

Start Game SQUEEZE! Scenario

Group 2 - Diego Bravo, Nicholas Filipov, Jose Bolanos, Alejandro Bravo

SQUEEZE! is an engaging and educational game designed to teach financial literacy and business acumen through a dynamic experience of running a lemonade stand. From understanding basic financial principles to making strategic decisions, the game aims to provide a fun and interactive way to develop real-world skills.

The first scenario sets the stage for the adventure, introducing players to the basics of gameplay. Players begin with a small sum of starting capital and are tasked with setting up their very first lemonade stand. They are guided through the initial steps such as purchasing ingredients and setting the price for their lemonade. This serves as the tutorial phase, where players learn essential mechanics such as budgeting, inventory management, and pricing strategies.

Scenario "User begins the tutorial."

The user will be given a few options, including a Play, Help, Tutorial, and Quit button when opening the application. At first, the user will be prompted to press tutorial or to play right away. As the user progresses through the tutorial players encounter their first scenarios that require them to adapt to changing circumstances like shifts in customer demand, while being told what actions are available for them to take. For example, different lemonade types/cup sizes. They will also learn the fundamentals of the game like how to buy supplies, make lemonade, and sell the lemonade.

After completing the tutorial and learning the mechanics of the game, the player will begin their journey on the first official day of gameplay. The day starts with the player preparing all the necessary materials and supplies required to kick off their lemonade business. They will be provided with a set budget, introducing an element of strategy as they decide how to allocate their limited funds to ingredients and other essentials.

Once all preparations are complete, the player can choose to officially start the day and open for business. As customers begin to arrive, the pace will pick up, and the player will need to act quickly and efficiently to keep up with demand. This involves serving lemonade and potentially other food items to customers in a timely manner to ensure satisfaction. The challenge lies in managing time and resources effectively while keeping customers happy, laying the groundwork for a successful and thriving lemonade stand.

Figure 1 - Use Case Diagram for starting a new game and playing the first day.

