

CONNER PRAIRIE

STEP INTO THE STORY

Pollinator Habitat

Director of the Food, Farm, & Energy
Experience at Conner Prairie

Ronda Hamm

Web/Mobile App Development

Campbell Reed

Cybersecurity & Secure Software Design

C.J. Fulciniti

Game Design & Data Analytics

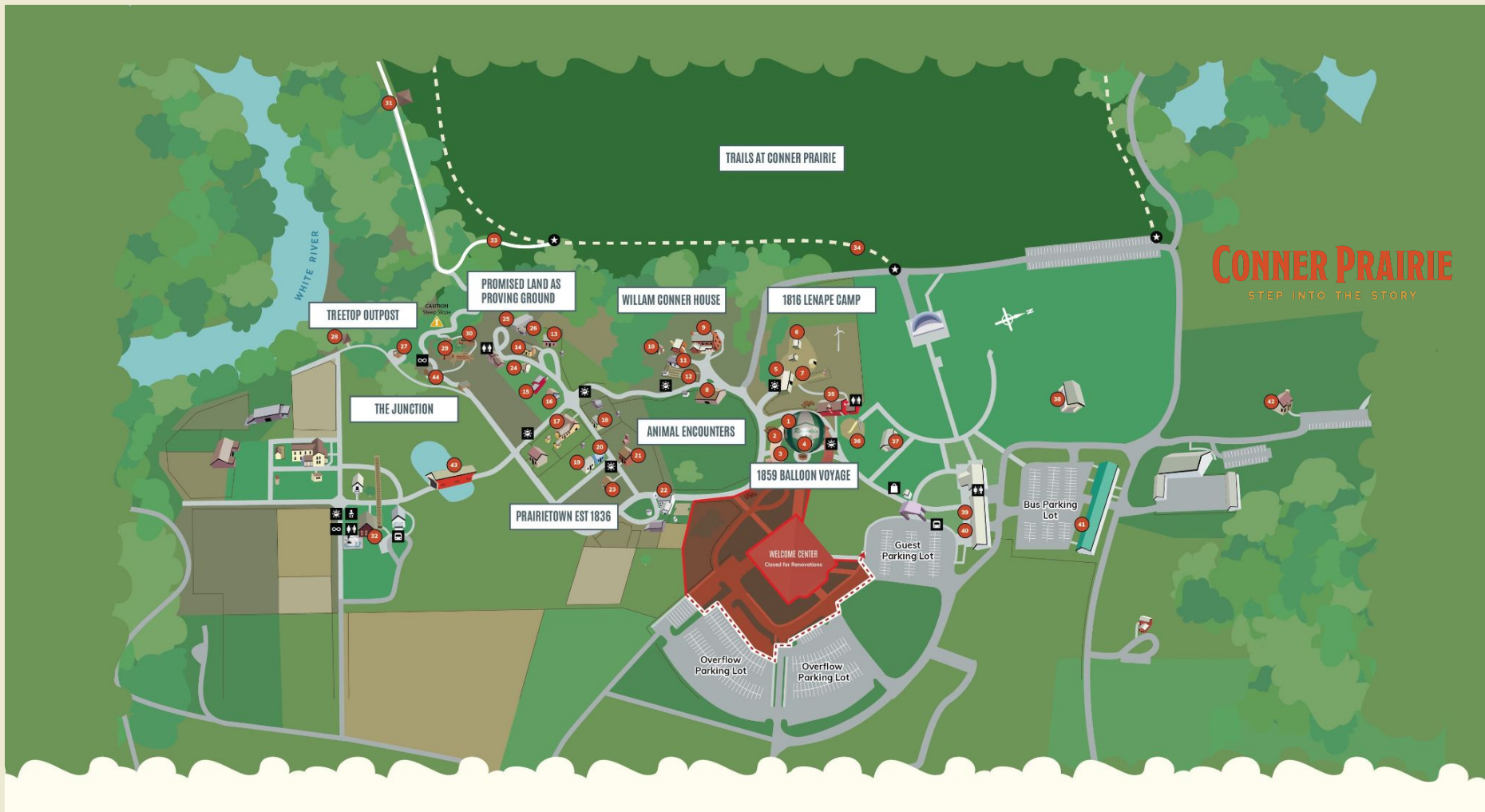
Evan Kiser

Data Analytics

Logan Greer

Game Design & Development

Camden Hovell





All Games > Simulation Games > Duck Duck Hotel

Duck Duck Hotel

Community Hub

Teaser | Vertical Slice Teaser Trailer

DUCK DUCK HOTEL

VERTICAL SLICE



A 3D cute management sim where you're a duck building and operating a treetop hotel for 50+ bird species. Strategically expand your tree, cater to each species' unique needs, and keep your feathery guests happy through all four seasons. Just don't ruffle any feathers, or it's game over!

ALL REVIEWS: No user reviews

RELEASE DATE: April 2026

DEVELOPER: [Goosewing Games LLC](#)

PUBLISHER: [Goosewing Games LLC](#)

Popular user-defined tags for this product:

[Creature Collector](#)

[Automation](#)

[Colony Sim](#)

[Birds](#)

[+](#)

Business Requirements

BR1: External

Simplify, digitize, and improve an existing educational activity about pollinators and their habitats, serving all age ranges and accessibility levels

BR2: Internal

Collect, aggregate, and provide access to data about activity use, to provide valuable insight about activity participant trends

Use Cases

UC1: Playing the Game

External users interact with the game through the web application

UC2: Analyzing Statistics

Business analysts monitor system through the system-collected analytics

UC3: Temporarily Enabling/Disabling Path Options

Activity leads dynamically control which game paths are available

UC4: Permanent Removal/Addition/Editing of Paths

System Administrators make permanent changes to the game structure

UC5: Adding, Removing, Viewing Permissions of All Internal Users

System Administrators make permanent changes to the game structure

Functional Requirements: UC1

High Priority

- The user shall be given a randomly generated pollinator
 - The user should generate a unique pollinator each time
 - The user will be able to press a complete button when done with each path step
 - The user will receive facts about the pollinator after discovering their pollinator
-

Medium Priority

- The user will find the game's website using a QR code
 - The user shall be able to join a session using a session code
 - The user shall be able to click a back button to go to the previous path location while playing
-

Low Priority

- The game should have an option to automatically read text aloud
- The game should have an option to click a button to read text aloud
- The game should have an option to adjust text size
- The game should have an option to adjust the text font
- The game should have a high contrast colors mode

Nonfunctional Requirements: UC1

Low Priority

- The game should be accessible to blind and low vision players
- The game should be accessible to child players
- The game should be accessible to adult players
- The game should be accessible to elderly players
- The game should be accessible to dyslexic players
- The game should be accessible to colorblind players
- The game should be accessible to deaf players
- The game should be accessible to players with autism
- The game should be accessible to players with mobility limitations
- The game should be accessible to deaf and hard of hearing players
- The game should be accessible to players of any phone type
- The game should be accessible to players of any screen size/resolution

Functional Requirements: UC2

High Priority

- The system should allow an admin to view all statistics about game sessions previously played
-

Medium Priority

- The admin should be able to filter game statistics based on user-provided filter criteria
 - The system should allow an admin to view an average of all statistics about game sessions previously played
 - The system should allow an admin to view graphs about game statistics
-

Low Priority

- The system should allow website statistics to be exported as a CSV
- The system should allow website statistics to be exported as an EXCEL file
- The system should allow website statistics to be exported as a PNG file with graphs

Functional Requirements: UC3

High Priority

- The activity lead shall be able to start a temporary session
 - The activity lead shall be able to stop a temporary session that they previously started
-

Medium Priority

- A session code should be generated for the activity lead after they start a session
 - The activity lead shall be able to view their current session code
 - The activity lead shall be able to disable possible in-game paths for their currently running session
 - The activity lead shall be able to enable possible in-game paths for their currently running session
-

Low Priority

- Paths that have been disabled by the activity lead should not be randomly picked for players in that session

Nonfunctional Requirements: UC3

Medium Priority

- The games paths should all be enabled by default

Functional Requirements: UC4

High Priority

- The systems administrator shall be to add pollinator paths permanently to all future game sessions
 - The systems administrator shall be to remove pollinator paths permanently from all future game sessions
 - The systems administrator shall be to view all current possible pollinator paths in the game
-

Medium Priority

- The systems administrator shall be to view all current facts about pollinators in the game
- The systems administrator shall be to add facts about pollinators in the game
- The systems administrator shall be to remove facts about pollinators in the game

Functional Requirements: UC5

High Priority

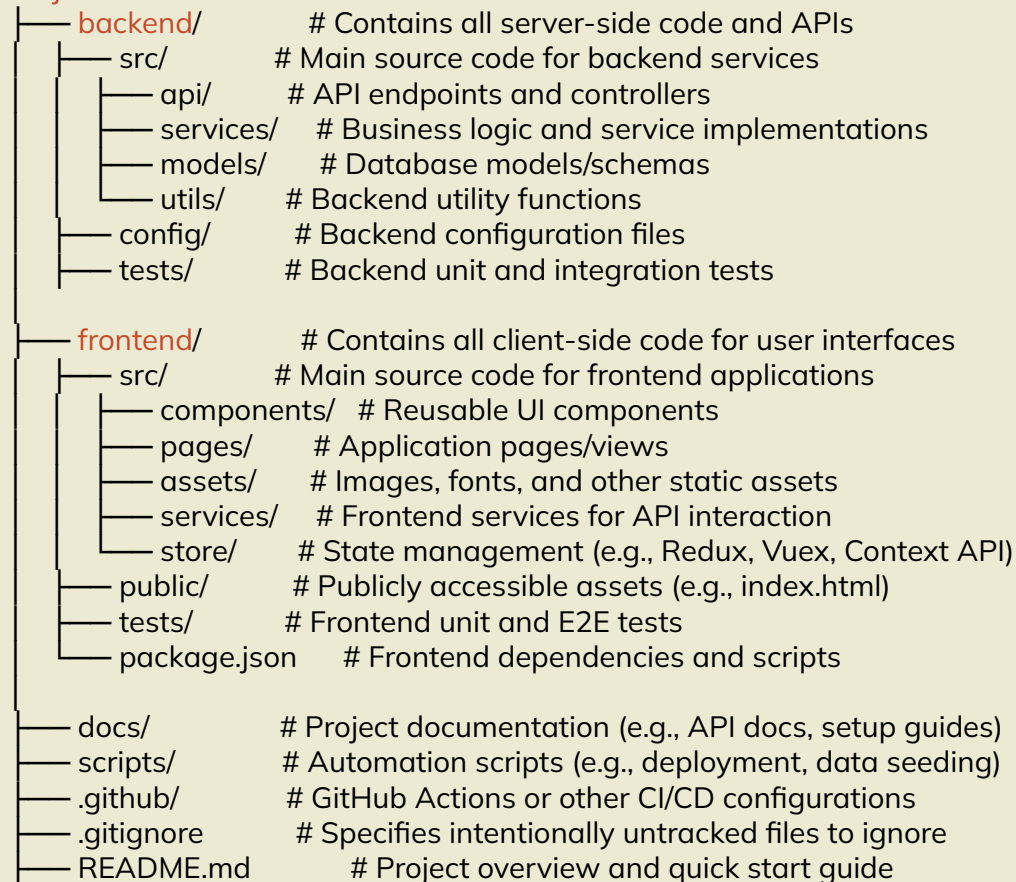
- The systems administrator should be able to add and remove privileges of admins under them
- The systems administrator should be able to view permissions of all users

Medium Priority

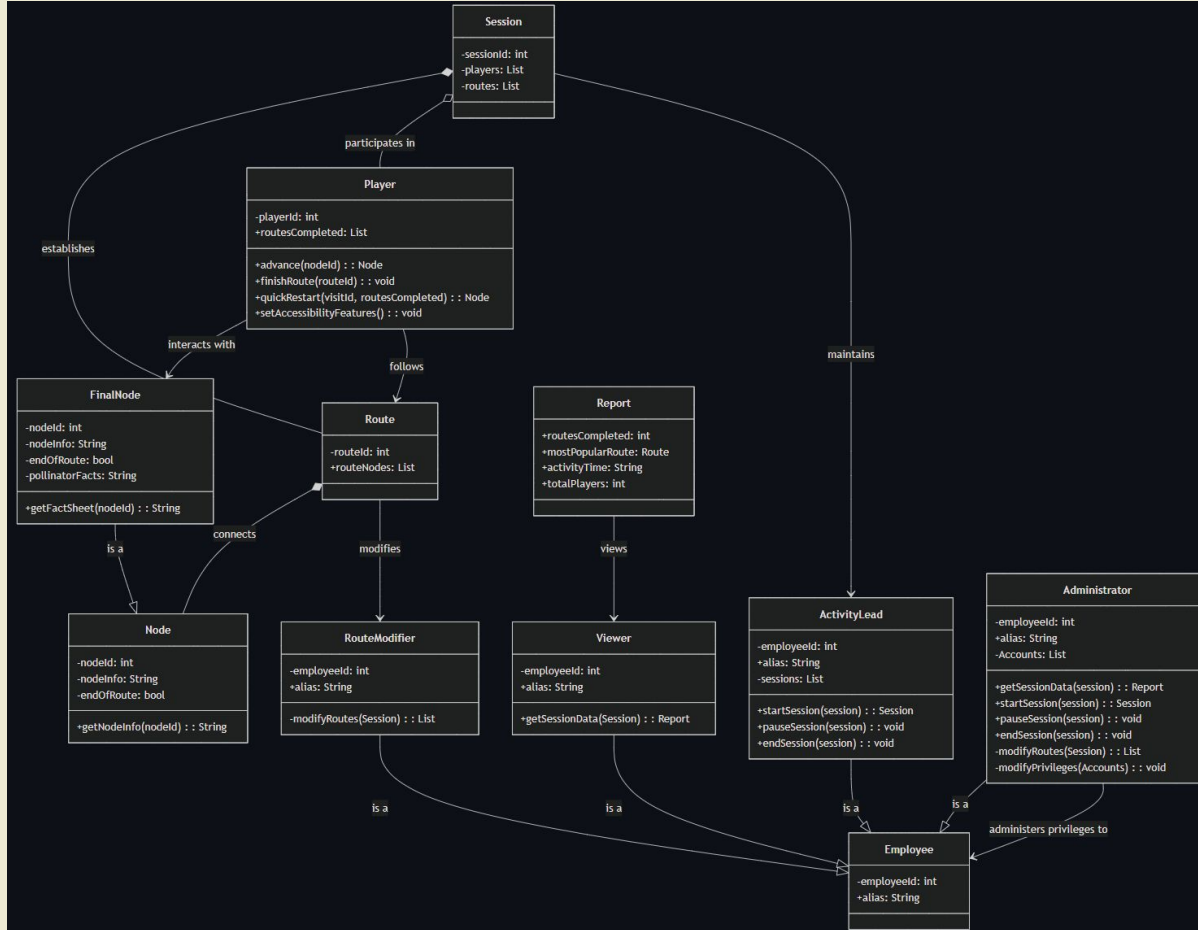
- The systems administrator should be able to view a log of all previous edits made by systems administrators

Architecture

Project Root/



Domain Model



Tech Stack

Programming Languages

Typescript and JavaScript

Front-End

React and Next.js

Back-End

Node.js and MySQL

Prototype



Prototype



First Iteration Features

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Client Feedback

As of this Monday, 9 / 28

- Add pictures to game for each stage
- BR1 rewording: making improvements to the paper version, not just a copy
- Emphasis on writing clean code IT professionals to easily troubleshoot the code after course completion
- Track unique paths while the device is on site, remove checkboxes for users
- UC4 rewording: user permission changes are not pushed until the admin "pushes the make public button"
- Possibility to add low priority task to UC1: English/Spanish toggle
- Remove visible progress bar from game
- Add graphs on the dashboard for stats, and the ability to export into excel and as images
- Accessibility can go 2nd iteration if needed (lower priority)
- Accessibility is higher priority than data collection
- Data collection is higher priority than path editing

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Thanks for Listening!