

CSE222 PROJECT

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# 0x002A

Çok Güzel's 1st Report

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# Problem Definition

## **WHAT IS THE PROBLEM?**

*Nowadays, personality is key to choosing people who has significant impact to social life. In order to do that you need more information about that person. You can find some information via GIG (General Information Gathering) but it won't give enough information for us to make a judgement on whether if that person can have significant impact or not. For that, we need to create specialized scenarios so that we can have more precise information about their personality and make an easier but more accurate judgements. Which is what we want with our recruitments.*

*In a similar way, predicting potential crimes, reintegrating people with tendency of crime into the society are also one of the major problems in a society. To be able to that, we would have to study personality of the social society.*

*In brief;  
Lack of platform which helps with hiring, tendency of crime query or just simply for fun and creating specialized scenarios to learn user's personality and/or categorize them.*

## **WHAT DO WE EXPECT TO SOLVE**

- Meet the need of fun for people.*
- Allowing personality analysis with tests.*
- A starting point for those who wants to make scenerio based games.*
- A starting platform for those who wants to write "Choose your own adventure" books.*

## **TARGET GROUP**

*1. Gamers, small story writers, game developers or people who want to get into the gaming industry.*

2. Human resources department of companies to help hiring people for significantly important roles.

3. Government to measure crime tendency of the society.

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## SOLUTION APPROACH

### **WHAT IS 0x002A?**

*User will have 2 options after running the program, Play and Create.*

*In play mode, user will pick from premade scenarios. Then user will fill some blanks of their character such as character's name, age, gender etc. After that there will be series of choices for user to make which will change the outcome of their story and progress in the game.*

*In create mode, users can create a scenario by linking answers and questions they want and save them so people whom they want to can play their scenario.*

*At the end of the game:*

*Depending on the scenario, there will be analysis of the players. Every scenario, will have specialized analysis of scenario which is determined by the creator of scenario. At the end of the game users can preview their analysis results and they can be also send to creator if the creator wants to.*

*At the end of the creation:*

*Creator will have a game with the scenario they created with specialized personality analysis.*

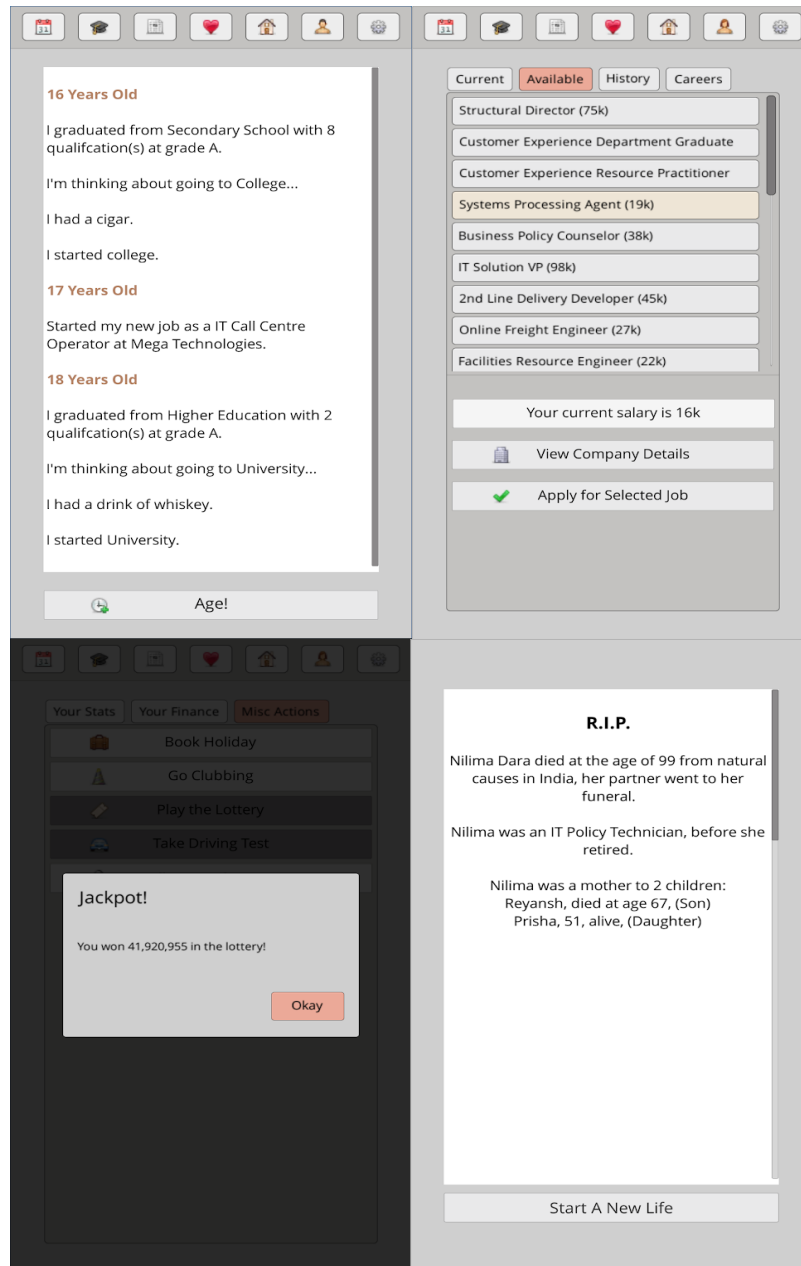
### **TARGET PLATFORM**

*-Computer*

### **PROJECTS ALIKE**

## 1. InstLife (See: [Click Here](#))

*This application creates new character at the start of every game. This character has several basic characteristics (Happiness, propensity to sports, musical talent, money, age..) and they change depending on player's choices as the game goes on. There are different questions in different times for players to make their choices and their stats changes according to these choices.*



## 2. Lapse (See: [Click Here](#))

*In this application, main goal is completing the tasks while keeping the country's 4 basic resources with your decision making.*



## **OUR DIFFERENCE**

*OX002A can be an engine for the applications above after creating required scenerios or allowing users to make a personality analysis in specialized scenerios via using premade scenerios. The main goal of OX002A is giving the ability of creating their own text based games to users. Users can import their data to our system and create their own event tables to create their games.*