

# Absolute|0

## Election Simulator

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## **Project details:**

### **1 High level description:**

The Election simulator game is meant to be an online game where South African citizens can learn in an easy to use and easy to understand way whereby they would be able learn the basics and how the voting system works in South Africa. The goal of the project is to provide users with an easy to understand and operate game whereby they are able to learn how the voting system works in South Africa.

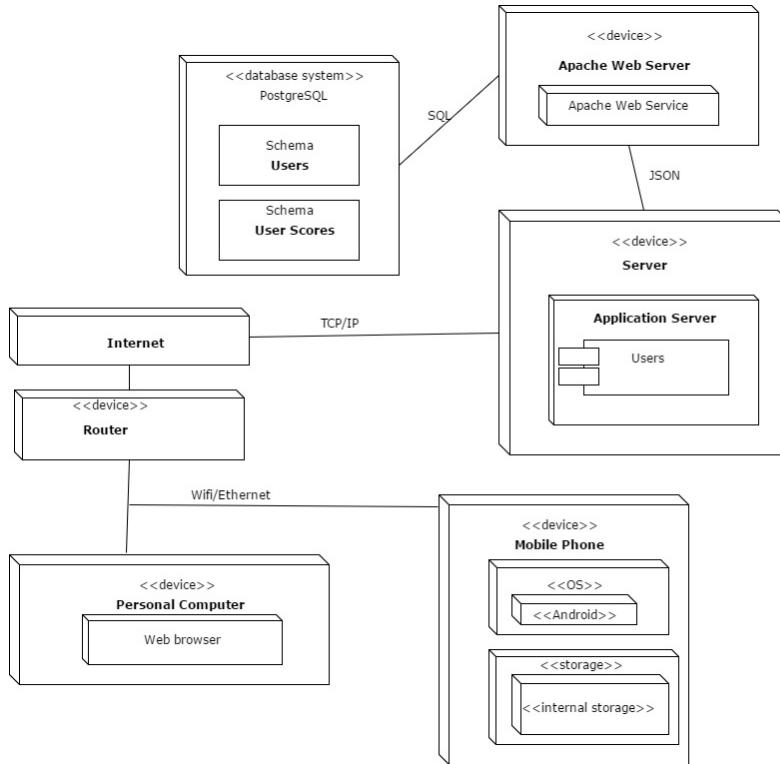
We will incorporate HTML, Javascript and Ajax to allow the website based game to be dynamic and manageable, the user will access the game through prompts and will be able to maintain game scores from previous rounds.

We intend to use JSON objects to maintain and extract data from our database, as they are easier to manage through different formats. Calculations will be performed through Javascript functions in real time, this is used as it will allow for the fastest response times and limit the amount of traffic required by the database.

The bulk of the computation will be performed by the Javascript functions of the website. The user's saved data will be stored on an external server and retrieved using JSON objects and managed using MySQL.

As this system is a web based system we intend on creating it so that it is compatible on all modern and widely used web browsers.

## 2 Deployment diagram:



## 3 Brief description of methodology:

We will be incorporating an agile methodology, focused on features, as there are various features within the web based system need to be implemented, and some can be developed separately from the rest, while others might depend on the outcome of a previous feature, for instance the ability to save the users' data, this will only be possible once the entire scoring system and most of the game are completed whereas the styling of the website can be done separately without affecting the final product.

This also allows us focus on current tasks and the most critical features first. It also allows us to get better feedback from the client on the most recently developed feature.

For this reason, team meetings will happen twice a week. The meetings discuss new goals and the division of work. We would also like to hold meetings with the client either once per two weeks or once a feature has finished devel-

opment on our end to see if it works as expected and if it was what the client wanted.

## **4 Team skills:**

All members of the team have Experience with all planned Languages. We have had experience Incorporating them in various settings, such as creating and maintaining databases, styling websites and various others.

All members are logical programmers that will be able to handle the calculations and incorporating them in a system. Additionally one member has experience in photoshop which allows us to create a unique and user friendly design for the website.

Four of the team members have experience in user experience design, user interface design and human-computer interaction and its application in a game environment. This will be extremely useful to the simulator because the most important aspect will be the satisfaction of the user and how they experience the simulator.

Two of the members has experience in WebGL and Three.js. This will be useful as smooth and pretty animations can be added to the game to further improve the user experience.

Most of the team members play video games themselves and this will enable us to design a game from the user's point of view because we know what works and what doesn't.