

Zombie Review

Reviewing Team: EPL Reviewers:

- Noorez Kassam
- Taylor Lloyd
- Isaac Matichuk
- Braeden Petruk
- Tim Phillips
- Oscar Ramirez
- Ben Rolleman

Authoring Team: Zombies on Campus

Document Name: Zombies on Campus Project Requirements Document

Statistics

Number of major findings: 18

Number of moderate findings:15

Number of minor findings:7

Person hours of review effort:7 (~1 per team member)

Major Findings:

- No mention of distribution plans for the app. You might have to consider constraints placed by the different stores (App Store, Google Play). **(Ben, Taylor)**
- The overview jumps around, and repeats itself a lot. Try to streamline it more. (eg. It talks about mini-games at the end of each level, however the structure of the game has not been defined at all before that.) **(Oscar, Ben)**
- How does account creation work? The storyboard shows "new" and "load" game buttons but it is not explained how multiple accounts are managed (will a user enter a username?). **(Tim)**
- What "advice" is the avatar required to provide? Visual cues? Directional cues? Riddles that help guide the user to the desired building/room? **(Braeden)**
- How is the zombie(s) placed? **(Braeden)**
- What prevents the user from instantly finding the zombie in the first few rooms they check, and then being done with the game? **(Braeden)**
- Is there a minimum number of "steps" they must navigate through before there is a chance of finding the zombie? **(Braeden)**
- How is Worklight being employed in your software (what does "compiling" convey in the document?) Is browser access on the phones intended? Or is it being compiled down to hybrid/native code? **(Braeden)**

Requirements:

R1:

- Why is a building the wrong one? Having an avatar guide users would probably not be necessary with proper game design watch: <http://youtu.be/8FpigqfcvIM> (warning, offensive language). **(Oscar, Taylor)**
- This requirement seems to encompass way too much and for someone who doesn't have the background of what the game is it is rather cryptic. You should outline the game flow in the overview, what is a correct room? are you studying the zombies? **(Oscar, Tim, Taylor)**
- Are all rooms selectable? If not, do there exist visual cues to identify which rooms a user can interact with? How can a player know which building is the "correct" building? Do they get to explore this building before finding out it is the wrong one or are they told immediately? Is there some kind of punishment for picking the wrong one? **(Braeden, Isaac)**

R2:

- Are apps delivered via the App Store? **(Taylor)**
- Who will maintain developer accounts if so? **(Taylor)**

R4:

- Mini-game design not properly defined. The game seems like a fairly big part of this project and yet there's no detail about it. **(Taylor, Isaac)**
 - What is the control scheme? **(Taylor, Braeden)**
 - Are levels timed? Do we have health? **(Taylor)**
 - Are there different levels for different buildings? **(Taylor)**
 - What weapons do we have? Is it a shooter? **(Taylor)**
 - Are scores kept for each play? Can users compete? High score tables? **(Taylor)**

R5:

- Narrative is unclear - are we capturing zombies or killing them? There should be more detail in this requirement. **(Taylor, Isaac)**
- Are there lots of zombies? **(Taylor)**

R6:

- Their place? It is unclear what this is.

R8:

- GPS doesn't work well indoors. What are you doing to account for this? **(Taylor)**

Moderate Findings:

- The storyboard does not show how the user chooses between the "off campus" and "on campus" versions of the game. **(Tim)**
- Clarify if the user is allowed to switch between the two versions of the game within the same account. Can they play the "off campus" version if they are off campus, but switch to the "on campus" version if they are on campus? **(Tim, Braeden)**
- Are health facts being provided by the client? **(Taylor)**
- "GPS mode" at the bottom of the document suggests desktop form-factor support. This is not mentioned explicitly elsewhere in the document. **(Braeden)**
- Using jQuery will enable general browser support -- but is there going to be a version optimized for keyboard/mouse rather than touch? **(Braeden)**
- How is the YouTube viewing experience intended (what does "bring the user to a YouTube video" consist of)? Is YouTube being opened up in the browser, or is a video going to be embedded in the software's UI? **(Braeden)**
- Are these games optional? Will there exist a way to exit the game prior to completing it? **(Braeden)**
- What about students that do not have smart phones? Will there be a PC version? **(Isaac)**
- You said that the game's overall design is inspired by games like "Plants Vs Zombies". What part of the application is inspired by Plants Vs Zombies? Do you mean your art style? Your gameplay? Your UI? **(Isaac)**

Requirements:

R4:

- Introduction mentions many minigame*s* but the requirements outline only one game. Should be consistent. **(Tim, Oscar)**

R6:

- Both iOS and android have achievement trackers. Will these be used? **(Taylor, Braeden)**
- Is progress tracked online or on-device? **(Taylor)**

R7:

- What are the awards? Are they provided by the client? **(Taylor)**
- Are the rewards worth anything in real life? **(Taylor)**

R8:

- On-campus sounds much slower than off-campus mode. Why would a user want to do this? **(Taylor)**

Minor Findings:

- Use of **mouse click** idiom when referring to touch devices (**Ben**)
- Requirements document is not cleanly layed out. Try justifying the text and improving the presentation. (**Oscar, Noorez**)
- Move some of the technical details from the overview to a more structured section (**Noorez**)
- Define your users once, early on, and then simply use users generically, rather than specifying the user being a potential student so often. (**Oscar**)
- Videos on storyboard not formalized in reqs. (**Taylor**)
- Storyboard seems to suggest multiple minigames? (**Taylor**)
- Videos menu item not described (**Taylor**)