

Dynamic Gameplay SQUEEZE! Scenario

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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 third scenario will introduce a much friendlier UI to make sure the user knows how to navigate through the game. There will be new pop-ups, including but not limited to a timer above the customer to signify how much time you have to serve the customer, notifications when you buy/sell an item, and error messages when you don't have a certain quantity of products to craft. Furthermore, it will include feedback on how to improve your rating, add prices to products and crafting items, show current inventory in the crafting system, etc. Additionally, the user will be allowed to set certain prices on the products.

Scenario "Rating system affects gameplay with an improved UI/UX"

As the player goes through their day, they also have to keep track of their rating, which is located at the top right of the screen. They must keep track of this rating because this rating affects the number of customers they receive each day. To keep a good rating, players must attend to customers quickly. The rating is calculated as an average of all the customers' ratings depending on the amount of time it took them to get served, and they will walk away if they are not served within a certain time. Additionally, players must also serve the customer the correct item that they are requesting, or the rating will go down.

The user no longer needs to look in the inventory to see how much product they have accumulated, they will be able to keep track of each product and the amount that they have in the purchase and crafting menus. The crafting menu will now have small crafting recipes and one crafting area to let the user pick what two ingredients they want to use to create a product.

At the end of each day, the player will not only be presented with graphs showing how much profit or how much money they lost, but they will also be advised on how to improve their service for the next day. This could include advice such as attending to customers faster, making sure that you don't buy too many extra items, etc. After each day, product prices will slightly increase, so the player will need to adjust their prices accordingly.

Figure 1 - Dynamic Gameplay Use Case Diagram

