

ROADMAP FOR CYCLING AGAINST FRIENDS/GHOSTS FEATURE

SIT378 – Team Project (B) – Execution and Delivery

Abstract

This report outlines the core functionalities of the Cycling Against Friends/Ghosts feature as a 'Must Have' and 'Would Like' list. The report proceeds to showcase a roadmap for development for this feature to get it to a working prototype.

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Introduction

This report will outline the 'must have' & 'would like' features and also a four week/cycle development roadmap for the Cycling Against Friends/Ghosts feature. The intention is to get a working prototype done by the end of the fourth development cycle with the 'must have' features completed. If time permits, some 'would like' features may be implemented as well.

Features

As mentioned above, the 'must have' & 'would like' features will be provided below:

Must Have Features:

- The player must be able to compete against another person
- The player must be able to compete against their own personal best time (Ghost)
- The player must have at least one track/course/circuit/distance/other to compete on
- The player must be able to see statistics on both their own performance, the performance of their competition (speed, distance completed, etc) and clearly indicate who is winning
- For the mobile version, in accordance with the Figma designs, the player must have access to the first two interfaces as shown in Appendix A.

Would Like Feature:

- For the mobile version, in accordance with the Figma designs, the player has access to the final interface as shown in Appendix A.
- For the mobile version, the player will be able to select coordinates from a map and use that as the course/track when competing against a friend or ghost
- The player can choose from more than one track/course/circuit/distance to compete on
- The player can compete against other people's ghosts (e.g., friend's ghost or a preloaded ghost from another person's performance)

Roadmap

Development Cycle 1:	<ul style="list-style-type: none">• The player must be able to compete against their own personal best time (Ghost)<ul style="list-style-type: none">- Focusing on the core aspect of the feature by adding the ability to compete against your ghost in its most basic form.• The player must have at least one track/course/circuit/distance/other to compete on<ul style="list-style-type: none">- For the mobile version, a distance such as 10km or 20km would suffice. A countdown timer like what is shown in Appendix A. would also be a viable option.- For the video game version, a track, circuit or course would be more appropriate to add to the immersive experience.
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Development Cycle 2:	<ul style="list-style-type: none"> • The player must be able to compete against another person <ul style="list-style-type: none"> - This adds to the work done in Development Cycle 1. - Mostly involves setting up another bike and being able to compete against the person on it. • Finishing Figma designs for both starting a workout and ending a workout for this feature <ul style="list-style-type: none"> - Most of the design work is done. However, to prepare for the next development cycle, all the Figma designs should be complete.
Development Cycle 3:	<ul style="list-style-type: none"> • The player must be able to see statistics on both their own performance, the performance of their competition (speed, distance completed, etc) and clearly indicate who is winning <ul style="list-style-type: none"> - For the video game version, most of this information will be located in one of the corners via a heads-up display (HUD). To indicate who is winning, text in the top-middle of the screen will appear periodically as shown in Appendix B. • For the mobile version, in accordance with the Figma designs, the player must have access to the first two interfaces as shown in Appendix A. <ul style="list-style-type: none"> - These two interfaces provide vital information regarding their own performance and the performance of their competition
Development Cycle 4:	<ul style="list-style-type: none"> • Finishing off any work from previous development cycles <ul style="list-style-type: none"> - Chance to catch up on any work from previous weeks • Quality assurance and testing <ul style="list-style-type: none"> - Wrap up any development and ensure the feature is in a working state • Work on 'Would Like' features if time permits <ul style="list-style-type: none"> - Some of the 'Would Like' features from the list above may be implemented at this point.

Conclusion

This report has presented the most fundamental aspects of the Cycling Against Friends/Ghosts feature and includes a 4-week development roadmap to end with a working prototype.

References

Bains C (2022) You can now pedal around GTA 5 using real-life smart bike, TechRadar, accessed 9 November 2022. <https://www.techradar.com/news/you-can-now-pedal-around-gta-5-using-a-real-life-smart-bike>

Rockstar North (2013) Grand Theft Auto V, Computer Program, Edinburgh, Scotland

Appendix

Appendix A.

For a more comprehensive view of all the Figma Designs:

<https://www.figma.com/file/tvpePld4wuKneyD9faU1yw/Mobile-App-Flow?node-id=0%3A1>

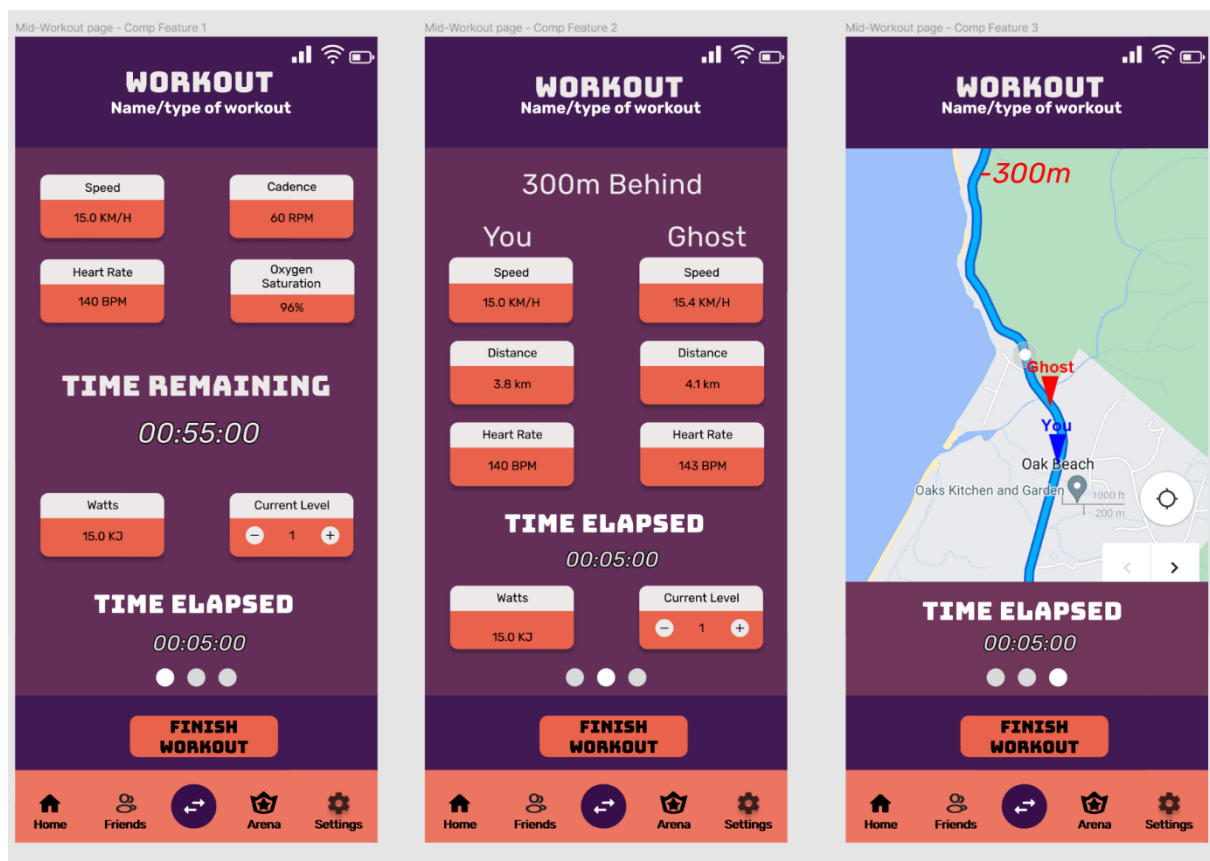


Figure 1 – The three interfaces that are shown mid-workout for the Cycling Against Friends Feature

Appendix B.

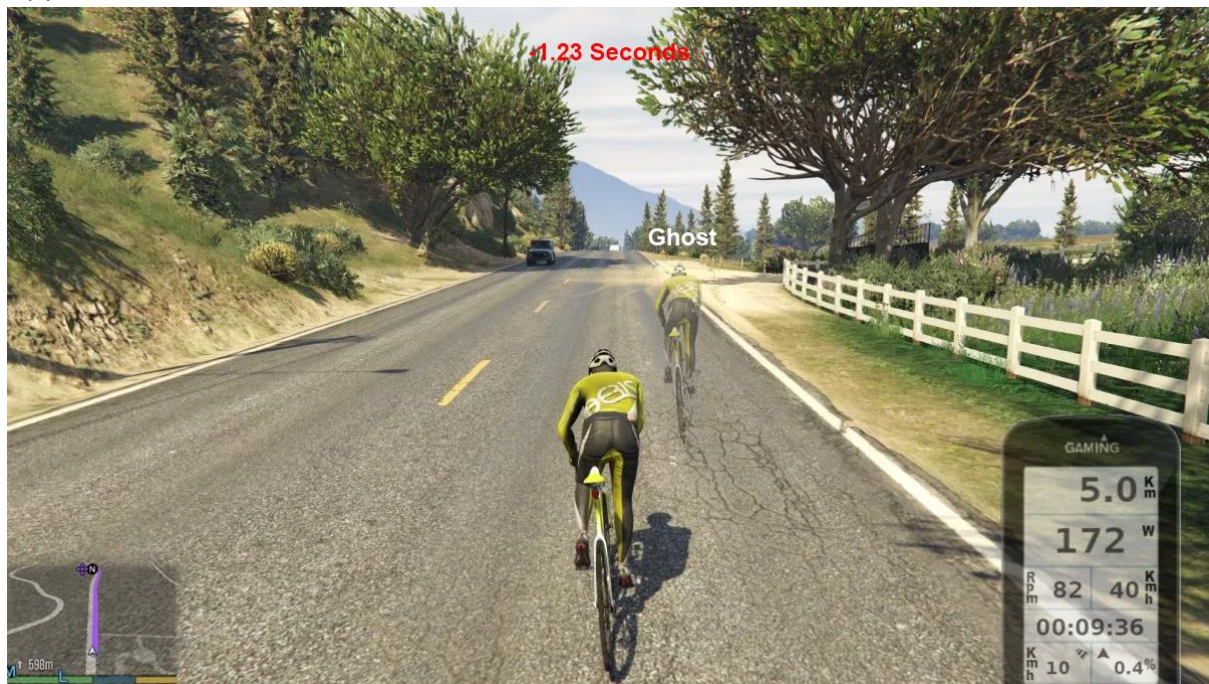


Figure 2 – Initial design of the Cycling Against Friends/Ghosts Feature in a video game solution