Future Development  
NRSSS Capstone Handover Documentation  
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Throughout this past year of capstone development, the team put a specific focus on taking the pre-existing framework left by previous years and developing the project to better fit in classroom needs. This was achieved through frequent user testing, and by cutting unimportant but time-consuming features that had dramatically slowed the project down in previous years.

We believe that throughout the past year this goal has been accomplished, finally getting the project to a point where it is hopefully usable in the classroom. However, to allow for the large issues and features to be fixed/implemented it resulted in the Story of the game having some compromises.

Currently there is no way for teachers/staff to create new stories – limiting the projects usefulness in the long term.

With this in mind, we recommend the follow areas for your consideration if you decide to peruse further development of the project.

* Any issues identified during frequent usage of the device
* A program or app that allows for creation of new narratives and the importing of new sounds/voice lines/stories directly to the board. Used by teachers to create new interesting and curriculum relevant stories.
* Saving and exporting functionality for stories (through this program or another one).

This type of project should be a lot more familiar to many QUT students as it is should almost entirely be a software project, and if no issues with our implementation arise only minor modification to the current game/board should be necessary to allow for this functionality to be incorporated.