist users if they experience a bug or require assistance.

- If another user believes they are experiencing a bug, I am allowed to view the pre- and post-conditions that led up to the event in the game, even if it this information would ruin the competitive or fun nature of the game under normal circumstances.
- If multiple users experience an error or failure to connect to the database, I am allowed to access and make primitive interactions with the user databases without the need of a command line and access key.

(Iteration 3)

I am a **first time user** who has reached the site for the first time and wishes to log in and play a game with strangers so that I can experience the game for the first time.

- If I attempt to log in with an invalid username or password, or by leaving either field blank, I am redirected to the account creation "sign up" page.
- If I attempt to sign up with a username that already exists in the user database I receive an error
- If I attempt to sign up with a valid and unique username and non-blank password I am taken back to the login page I began on.

(Iteration 2)

I am a **typical user** who wishes to play the game as much as possible in a short span of time, so that I can maximize the amount of time I spend playing for fun and the amount of unique game content I am exposed to.

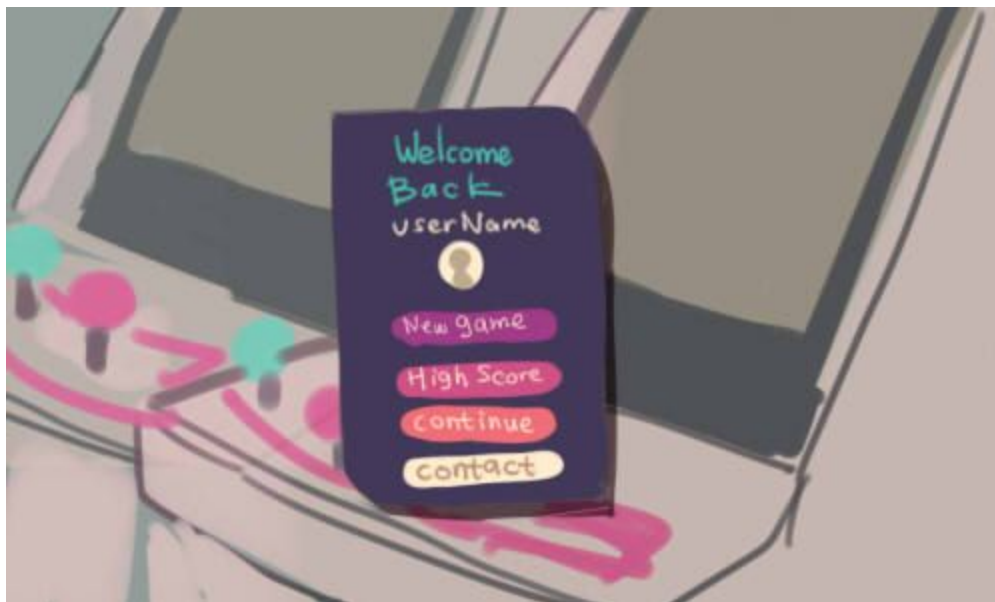
- If a game is taking disproportionately long or the other players agree, I am allowed to speed up the game process in such a way that the game progresses faster but is otherwise the same as it would be under normal circumstances.
  - If I desire a greater challenge or more chaotic and disorganized team environment I am able to impose new challenges upon myself and the other players equally, or suggest that this be done.
- (Iteration 3)

I am a **typical user** who is navigating my settings menu to change the appearance of the game so that it is more visually pleasing, because I want to customize the look and feel of my client while I use the application.

- I am able to select one of a variety of "themes" such that if my client is set to one theme, I am able to select another through the menus and have the colours, fonts, and details of my user interface changed.
- I am able to change how other players view my interactions in the game, such as the name my chat messages appear under, and the colour in which this name is displayed (also through the settings menu).

(Iteration 2)

## UI Requirements







UI requirements similar to proposal; GUI consists of CSS-styled HTML elements across multiple webpages, and embedded media (images, iframes).