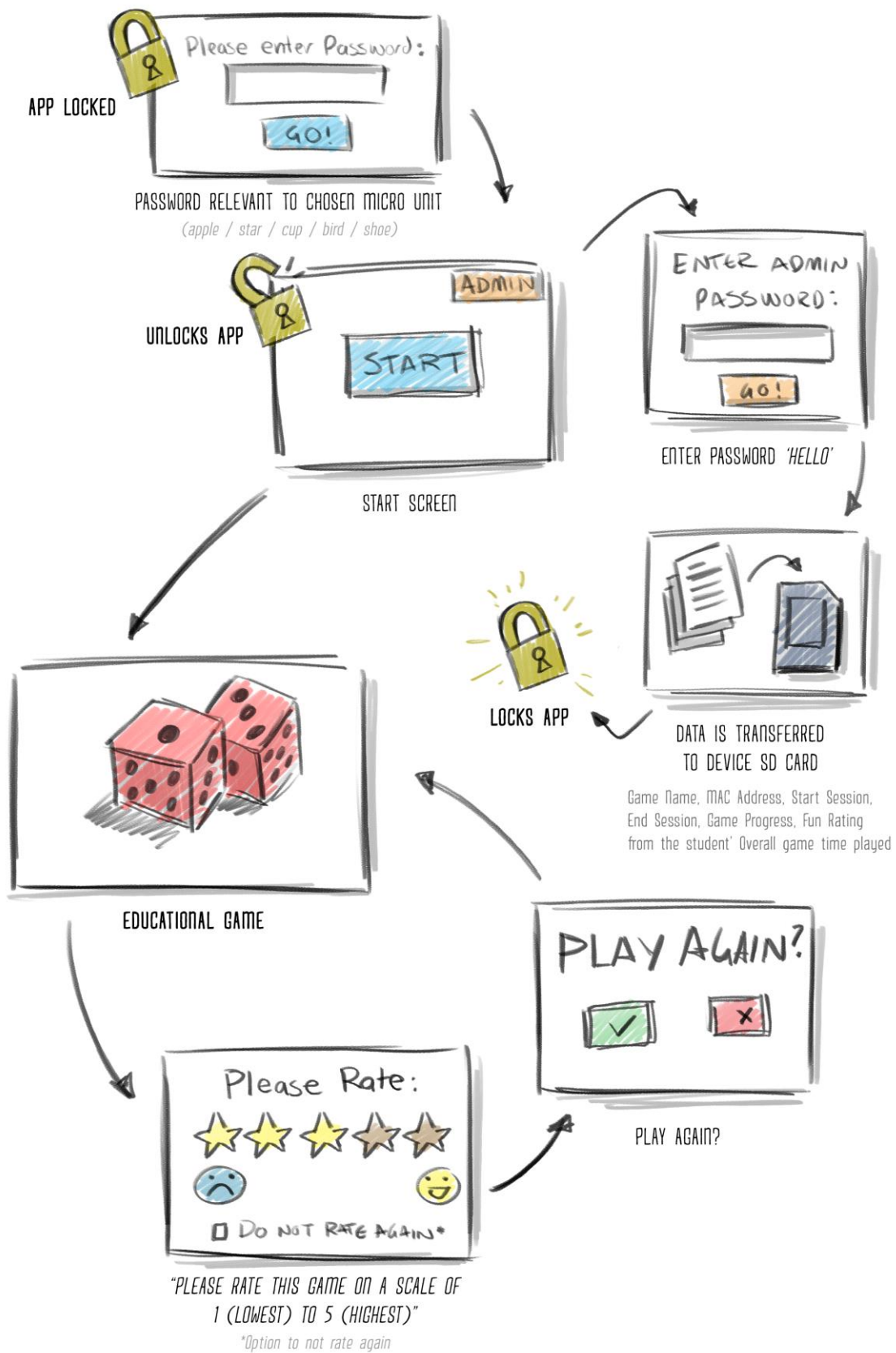## Educational Game Flow

What follows is a basic flow chart of my understanding of how the app should work. Please let me know if I have misunderstood any feature or missed anything as I would like to know exactly what is desired before I sign any contracts.

Thank you

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APP LOCKED

Please enter Password:

GO!

PASSWORD RELEVANT TO CHOSEN MICRO UNIT
(apple / star / cup / bird / shoe)

UNLOCKS APP

ADMIN

START

START SCREEN

ENTER ADMIN PASSWORD:

GO!

ENTER PASSWORD *'HELLO'*

DATA IS TRANSFERRED
TO DEVICE SD CARD

Game Name, MAC Address, Start Session,
End Session, Game Progress, Fun Rating
from the student' Overall game time played

LOCKS APP

EDUCATIONAL GAME

PLAY AGAIN?

✓ ✗

PLAY AGAIN?

Please Rate:

★ ★ ★ ★ ★

☹ 😃

☐ DO NOT RATE AGAIN*

*"PLEASE RATE THIS GAME ON A SCALE OF
1 (LOWEST) TO 5 (HIGHEST)"*
*Option to not rate again

To help to explain the above, the process as I understand is as follows:

1. The user is given a handset that contains several apps that are initially locked. They can be unlocked using the relevant password for that unit. The unit is denoted by the coloured border of the app icon.
2. Upon unlocking they are given the choice to start the game.
   a. As the admin user, the client can click on the 'admin' button which will cause a pop up to appear.
   b. Entering the password 'hello' will export a CSV file to the handsets SD card with the following information:
      i. Game Name
      ii. MAC Address
      iii. Start Session
      iv. End Session
      v. Game Progress (i.e. points scored, levels beaten)
      vi. Fun Rating from the student
      vii. Overall game time played
   c. Once the information is downloaded the app is returned to its locked state as in part 1 of this list.

3. Assuming the player clicks start they are taken to the game
4. Play through the game of your choice
5. After this they are given the chance to rate the game out of 5 stars.
   a. They will be given a choice to skip this in future although this option will only be available AFTER they have rated the app at least once.
6. From here they can attempt the game again if they so wish.