

# Project Fall Game

Name: Vi Le

Student Number: xxxxxxxx

Group Member: Vi Le

Course: ACS-2913-001

Instructor: Dr.Victor Balogun

### Project Context:

The company is Jackal+ Studio is a game development studio that have just released their first game 2 months ago called “the last man at the end of time”. The game is a top-down shooter looter with elements of RPG, crafting, building. The game is about a lone survivor that have just survived the end of its universe, now traveling in another dimension, trying to survive and find other ways to continue humanity.

Jackal+ wants to open mod support and a hub for enthusiasts to create and share mods of the game “the last man at the end of time”. It would have mod support such as mod kit, support from the game developers, a direct communication between the game development team and the modding community. It would be a website for the client or app for mod kit user.

1.

### *System description*

#### **Problem Description**

The first game launched by Jackal+ studio was a success and its need more content to continue to be successful. The game has many mechanics and many customizations baked in its game design and this created a new community within the player, the modding community. These players are the most enthusiastic about the game, and in such the most valuable customers. The game does not have a system to support this new group nor a system for communication between the community and developers. There should be a system to support these valuable customers and allow the game's community to communicate with each other and the game developers. The system should also incorporate online element for fast input and output of information between game developers, players, and modders. The system also must be connected to the internet and support for windows, mac os.

#### **System Capabilities**

- Collecting and storing community's content such as arts, mod, memes or anything that came from the players
- Collecting and storing players information such as play time, preferences, character creation, mod library
- Allow players to create their own mod library where they can add, remove, share their favorite mods
- Allow user to customize their account
- Moderation of community's content
- Share information between players and modders
- Provide modder ways to upload, share and update their mod
- Always online
- Provide direct communication between community and game's developers through chat functionality
- Collecting and storing bug tickets reported by players and modders
- Compatible with most popular mainstream OS systems

#### **Business Benefits**

- The modding community with support can create valuable content for the game and keep the game alive without game developers, providing a long term, self-efficient flow of content
- With direct communication between community and developer, better customer service can be provided and more feedback can be collected directly from the players

- The system will act as a hub to grow the game community and ensure game popularity for a long time
- The modding community could help game development team with future updates and expansion or hired some of the most popular mod creators onto the development team.
- The system could collect more valuable information about players so development team can create successful content or management can plan more ahead into the future
- With the system help, the modding community can grow larger and attract more new players into the game, increasing revenue and popularity

2.

### ***Stakeholder List***

Major Stakeholders:

- Players (External Operational)
- Modders (External Operational)
- Developers (Internal Operational)
- Community Managers (Internal Operational/Internal Executive)
- Senior Managers (Internal Executive)

	Operational	Executive
Internal	Developer Community Managers	Senior Manager
External	Players Modders	

3.

### **Description of Requirements Gathering Approach**

We would interview community managers, customer support, and developer to find requirement of the new information system. Community manager would announce the game's mod support on social media and observe the responds from players. Community manager would then post questionnaire of the mod support and offer in-game reward for players who participated. These approaches should give a good idea of what the customers or players want in the new mod

support and community hub system and what internal staffs want in the new information system. We should also observe existing system from other game developer through their mod support website.

Example question of interview with developer:

How often would you need to access the system?

How long is the update cycle in development?

How to make announcement on the new system?

How to communicate with other developers through the new system?

How customer feedback should be handled?

4.

Document and List all the Requirements for the system

Requirement Category (Functional / Non-Functional)	FURPS + Category	Requirement Description
Functional	Functions	Always connected to the internet
Functional	Functions	Collect and store players information
Functional	Functions	Store and share mods
Non-Functional	Usability	Customize player's account
Functional	Functions	Collect and store community's content
Non-Functional	Usability	Customization of player's mod library
Non-Functional	Security	Moderation of community's content
Functional	Functions	Connect developer and player through chat
Non-Functional	Reliability	Backup players information and mod
Non-Functional	Usability	Connect players with each other through chat
Non-Functional	Performance	Compress uploaded mod files
Functional	Functions	Collect and store bug tickets

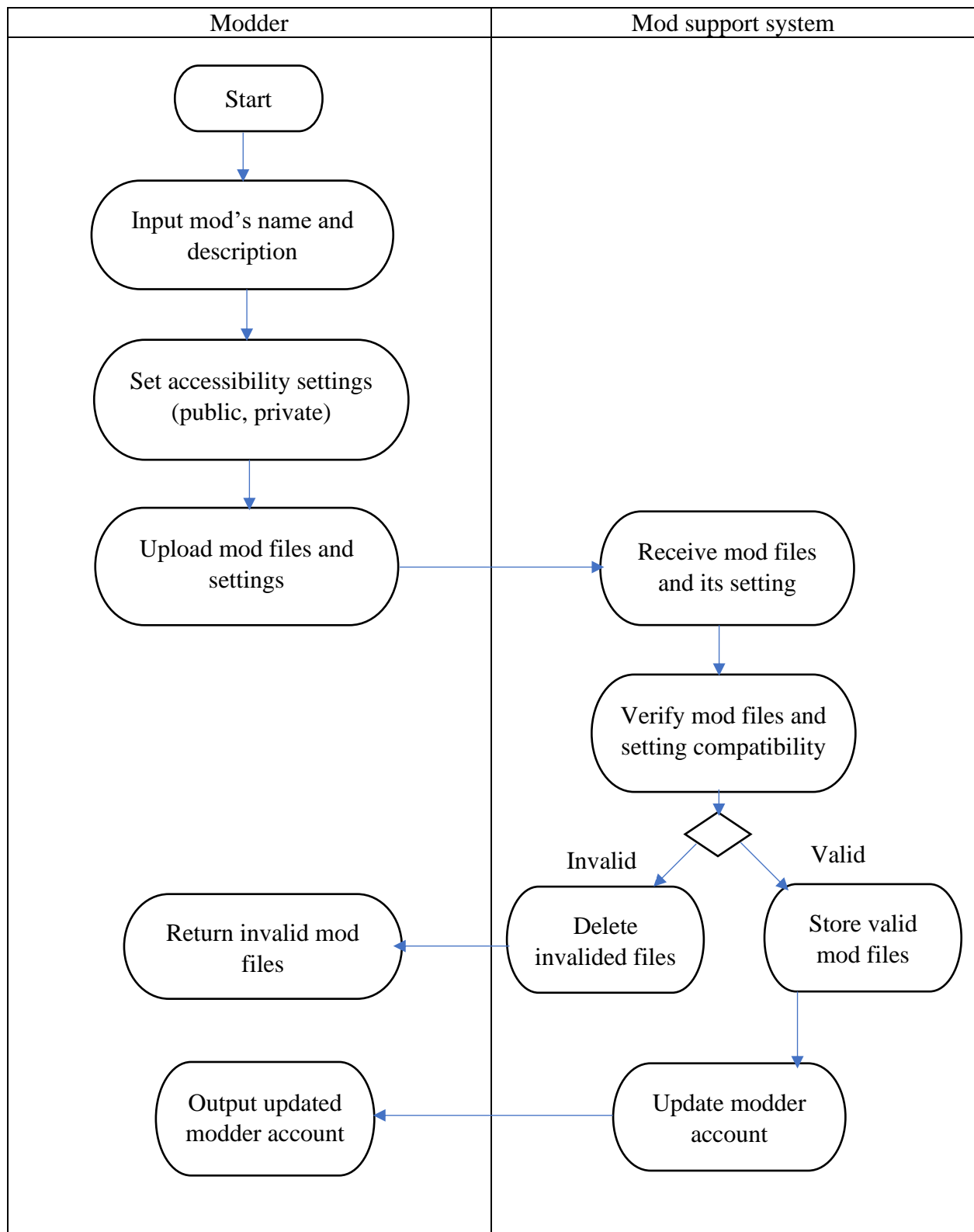
5.

### ***Activity Diagrams***

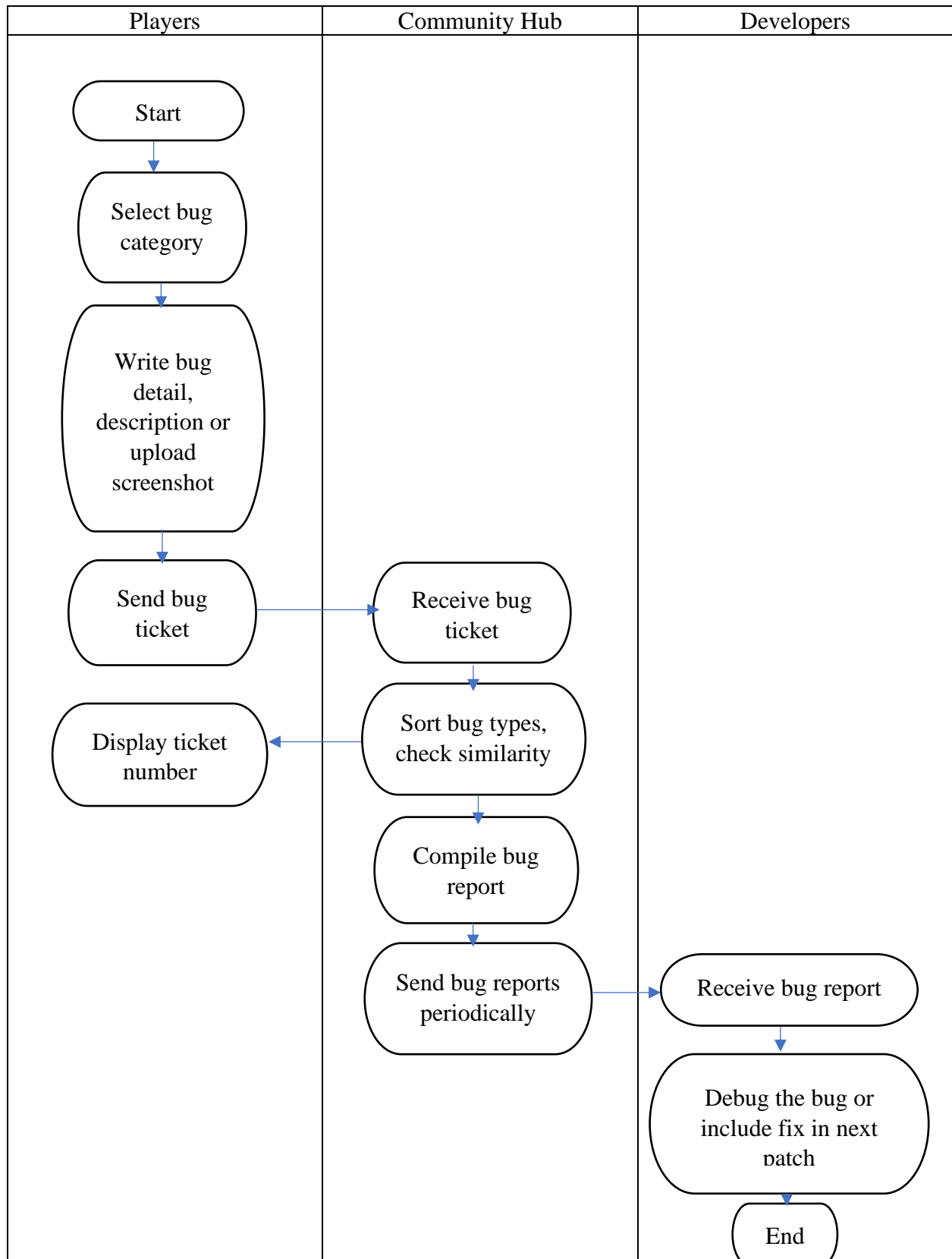
3 most important activity the system must perform:

1. Upload mod
2. Send a bug ticket
3. Issue update notice and update patch details

## Upload mod



## Send a bug ticket





## Issue update notice and update patch details

