

Script Official

Hello and welcome to the presentation of IT Guys Team #22, My name is nick and in the next five minutes i am going to run you through our current project.

We have been working on a mobile app called “Advenchore Quest: All Work, All Play” a game designed with the idea of combining chores and entertainment together to foster a stronger work ethic in children and hopefully even young adults.

The reason for this application's development is simple, keeping children productive and teaching them the benefits of a strong and healthy work ethic while also using rewards in game as positive reinforcement.

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First let us discuss the main menu and its navigation, though we wont be discussing these things in any particular order we should show the groundwork.

The user/s of this app will have access to a planner, the game adventure itself, rewards menus and settings.

The planner will allow parents to set up a chores list for their children and children can use the planner menu to view their tasks and the rewards that follow.

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A very key piece to the game is an intuitive reward system that parents can adjust based on what they value the work they want to see done.

This is mostly for the parent to observe which a small security setting will have been put in place to prevent tampering by child users.

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Next is the Settings and security that we can manage. Using slider toggles, drop downs and other systems we can adjust brightness, difficulty, detail of violence etc.

We can adjust notifications, so that children can see when they are assigned a task, and how often these reminders ping can be adjusted.

Security of certain features of this app is very important as the trust system in place is that parents set chores and rewards to a fair price, and that children won't attempt to tamper with their rewards this led us to develop the concept of a parental lock.

Using your email you can set up and recover a passcode, this four digit pass code allows parents to lock down crucial application features like reward settings and even the potential to change simple settings like the violence and blood details.

As mentioned there is a planner function and this planner can colour code the child users, each child can move to their tab, see their chores, and mark for inspection or completion and receive their rewards allowing them to play the game, or bank their rewards for a future adventure.

This planner doesn't just finish at chores however, while the game can run adventures through random generated seeds parents can also choose from premade adventure cards that follow a direct storyline that interests them and their children each with its own puzzles, battles and temporary rewards.

Lastly the game in and of itself will be a fairly simple layout, with a status menu for the character the player has built, the main screen showing digital backgrounds with the actors and enemies that are in the scene and a scrolling text box to convey the story, take inputs and responses in game.

The games content will vary based on adventures but the gameplay will be fairly simple. Most adventures are broken down into a few phases; a shopping phase, 3-4 mission phases, boss phase and trophy phase.

Shopping phase is where the player/s with their collected resources buy their stats, equipment and tools for the following adventures, in random adventure mode the player will have to make their decisions but with premade quests there would be a recommended tab.

Mission phases would see the player/s carry out several tasks in succession with a final result that affects the following missions and bosses in different ways.

The boss phase will require a lot of patience and skill from the player depending on their actions through the mission phase, some bosses can be made harder with poor decisions or easier with correct decisions.

Trophy phase would be a big reward for finishing the mission with a bonus that carries over into every following quest so that players don't feel like they worked hard in life to only be given a moments entertainment in the hopes to reinforce collecting every trophy and do as much work as they can to get them.

In summary: follow your heart here and gab a little.

Thank you for viewing our presentation, we are The IT Guys Team #22, presenting our project for the mobile application "Advenchore Quest: All Work, All Play"