Workshop 2

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1 Review Workshop #1 Findings

2 Define System Requirements

2.1 Functional Requirements

2.1.1 Data Capture and Storage

RF-001 Capture all user interactions including hovers, clicks, and drags with their respective `x,y` coordinates and timestamp.

RF-002 Assign a unique `session_id` per game session.

RF-003 Link all interactions to a specific `user_id`.

RF-004 Store user configuration settings including `full_screen`, `hq`, and `music_volume`.

RF-005 Save the `level_group` and question progress.

2.1.2 Data Processing and Normalization

RF-006 Remove erroneous or duplicate clicks (condition: ¡90ms between clicks).

RF-007 Normalize `x,y` coordinates by standardizing to a key resolution.

RF-008 Extract temporal features: time between events, response speed.

RF-009 Extract spatial features: movement patterns like trajectories.

RF-010 Extract contextual features: difficulty level and number of retries.

2.1.3 Prediction Model

RF-011 `screen_coor_x/y`: Mouse position at critical questions.

RF-012 `event_name`: Actions like `cutscene_click` or `map_click`.

RF-013 `elapsed_time`: Cumulative time in session.

RF-014 `hover_duration`: Time spent on interactive elements.

2.2 Non-Functional Requirements

2.2.1 Performance

2.2.2 Reliability

2.2.3 Safety

2.2.4 Ease of use

2.2.5 Interoperability

3 High-Level Arquitecture

4 Addressing Sensitivity and Chaos

5 Technical Stack and Implementation Sketch