**Plans and Progress**

**Plans:**

Put simply the project (Advenchore Quest) is a multifunctional application that allows parents/guardians to digitally organise their children’s tasks and chores. The planner works in conjunction with multiple games, that children can choose from or design themselves. This project is unique as it allows both children and parents/guardians to positively benefit from the use of the application. Parents are given full control of the application, and can change many aspects of scheduling, gameplay and other main functions. This is important, as a parent can fine tune the application to fit into their busy lives. We believe that letting parents tweak main features of the program will also allow parents to still hold a level of control with their children, letting them experience the game in a manner that parents find safe. As mentioned before the application will consist of a planner, which is controlled by parents/guardians. This planner schedules a child’s day through to a week, enabling parents/guardians to manage daily routines, chores and tasks through a mobile device. The game is an innovative feature, as it will allow children to be further engulfed in the experience of actually doing tasks to further progress through their game. Routines, chores and tasks will have to be completed to get through different levels, gain points, buy in game items, get power ups and a multitude of rewards. Parents will be able to schedule more than one child if they desire, so that each child can see what they are doing and when it has to be done. The rewards are what link the planner and game together. Parents/guardians will regulate the given task and assign the level of reward it holds when completed. This part is important as parents/guardians will get to decide what task they deem is more important, which then influences their child’s view on that particular task. Parents/guardians will also access to the settings menu where certain aspects of gameplay and user experience can be tweaked, to ensure the program is running as they want it. For example, they will be able to change certain parameters on fighting during game sessions and access dark mode to help with eyecare. Through the rewards menu children will be able to view how they are progressing through the game and certain tasks and chores. This feature gets interesting when multiple children are added into the page. Allowing kids to become more competitive and strive to complete work to beat other children or siblings. If parents wish to, they can receive and review regular notifications on how far their children are from completing a task to what level they have achieved in the game. In future updates, a feature to confirm completion of work will be added, so children can send a short video or photo to confirm that set work has definitely been completed. All completed work will get passed through parents/guardians, where they get to decide on whether to continue, ask for a redo or, change reward. The application will be able to work together with different phones and share data among themselves, to provide a better social atmosphere and collaboration with others. In future updates multiplayer options with groups of children will be introduced, to build basic teamwork and social skills. Most of the games will be pre made, but children and parents will have the option to create their own world and characters. We believe that allowing users to create and discover new worlds, will boost creativity in children and ensure the list of explorable worlds, characters and storylines keeps growing.

With a diverse number of stories and unexplored worlds, children will be further enticed to keep using the application to discover new paths while still staying productive and social.

New and improved features and changes will be implemented through the lifetime of the application, to keep everything easy to use and understand for future parents. For new updates and changes to leave a positive mark on users, a feedback form will be added to the main page. This form can be used to relay any missing features, bugs and other problems that users have faced when using the application. Through these feedback forms and reviews, we will be able to cater for each individual and understand what changes will make a positive impact on the user base.

Ensuring the application functions as needed before the release is important. Having testing periods to test the applications with sample target users is essential. This will give us further feedback on whether this idea is truly different and more effective than other applications. Ensuring that we have thorough meetings with testers will also allow for better understanding on when needs to change for the first update/patch, after the program is released.

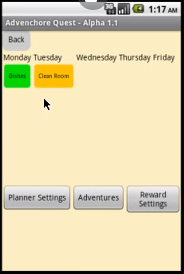
There are also plans to use strategic advertising to get our application to the right people. Researching in depth on what platforms and software’s target audiences use is underway, ensuring parents/guardians see a developed infomercial and product review from testers. Building loyal customers is hard and takes time, but by partnering with other companies in different markets tailoring to the same target users we will be able to offer more services and products for upcoming valued customers. Having specials where we supply discounts on children’s books and school equipment through the continued use of our application will boost motivation for parents to keep using this application. Basic rundown of how the application works:

|\*pictures will be of the prototype version and do not depict the final functionality and design of the program|

1. Download the application from the Play store (Android), App Store (Apple) or application website.
2. Open application (Adult first)
3. Go onto the planner page by pressing the planner button on the main page.

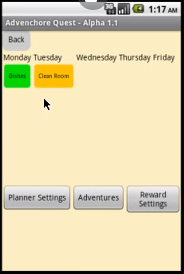


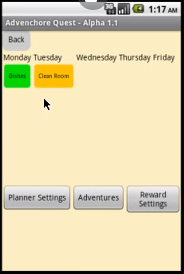
1. Press on planner settings and add tasks.



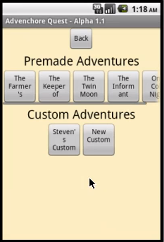
1. When on the add tasks menu you will be able to select any pre-loaded tasks, or create a new task and save it to the list.



1. After selecting the tasks, the planner page will pop up again and the task will be viewable on the Weekly table.
2. Then Parents/guardians can go to rewards settings and customize which rewards go with which task.



1. After the rewards have been selected the parent/guardian’s job for the week is complete, and the application will basically run itself.
2. Now children can press on the game tab on their version of the application, and select which game they wish to play. (parents can also select which game is appropriate for children, and preselect a game for them by selecting the adventures tab on the planner page)



1. After the child completes certain tasks and chores, parents will receive a notification confirming this. Parents/guardians will then be required to accept the completion or return back to the app and tweak some parameters.
2. The child will receive the allocated rewards for their task if the parent accepts the notification, and progress through their adventure.

**Progress:**

So far into this project we have completed a number of assets including:

- GUI Concept Art

- First Prototype (UI of application)

- Documentation

- Short Animation (in the form of an animated advertisement)

- Company website

- Timeline for current and further progression

The user interface was developed through MIT app inventor. This software is easy to use and was perfect for designing and developing a first prototype application. To test the application, it was run through the built-in emulator, to visualize how the prototype would look like for users. As this is fundamentally our first prototype, many features and UI elements will be added in the upcoming iterations. Further application prototypes will be designed and created using this tool, as our development team has grown custom to its user experience and feature list. Further down the line a different more professional and polished software will be used to combine prototype features and UI characteristics, to create the final end user application (final product). Gravity designer (Gravity.io) was used for a lot of the creation of the concept art documentation and prototype templates. This was another easy-to-use creative software that allowed developers to create concept diagrams and art for demonstrations purposes.

The documentation was completed with research and a wide array of tools, by a number of people within the team. We believe that having everything written down and planned ahead, would ensure an easier production and development phase. Tools like Microsoft Word, Excel, PowerPoint and Teams. By sticking to one suite of documentation tools, it allowed for easier collaborations and editing between group members. As all the formatting within the documents appeared the same on each of the members personal computers. The documentation contains all the important and essential information that ignited the idea of the Advenchore Quest application, and forms the main foundation for every prototype and end product.

The short animation was created using Animaker, which is another widely accessible and easy to use software. With the ability to add actions and physical animated characters to create an immersive and informative advertisement. The ad meant to entice parents/guardians into testing the applications and one day implementing it into their lives. The add is focussed towards parents and guardians, but another animated advertisement will be realised focusing on children. This is so everyone using the program young and old alike can get an understanding of each of the different experiences that they will receive.

The website was made using HTML and CSS, it encapsulates the main ideas and features of the application and our group. It has extensive information on all the elements that make up the application as well as, the ideals and motives behind the group. It contains knowledge on the people who have created the application, and what kind of people we are. This part is important as users will be able to trust our work and be assured that if they do have any problems, we will be there to fix it.

The Timeline was created using Microsoft Excel and then converted to a PDF format. This Timeline is ever changing and has been changed through the life of the application. It helps all of us see what we have completed, and what we need to get done. In some ways the timeline acts as our own planner and keeps us on track for future milestones and other major events. It is also designed to mimic the design language of the application and overall theme of the website. The Timeline will be the most updated asset, as it is an integral part of project development.

The Idea behind Advenchore Quest was introduced by Andrew Noorbergen, and has developed a lot to what we have today. We were discussing project ideas from the start of assignment two, collectively deciding on Andrew’s idea. It seemed like an application that would help a lot of people, and provide relief to parents/guardians in stressful times. We were astonished how there wasn’t a popular application that covered the basic idea of Advenchore Quest. Through research we came to the conclusion that this palpation would benefit both children and parents/guardians, with the introduction of an in-game task and chore model. This later expanded to all the functions and features the application has to offer in our recent planning phase.

The application has been progressing at a steady pace, with everyone contributing a lot of dedication and enthusiasm towards the idea and end product. Some meetings were filled with questions and answers, where some others were engulfed in silence as we were formulating new and innovative ideas. Overall, we agreed that this particular group project experience was one of a kind. We got to appreciate all the different ideas and personalities everyone had to offer. We have all truly become friends over these quick couple of weeks and enjoy each other’s company. The last week was seen as the hardest as there weren't any dead-ends, but instead tension that we all had done enough to satisfy the whole project idea and group effort. Many changes have occurred from the start of this assignment, but we believe that they all developed into great ideas and overall a good project.