

Department of Computer Science
University of Saskatchewan

CMPT 400.3/405.3
Learning Contract 2017 - 2018

Student Name: Evan Snook

Course: CMPT 400 or 405 (circle one)

Supervisor: Regan Mandryk

Project Title: Implementing a game for researching a users response to the gratuity of rewards.

(The following is to be completed in conjunction with your supervisor.)

1. **Learning Objectives.** Identify five significant things that you will learn in this course by working on this topic in the manner you discuss below.

- 1) Gather requirements for a game for research
- 2) Develop a clone
- 3) implement Scalable Rewards
- 4) Design levels
- 5) Evaluate/Test the game

2. **Prerequisite Knowledge.** Identify knowledge necessary to work on this topic and where you obtained it. Also identify any potential overlap between this work and existing CMPT courses and whether or not you have taken or are taking these courses.

I will draw on knowledge gained in CMPT 306 Game Mechanics which I have already completed, as well as CMPT 481 HCI which I am currently taking. There is no explicit overlap with previous projects

3. **Background.** Identify three sources of information on this topic that you have already consulted in preparing this learning contract.

- 1) Peggle from the Google Play and App Store
- 2) Paper: 10.1145/3116595.3116639 - Cooperation and
- 3) Paper: 10.1145/2992154.2992155 - Frustration

Inter-dependence

4. **Project Plan.** Identify at least five major components of the work you propose to undertake in the order you plan to do them and with estimates of the time required to complete each of them and the date when each will be completed.

- 1) Planning and Gathering Assets
Due: November 15, 2017

2) Create the game and game logging
Due: Feb. 5, 2017

3) Test and iterate game design
Due Feb 20, 2018

4) Create and Test levels
Due: March 15, 2018

5) Documentation
Due: March 31st, 2018

5. **Resources Required.** Identify the main resources that you will be using to accomplish your project and what arrangements you have made to insure their availability.

People (such as users or other experts) and their roles: _____

Regan - Supervisor

Testers - Testing; No arrangements made

Hardware and Software: Unity -

Peggle Assets

Git Hub

Literature: ACM Digital Library

Internet: unity3d.com

6. **Progress Reports.** Identify the project milestones that you expect to have reached by these dates (remember that you will be accountable for having accomplished these things by these dates).

Week of Nov. 15/17 - 1st Progress Report:

proposal and first milestone

Week of Feb. 5/18 - 2nd Progress Report:

second Mile Stone


7. **Deliverables.** Identify what you will deliver for marking and, where appropriate, the distribution of marks to be used for evaluating these deliverables. (This should refer to accomplishments coming from the major phases in your project plan.)


• The game	(70 %)
• User Testing reports	(10 %)
• Documentation	(20 %)

8. **Miscellaneous.** Identify any other important factors that should be taken into account in conducting and evaluating this course.

- Regan has ethical approval to involve Testers.
- There is a psychology honours Thesis that is building off of this work

9. **Agreements.** The following signatures indicate approval of this Learning Contract. All three signatures are required.

Student:  Date: Nov 3, 2017

Supervisor:  Date: Nov 3, 2017

Course Coordinator: _____ Date: _____