

Group 1 Requirements and use cases

Group members:

Hanna Chang
Bradley Kurzawa
Christopher Pastor
Elizabeth Miller
Seth Johnson
Romina Charles

Description: Website allows users to create a single account or add users to join the healthy challenge with them as a team. The healthy challenge site will allow users to track progress during the course of their journey of making healthy choices and lifestyle changes. Players will also receive notifications via email about goals reached and encouraging messages as they get closer to their milestones for added support. The intent of this game is to help family members or co-workers who could benefit from a competitive playing environment towards a healthy goal. The website fosters a sense of community and support by allowing players to share progress among each other and remain focused on their goal towards a healthier lifestyle.

Actors:

User: for playing alone no group created or multiplayer mode.

Advertiser: allowed to post advertisements on site.

Organizational Benefits: Promotion of healthy lifestyle choices has been shown to improve workflow and employee productivity. By offering a fun, competitive way to track and make fitness goals, companies will be indirectly improving the overall workflow of its employees.

Triggers: Create an account, get invited to a group, get invited to the game

Preconditions: User will create an account that requires a username, password and email address. When creating an account, the user will have the option to select if they would like notifications sent to their email, such as progress reports and updates on friends.

Postconditions: the group game is completed. Upon completion of a game, users will be asked if they would like to play again using the same group members. If yes, return the group creation page. If no, return to user's personal page.

Main Course:

Once an account is created, user selects a game mode - solo or group solo multiplayer. If group is selected, user can create a new group and invite friends.

When creating a group, the group creator will select a game mode - team play or competitive (team play displays all members' progress as a whole at the end of the game, whereas competitive will rank members by progress and ultimately crown a single winner). Group creator will set the parameters for which the members will be scored by - e.g. weight lost in pounds, total distance walked, healthy food choices, etc - as well as set a length of time for the competition and how often users will log their data.

With parameters set, the game will begin. Users will be sent to their personal page, where progress graphs will be shown for the group parameters. This will also be where users will be able to log their relevant data for each group they belong to.

Once the set time passes, users will receive an email stating that the game has concluded and will be able to view results. Based on the data that users entered and the game mode selected, leaderboards will be shown that show the progress of the members (competitive will display graphs and data for individuals and a ranking system, where team play will show collaborative progress graphs). The final page will display thank participants for playing (potentially give some advice to improve) and for making healthy lifestyle choices.

Alternate Courses:

A: Solo Play

Solo play will serve as an online fitness tracker. At any point a user can enter any relevant fitness information, and graphs for progress will be shown that updates whenever new information is entered. Users can share their information with friends.

B: Solo Multiplayer

Allow users to play against other players as an individual in against other users, but separate from private group games. This could have weekly games in various categories hosted globally across the game.

C: Donating

A link to a donation page will be viewable on all pages the user has access to. If clicked, the user will be sent to a PayPal link, where they can make a customizable donation to the site development team.

D: Account management

User managing their account information for their account like the games they are in, the global multiplayer, or their data.

Exceptions:

- 1.) User receives invite to group but has not yet made an account
 - a.) User will be prompted to make an account before access to the group page is allowed.