Project 1 Interview

Hrithik Shah

Oct 14, 2015 2:53 p.m.

**What is your name and job title?**

My name is Daphne Bevalier. She is a brain and cognitive science researcher. She works for University of Rochester and University of Geneva. Effects of gaming on the human brain. Her approach: She has proven that gaming has beneficial effects for the brain.

**What do you need help with?**

She is currently doing an experiment. Subjects are children aged 10-15. In study, compare and contrast traditional linear stories and a video game. Between Book and game.

Task is to create a interactive story.

**Give me a detailed list of requirement for the programs?**

1. Interactive story where the user gets to make choices to impact the final outcome.
2. 4 task that the user has to input.
3. Some kinds of outcome (points, scoring, live or die)
4. Should be Text based
5. Visually appealing (ASCII art titles and ASCII art pics)
6. Easily updatable
7. Methods and comments
8. Storyline (programmer can choose it)

**Who are the users going to be?**

User are going to be 10-15. Content should be children friendly. (PG-13)

**Stakeholders**

She is a stakeholder. Parents(choose whether or not child should play the game) are stakeholders, gaming companies. Other brain researchers.

**Security**

No Security requirements

**Software**

Should use Java.

**Guideline**

4 tasks (you go to school, do you make it there on the time, using like the codes we did in class (magic 8 ball.))

500-2000 lines of code

5 mins game play

Extend to build complex AI for games like tic tac toe.

**Screen Sizes**

Intel Dual core

Windows Vista

1280 by 1024 (Play special attention to the ASCII size (at home too.))

**User Interface**

After input questions there should be a space between input

There should be blank line between task.

Some sort of backstory (intro)

Hit their first task, some more story. hit their second task

Final task completion

Good job!

**Deadlines:**

Interview is due: October 20, 2015

Secondary Research is due: October 23, 2015. Such as (ted talks)

October 26 2015 Criteria is due: Interview findings

October 28 Criteria B : Planning (Structure and Flow Charts)

First Playable : (Due October 30)

Alpha Testing: Nov 2nd

Beta Testing (Nov 3rd)

Gold Master (Nov 4th) \*Due start of class. Comments should be included aswell\*

Criteria D due Nov 6th: Reflection and evaluation. Ponder if you used the Ib learner global context.

**Compensation:**

$0 dollars

Each Criteria is divided into 8 points.

Project is worth about 0.5 more than a unit.