Future Development  
NRSSS Capstone Handover

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 run.

With this in mind, we recommend that if you believe the project needs more development the follow areas for your consideration

* Any issues identified during long term usage of the device
* A PC program 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 project should be a lot more familiar to many QUT students as it is entirely a software project, and if no issues with our implementation arise only minor modification to the current game/board would be necessary to allow such a program to function.