

# Code Institute/Edinburgh Napier University Full Stack Software Development Diploma – 2020/21

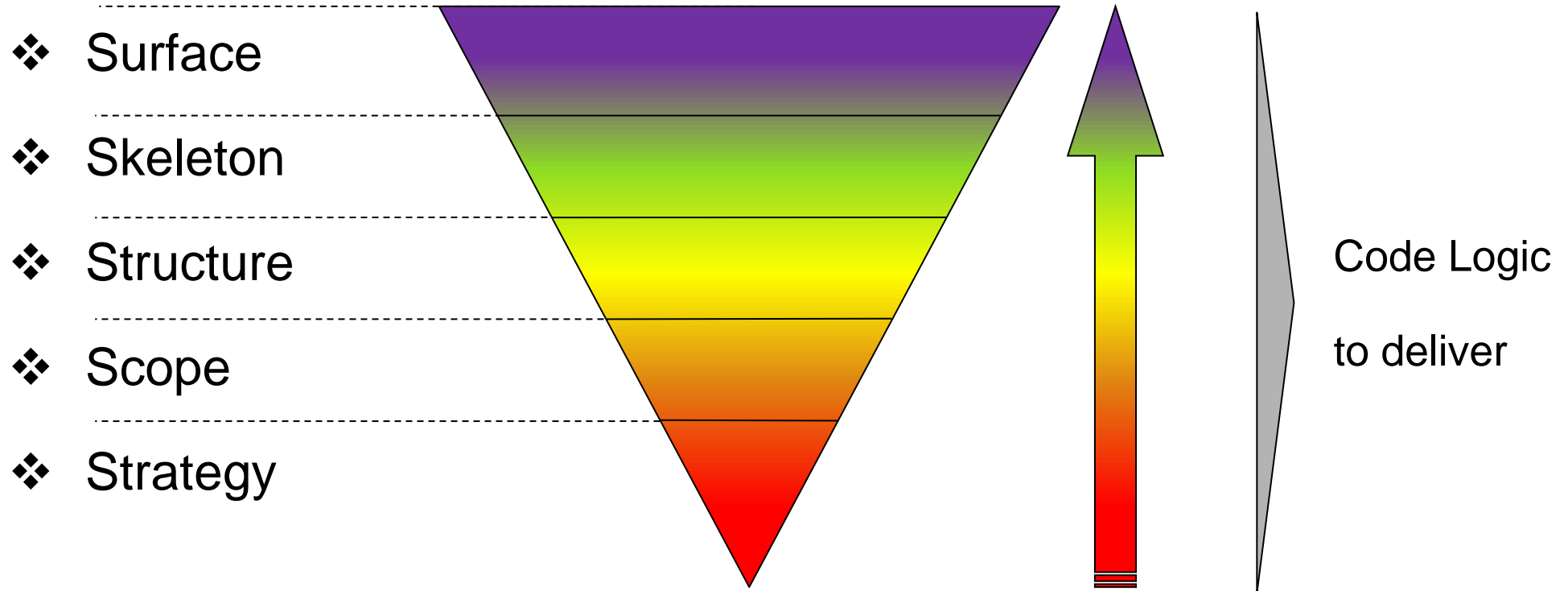
## Milestone Project P2 – Planes Analysis

*Interactive Front End Development*

## Pairs Sailing Game for Kids

21<sup>st</sup> February 2021

Kieron O'Connell



## Strategy - Background

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|                        |   |        |                    |
|------------------------|---|--------|--------------------|
| What                   | A web based Pairs game (Pelmanism) that based on sailing for kids   |        |                    |
| For                    | Kids aged 6 upwards ( and adults ).   |        |                    |
| Brand name             | Sailing Pairs Game  |        |                    |
| High level description | A game that will test short term memory, picture, character and name recognition and speed to reaction by trying to find all the matching card pairs in the shortest time. The paired images and their subject matter will make up the learning part of the game. |        |                    |
| Overall aim            | To have fun, improve mental acuity and improve vocabulary and knowledge of sailing and related subjects.  |        |                    |
| Domain name            | <a href="https://kieronoc.github.io/CI-MP2/">https://kieronoc.github.io/CI-MP2/</a>   | Status | Not registered yet |
| New or Existing site   | New   |        |                    |

## Strategy – Sailing Game for kids

| Sailing Game Provider   |   |             | Potential User   |  |
|---|---|-------------|--|--|
| Opportunity   | Purpose   |             | Outcome playing of game  | Need   |
| To help with concentration.   | Recognition focused and measurable method           | ↔ Match ? ↔ | Concentration.   | Improve concentration.   |
| To help increase awareness of detail  | Observational acuity                                | ↔ Match ? ↔ | Improve observation skills.  | Sharpen observation skills.  |
| Improve kids memory skills  | Short term memory improvement through images        | ↔ Match ? ↔ | Short term memory and speed of image and place recall.                   | Sharpen mental acuity  |
| Create a fun subject through which to be able to sell the above tools as well as for the subject itself | To impart knowledge to improve skills and awareness | ↔ Match ? ↔ | Subject vocabulary increases and therefore general knowledge of subject. | An additional way to build a vocabulary related to images of a particular subject, in this case sailing. |

# Scope/Structure - Primary Features : Starting Page



= in Current Deployment



= Planned for next iteration



= Subsequent iterations

| No.              | Feature   | Importance | Viability |
|------------------|---|------------|-----------|
| 1) Starting Page |   |            |           |
| 1.1              | Attractive and fun layout and design that will appeal to kids, imagery and design.  | 5.0        | 4         |
| 1.2              | Game name /brand  | 4.0        | 5         |
| 1.3              | Time of day in terms of Zulu reference to spark curiosity on time and longitude   | 4.5        | 5         |
| 1.4              | Game timer area   | 5.0        | 5         |
| 1.5              | New game button   | 5.0        | 5         |
| 1.6              | Simple, short instructions on how to play the game and get started  | 4.5        | 5         |
| 1.7              | A clear button to press to start the game and that take you to the game page  | 5.0        | 5         |
| 1.8              | Choice for user about how quickly they want the un paired cards to turn back  | 4.5        | 4.5       |
| 1.9              | Choice for user to play at their own speed by having to click on unpaired cards in order to continue play which would allow fastest play  | 5.0        | 4.0       |
| 1.10             | A choice of which subjects the player wants to play the game with, which will produce different images / illustrations and /or text on the backs of the cards to be paired. This will be the key to broadening out the benefit of the game as a subject knowledge improvement game. | 5.0        | 4.0       |
| 1.11             | Choice of number of players to play against   | 4.5        | 4.5       |
| 1.12             | A stack of pairs won by each player   | 4.5        | 3.5       |
| 1.13             | A result by pairs found by players  | 4.0        | 3.5       |
| 1.14             | A choice over the number of cards / pairs to play with / against  | 3.5        | 3.5       |
| TOTALS           |   | 65         | 61.5      |

## Scope/Structure - Primary Features : Game Page



= in Current Deployment



= Planned for next iteration



= Subsequent iterations

| No.          | Feature  | Importance | Viability |
|--------------|--|------------|-----------|
| 2) Game Page |  |            |           |
| 1.1          | Attractive and fun layout and design that will appeal to kids, imagery and design.   | 5.0        | 4         |
| 1.2          | Time of day in terms of Zulu reference to spark curiosity on time and longitude  | 4.0        | 5         |
| 1.3          | Game timer running during game from the moment you arrive on page  | 4.5        | 5         |
| 1.4          | New game button to press to restart the game and take you back to the start  | 5.0        | 5         |
| 1.5          | Simple, short instructions on how to play the game and get started   | 5.0        | 5         |
| 1.6          | Clear card layout for different screen sizes and orientations  | 4.5        | 5         |
| 1.7          | Symmetrical on all layouts   | 5.0        | 5         |
| 1.8          | Cards do not move on reveal, hide or removal   | 5.0        | 4.5       |
| 1.9          | Removal of any unnecessary information from page so that there is maximum space for cards and no distractions  | 5.0        | 4.5       |
| 1.10         | Based on start screen choices player waits for unpaired cards to disappear.  | 5.0        | 5.0       |
| 1.11         | Based on future start screen option player clicks unmatched cards as quickly as they choose to hide them and continue rather than being automatic.   | 5.0        | 4.5       |
| 1.12         | Possible option to reveal all cards 'face up' before player presses a button to move onto the game over page when all pairs have been found. At this point any cards hovered over could be expanded in screen to highlight other information about the image or illustration to do with the set of cards subject matter. | 4.0        | 4.0       |
| 1.13         | Possible version of the game that combined finding the pairs and answering a question about what the image is. (This could be applied to say Times Tables as well)   | 4.0        | 4.0       |
| TOTALS       |  | 62         | 60.5      |

## Scope/Structure - Primary Features : Game Over Page



= in Current Deployment



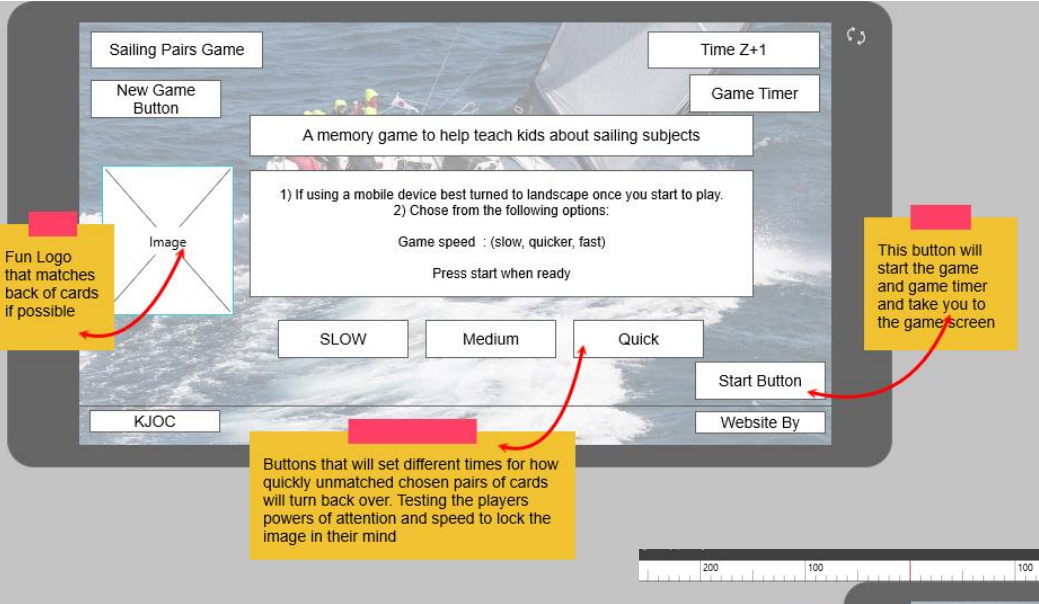
= Planned for next iteration



= Subsequent iterations

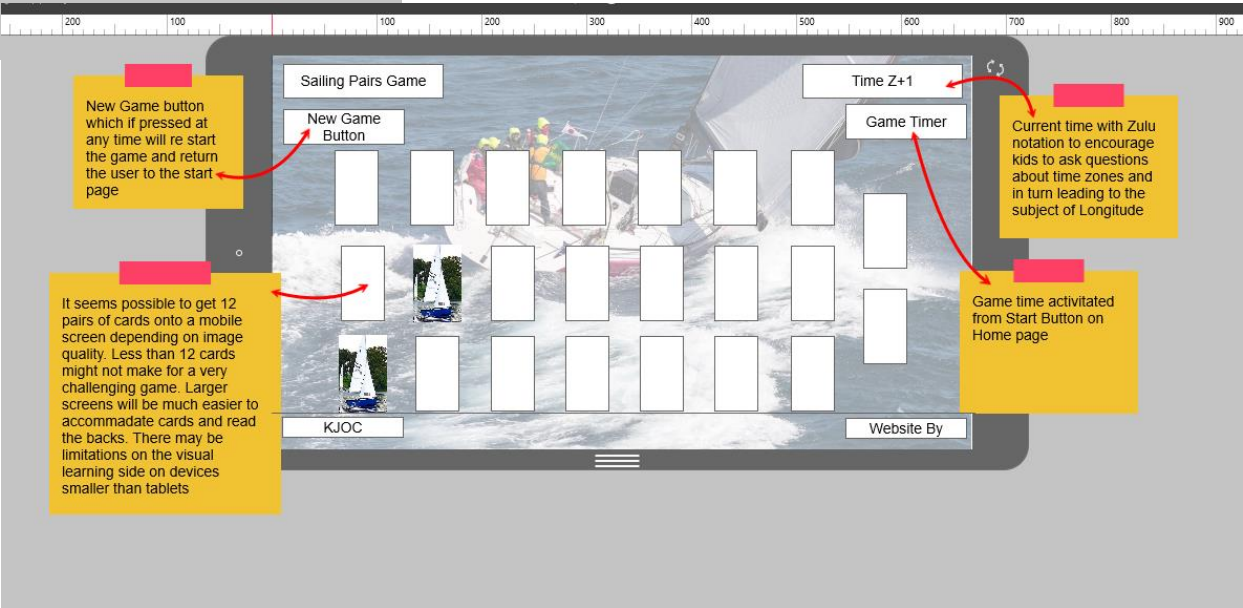
| No.               | Feature  | Importance | Viability |
|-------------------|--|------------|-----------|
| 3) Game Over Page |  |            |           |
| 1.1               | Attractive and fun layout and design that will appeal to kids, imagery and design. | 5.0        | 4         |
| 1.2               | Game name /brand   | 5.0        | 5         |
| 1.3               | Time of day in terms of Zulu reference to spark curiosity on time and longitude    | 5.0        | 5         |
| 1.4               | Game timer area  | 5.0        | 5         |
| 1.5               | New game button that can restart a game at any time                                | 5.0        | 5         |
| 1.6               | Message to deliver game time and encourage playing again                           | 5.0        | 5         |
| 1.7               | Re start options repeated here.  | 4.0        | 4         |
| TOTALS            |  | 34         | 34        |

# Wireframe / Skeleton – Initial Mobile View - Landscape



## Start Page

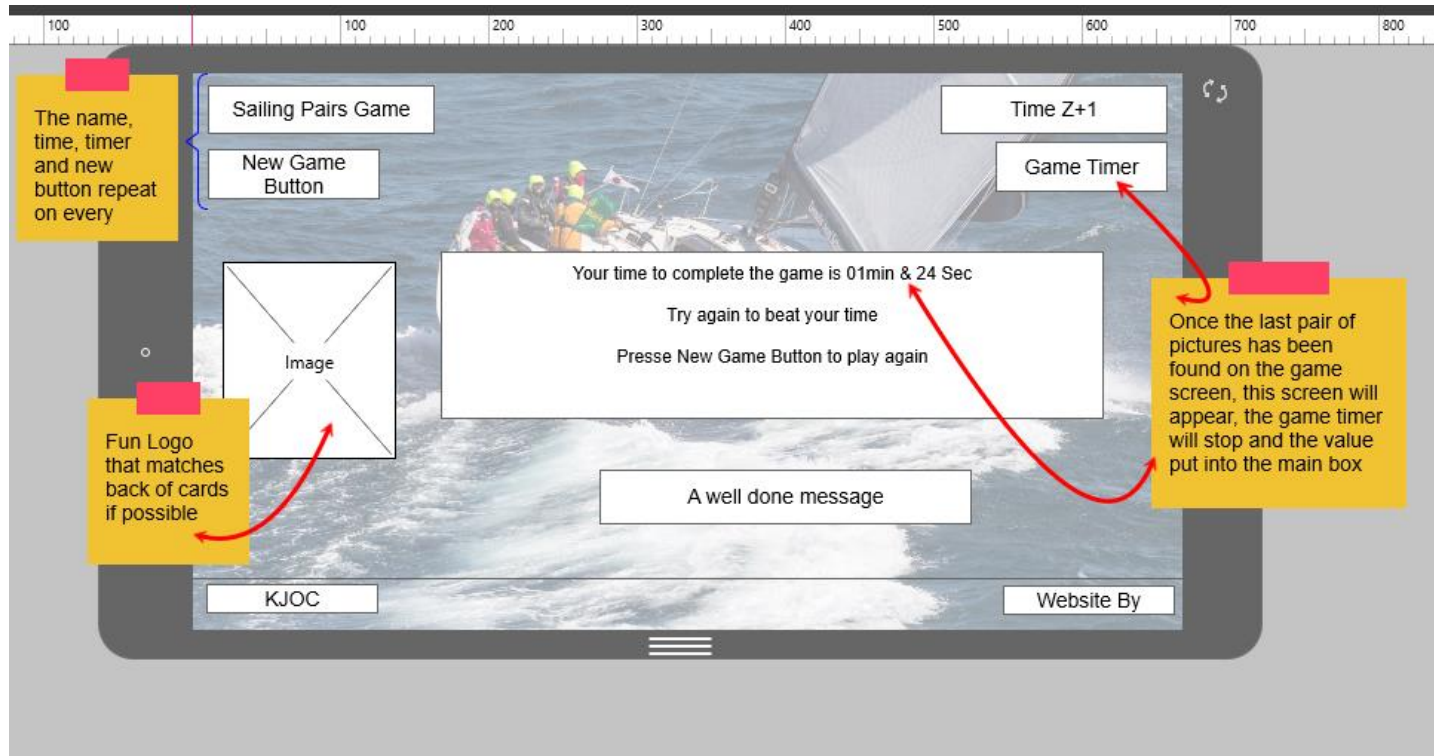
## Game Page





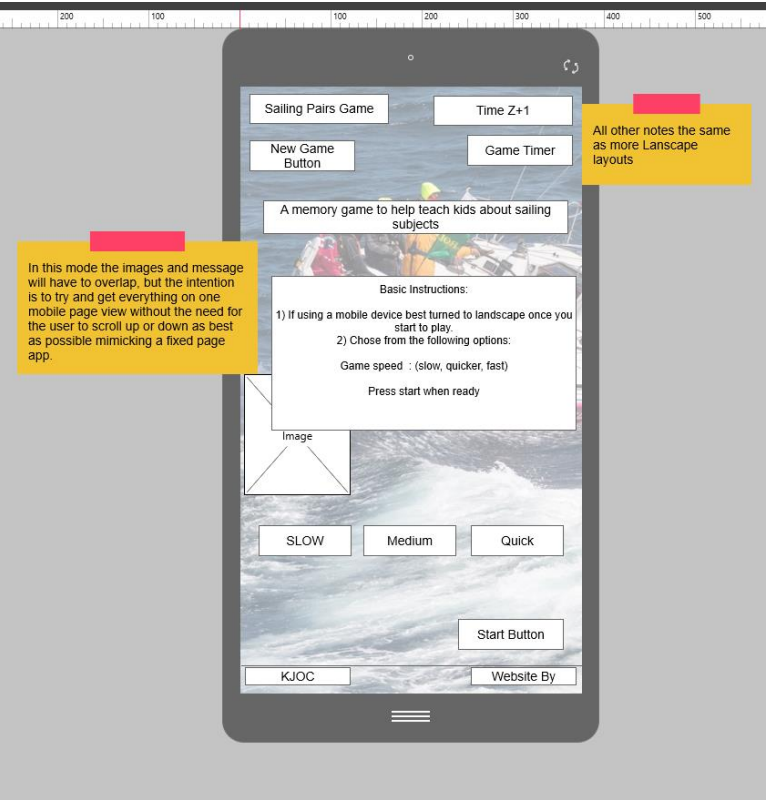
## Wireframe / Skeleton – Initial Mobile View - Landscape

### Game Over Page

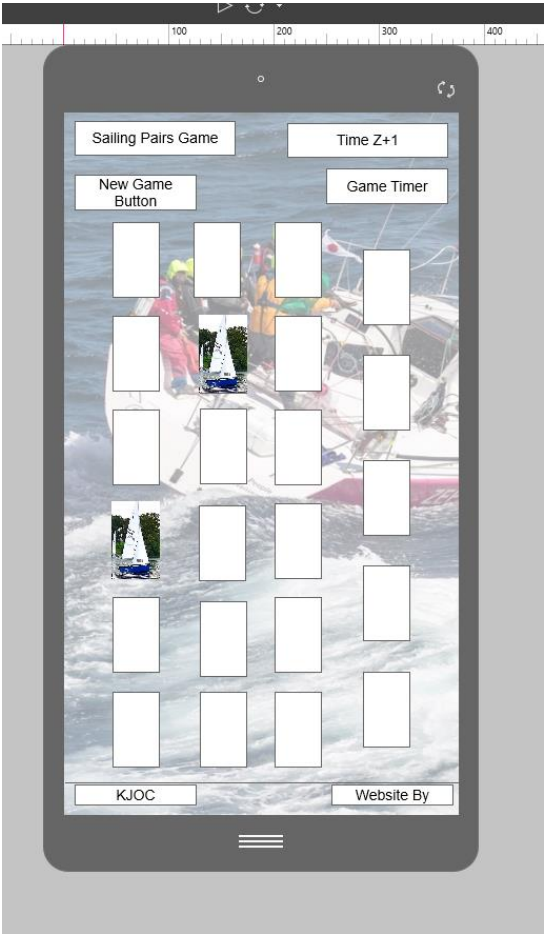


# Wireframe / Skeleton – Initial Mobile View - Portrait

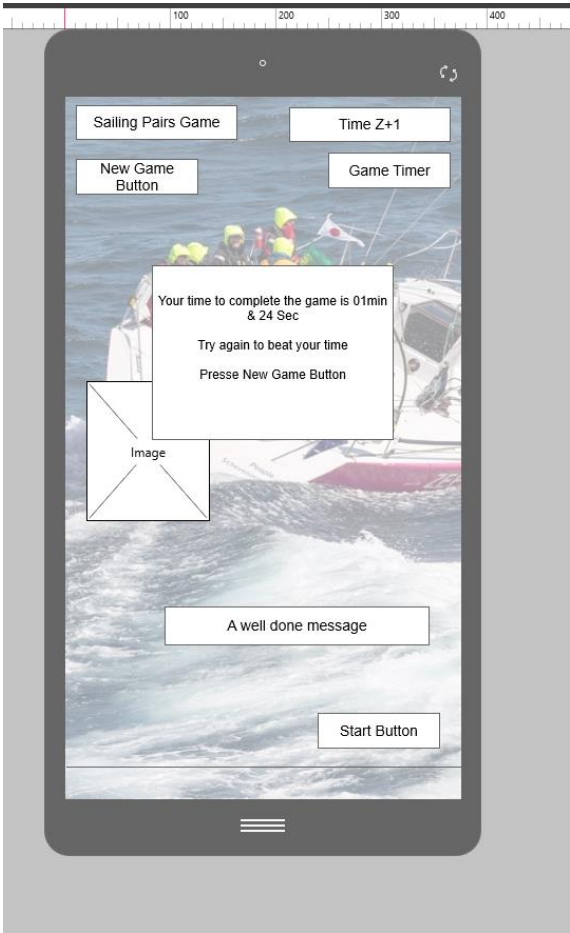
## Start Page



## Game Page



## Game Over Page



# Surface

- Fonts

- A fun font that will appeal to kids not a business environment.

- Colours

- Multicoloured so that it appeals to kids.

- Backgrounds

- Exciting background image faded for text overlay.

- Pictures

- Dinghy pictures from own stock or web for cards.
- Other card images to be created for future sets of paired cards.

- Illustration Cartoons

- Backs of card to be cartoon type illustrations.



# Code Logic – High Level

