



CME Quest Adventures

Iteration 3

The Team



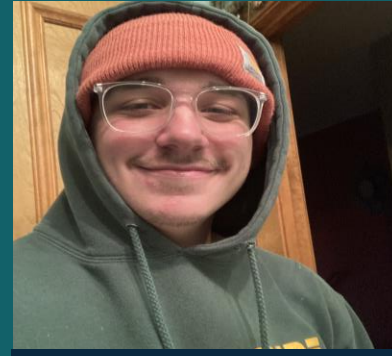
Micah Harker



Ethan Hooper



Jack Carthew



Justyn Fox



Jared Bowman

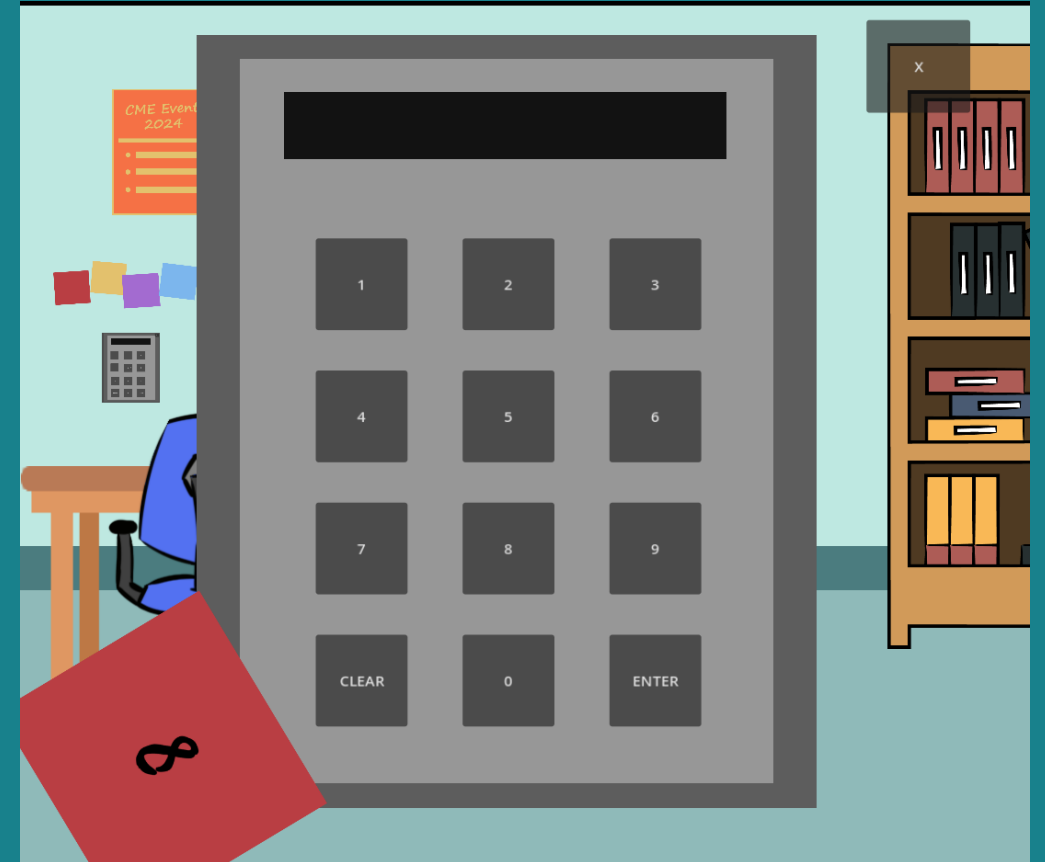
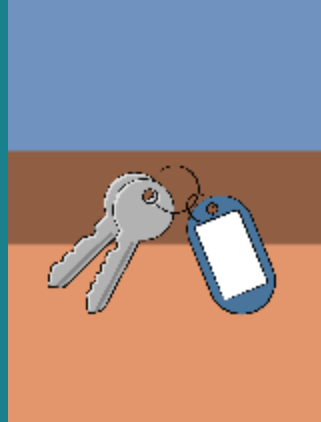
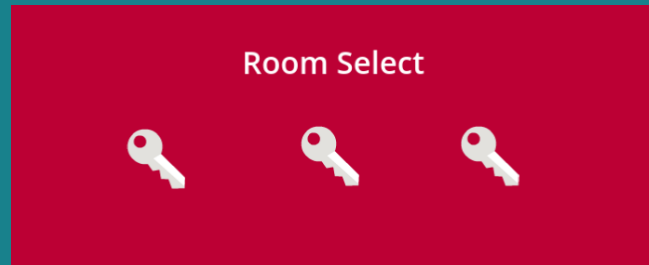
Software

Run-ability, Functionality, Aesthetics

Modularity, Tests, Dev Environment

Clean code

Non-linear room progression



Start screen/End screen



Database interaction

```
Congrats  
Array  
(  
  [finished] => 1  
  [scenario] => 1  
  [time] => 02:10  
  [username] => Johnny  
)  
New record created successfully
```

Id	Scenario	Username	Time	Finished	CreatedAt
1	1	Johnson B	12:00:00	1	2015-04-06 11:10:38
2	1	Johnny	00:01:00	0	2024-02-02 23:34:30
3	1	Johnny	00:28:00	0	2024-02-02 23:56:26
4	1	Johnny	00:07:00	0	2024-02-03 00:00:39
5	1	Johnny	00:06:00	0	2024-02-03 00:01:15
6	1	Johnny	00:05:00	0	2024-02-03 00:02:34
7	1	Johnny	00:07:00	0	2024-02-03 00:08:48
8	1	Johnny	00:08:00	0	2024-02-03 00:09:11
9	1	Johnny	00:07:00	0	2024-02-03 00:09:31
10	1	Johnny	00:03:00	0	2024-02-05 00:21:40
11	1	Johnny	00:07:00	0	2024-02-05 00:33:17
12	1	Johnny	01:33:00	1	2024-02-05 00:36:55
13	1	Johnny	00:07:00	0	2024-02-05 00:37:08
14	1	Johnny	02:17:00	1	2024-02-06 01:51:42
15	1	Johnny	02:10:00	1	2024-02-09 02:39:07

Pop-up GUI

picked up save-the-date postcards

Hide Objectives

Find the Promotional Papers

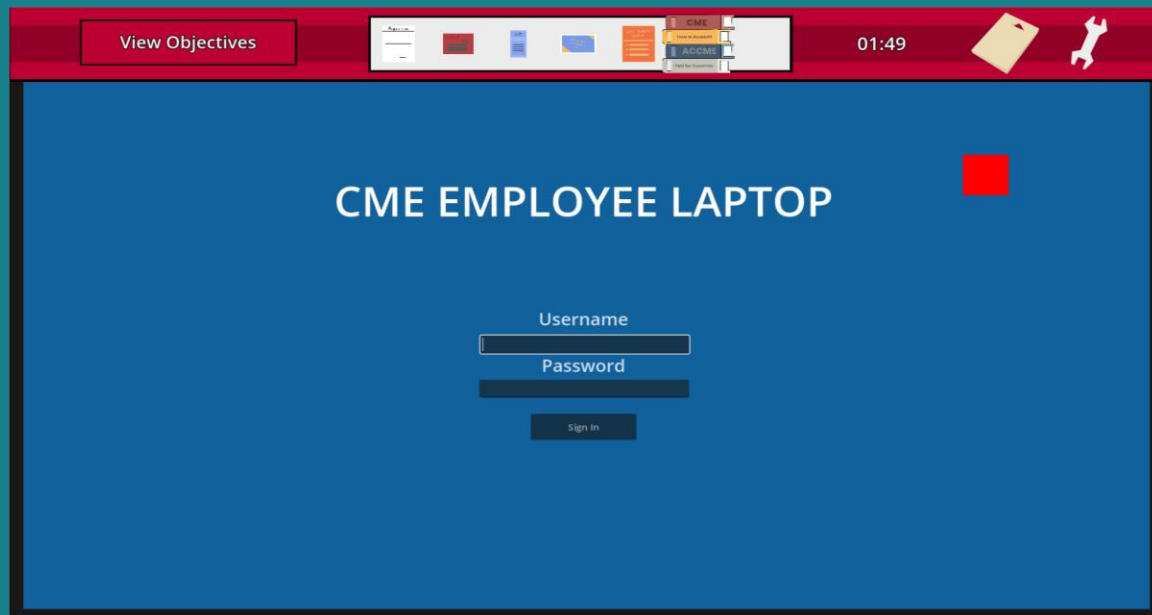
Find the Adult Learning
Resources Books

Print the Remaining Document

Find the Boss's filing cabinet.

Organize and put everything in
the Promotional Folder

Room three



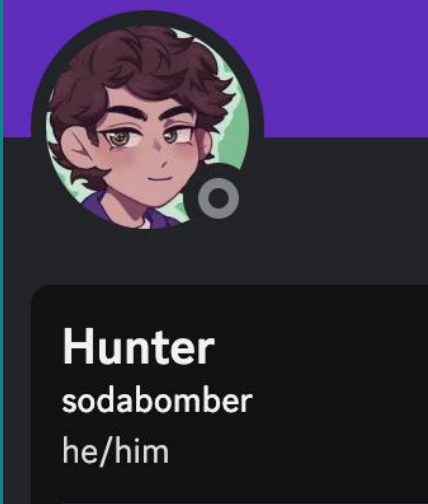
Business requirement connection

- Room three completes the scenario given to us by our clients (BR1)
- Assets replacement gives the objects more visual connection to CME (BR1/BR2)
- Making the game non-linear simulates an escape room better (BR1)
- The database connection allows for organizations to track user performance (BR2)

Documentation



Mentor Feedback



He's proud of us!

Really enjoys
seeing our
progress

Refactor
suggestions

Communication
with client

Client Feedback



LANI MATSUMURA
Instructional Designer

Very pleased with
the outcome of this
iteration

Had an easier time
playing the game

Wanted a
downloadable
version

Excited for
Iteration 4

Kurt wants to play!

Future

Leaderboard
Scenario 2
Hover Effect
Username
Animations
Sound Effects

Non-Functional
CME educational elements
more escape room elements

Teamwork

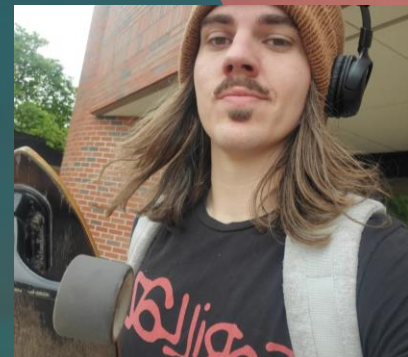
Justyn Fox – Popup GUI

Micah Harker – Room Unlocks, Laptop Game

Jared Bowman – Database Connection

Jack Carthew – Tests

Ethan Hooper – Assets, Objectives



**The time Hunter
joined the call,
unnoticed, and just
watched us code for
20 minutes before we
realized he was there.**

A vibrant image of the Aurora Borealis (Northern Lights) in shades of green and blue, set against a dark, starry night sky. The aurora's light patterns are dynamic and flowing, creating a sense of movement and natural beauty.

Demo Time