

CME QUEST ADVENTURES

A 2D Escape Room Game

MEET OUR TEAM



JACK CARTHEW



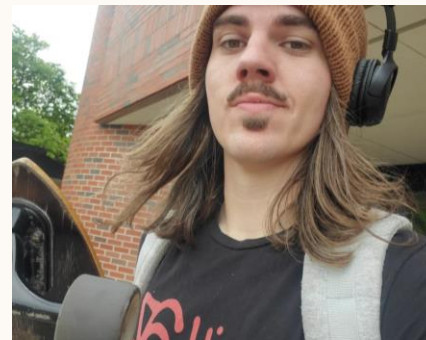
JUSTYN FOX



ETHAN HOOPER



JARED BOWMAN



MICAH HARKER

PHOTOSHOP AI TEAM PICTURE



OUR CLIENT(S)



KURT SNYDER

CME Executive Director



LANI MATSUMURA

Instructional Designer

USE CASES

1

USE CASE 1

Recover the
missing
promotional
materials

2

USE CASE 2

Recover the
missing guidelines
for compliance
and accreditation

3

USE CASE 3

Recover the
missing joint
accreditation
criteria
documentation

4

USE CASE 4

Applying adult
learning principles
to solve challenges

5

USE CASE 5

Uncover the
advantages
of different learning
formats

BUSINESS REQUIREMENTS

- An employee can play scenarios related to their role in the workplace
- An employee can test their knowledge by completing the final puzzle in a scenario

REQUIREMENTS

HUD

Inventory
Timer
Objective

USER

Account
Objects
Puzzles

DATABASE

Leaderboard
Best times
User info

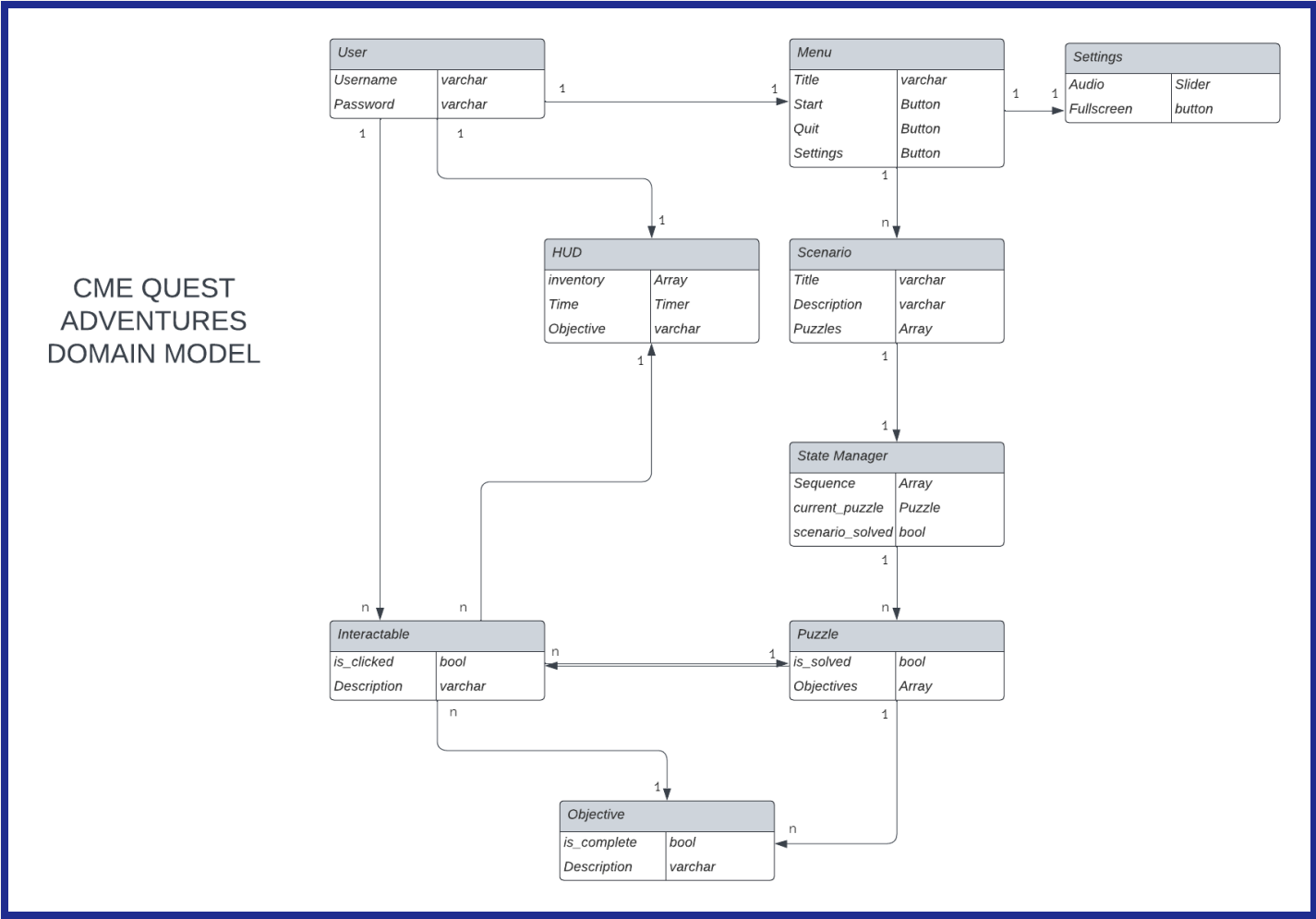
"WOW FACTOR"

Animations
Sounds
Hand drawn assets

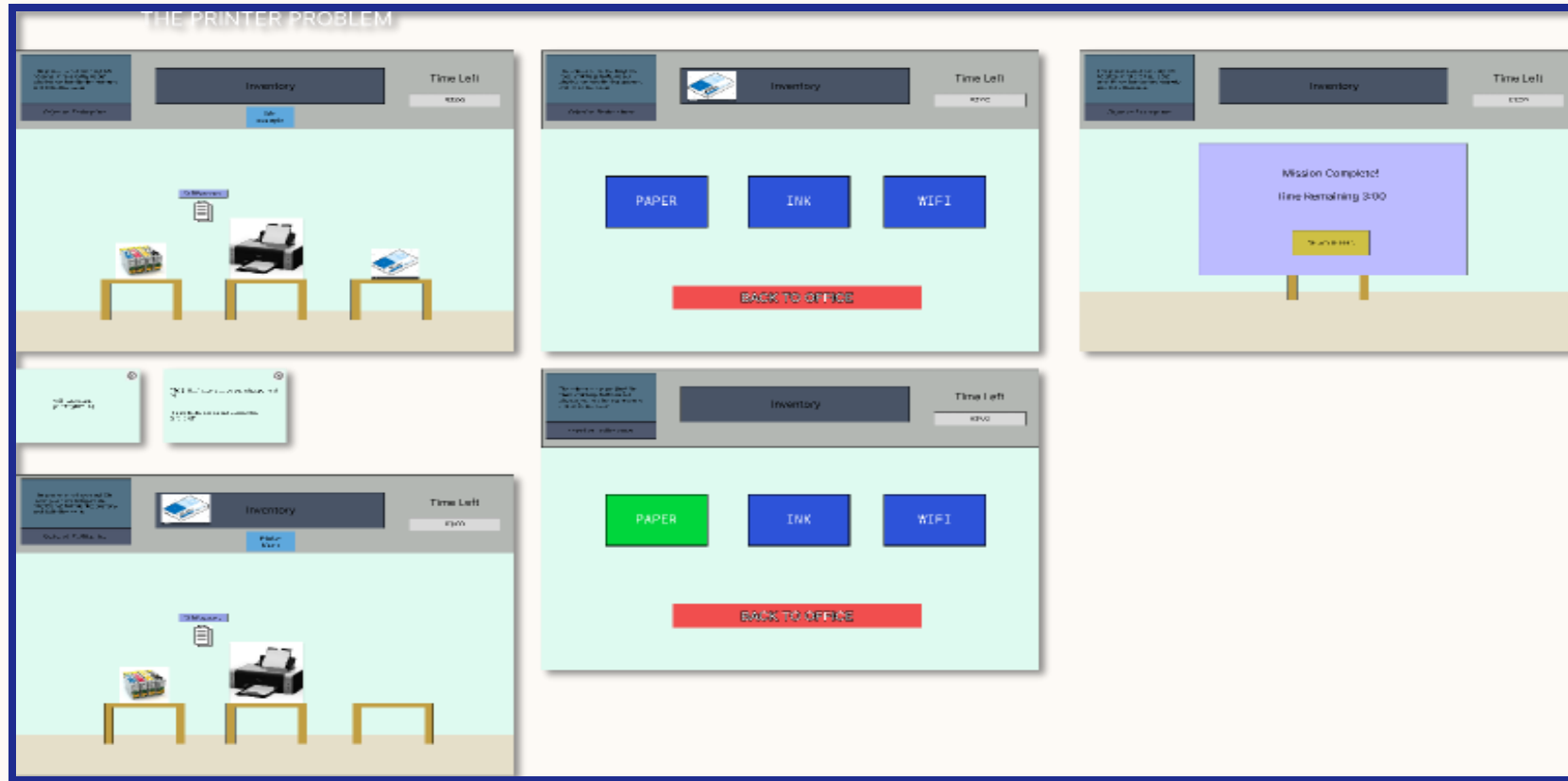
NON-FUNCTIONAL

Immersion
Who plays the game
What does the game consist of

DOMAIN MODEL



PROTOTYPE



TECH STACK



GODOT 4

- Main game engine
- Simple asset manipulation
- Easy to integrate other technologies



GITKRAKEN

- Version Control
- Provides a useful interface for VC in Godot
- Offers better structure for VC than git bash



MYSQL


- Database
- Simple for the data that we need to store
- Simple to set up and implement

FIRST ITERATION FEATURES

The game will be made using Godot 4



The game will have a timer that measures how much time the user spends completing the scenario



A user has an inventory they can use and manage



A user can click on an object and add it to their inventory



A user can click on an object and be taken to a separate puzzle screen

CLIENT FEEDBACK



Blown away by our prototype and how much progress we are making!



Iteration ideas changed course

Was multiplayer, now singleplayer

Simple architecture structure

MENTOR FEEDBACK



Clarifications on business requirements and domain model



Advice on staying connected with the team



Advice about this very presentation



THANK YOU

From the CME Quest Adventures Software Team!

