

Coping Game Requirements

- I. Build a web app game that is accessible from desktops, phones, and tablets
- II. The game must focus on introducing new coping techniques to the players for use in everyday life situations
- III. Players must be able to make their own account if they don't already have one
 - A) Players can choose their username and password
 - B) An email will be assigned to their account
- IV. The game will be a "pick your own adventure" style game with scenarios for the player to choose from
 - A) Scenarios will provide the player with a series of problems
 - B) Each problem will have three valid coping techniques to choose and learn from
 - C) Each problem will make use of videos, images, and text to display the problem and the suitable coping techniques
 - D) Answering each question will reward the player with tokens they can use in the game store
- V. The player will be able to customize their web game to a certain extent
 - A) Players will be able to purchase themes and user pictures with tokens they have accumulated
 - 1) Themes will be specific background and text color combinations that will apply to every page of the web game
 - a) The color combinations must contrast and be easily readable
 - 2) User pictures will change the picture associated with the players account
- VI. A player's progress will be saved
 - A) Their token amount will be regularly updated and saved
 - B) What theme and user picture they are using
 - C) What themes and user pictures they have unlocked

- VII. Administrators will have certain permissions that regular players don't possess
 - A) Add, edit, and remove scenarios and/or problems
 - B) Add, edit, and remove player accounts
- VIII. Administrators can play the game as if they are a regular player
- IX. The game must be intuitive and easy to use, and must use pictures and icons for easier navigation of the game
 - A) Buttons to navigate the game will have easily recognized symbols
 - B) Theme colors must have a good contrast ratio for readability