
Vision and Scope Document

for

Serious Game: CancerQuiz

Version 2.0 approved

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Revision History

Name	Date	Reason for Changes	Version
Aaron Lutz	19.02.18	Initial Draft	1.0
David Sauer	26.02.18	Finished Document	2.0

1. Business Requirements

1.1. Background

The *CancerQuiz* is being developed to raise awareness of the spectrum of diseases referred to cancer, its types, possible treatments or preventions and general information. We think this is necessary, because it is a serious topic that not many people deal with until it affects themselves or the people around them directly. Furthermore, there often is a lack of knowledge about cancer, which is exactly what we want to improve by playing this serious game.

1.2. Business Opportunity

The project is being developed within an academic course at the university called “Softwarepraktikum” and is not intended to be released to the public or to be used commercially.

1.3. Success Metrics

The main goal and what ultimately determines the success is a playable web application that meets the main requirements of a serious game, such as: An increase of the players knowledge, the experience and fun of playing an online game and, as a result of these, an effortless learning progress. To achieve success, it is crucial that the team is working together effectively and efficiently, as well as each individual team member showing a proper amount of commitment to the project.

1.4. Vision Statement

After the initial release of *CancerQuiz*, people who are playing it should become more open and aware of cancer and the topics revolving around it, as well as increase their general knowledge about those fields. This should decrease the “taboo” status of this disease, to make talking about and dealing with cancer somewhat easier.

1.5. Business Risks

The main business risk is the potential lack of time, which can be avoided by creating an efficient schedule. Another challenge is, that the product - because it is dealing with such a sensible topic - must retain a certain amount of seriousness and the team must be careful not to cross any borders with game design and terminology.

2. Scope and Limitations

2.1. Major Features

FE-1: login and registration process

FE-2: is playable on a desktop browser

FE-3: all data is saved in and retrieved from a database

FE-4: user plays one main game with different kind of games for gaining knowledge

- Main structure: Three rounds of quizzes, each followed by a minigame
- Quiz: A round consists of ten questions with four possible answers each

- 1. Minigame (Memory): The user must find pairs of identical pictures
- 2. Minigame (Clicker): Several objects pop up and the user must click the right ones
- 3. Minigame (Turn-based fight): The user fights in a turn-based, rpg-styled fight against several enemies

FE-5: The combination of all game scores results in a high score

FE-6: A user can have friends and exchange messages with them

FE-7: The own and friends high scores can be viewed

FE-8: Authorized users can change several data (e.g. adding questions, enemies in the fighting game etc.) by a separate author tool running JavaFX

2.2. Scope of Initial Release

All features will be implemented and finished in the first release. In the second one, the design will be polished, and the source code will be refactored.

2.3. Limitations and Exclusions

LI-1: The website is only available in the network of the university of Würzburg by using the HCI server

LI-2: Correct functionality is only guaranteed for desktop usage by Firefox or Chrome browser

LI-3: The game is inseparable, so the individual game mechanics cannot be accessed directly

3. Business Context

3.1. Stakeholder Profiles

Stakeholder	Major Value	Attitudes	Major Interests	Constraints
<i>project directors</i>	<i>giving resources and setting surrounding conditions</i>	<i>giving the opportunity for developing a whole web project with backend and frontend</i>	<i>helping us to improve our skills and lead us through the module</i>	<i>being examinant and tutor at the same time</i>
<i>users</i>	<i>using the product; maybe giving feedback</i>	<i>having the will to learn and play</i>	<i>gaining knowledge about the games topic</i>	<i>previous knowledge could be necessary for maximal effectiveness of the learning process</i>

3.2. Project Priorities

<i>Dimension</i>	<i>Driver</i>	<i>Constraint</i>	<i>Degree of Freedom</i>
<i>Schedule</i>		<i>final release to be available by 25/03/2018</i>	
<i>Features</i>	<i>all features must be included in the final release</i>		
<i>Quality</i>		<i>because there is a lack of time and the product is very small, no tests are planned</i>	
<i>Staff</i>		<i>teachers giving instructions and help + 5 developers (students)</i>	
<i>Cost</i>	<i>no budget available</i>		

3.3. Deployment Considerations

Due to the fact, that this project is being developed within an academic course at the university, there will be no deployment in its intended environment. Nevertheless, this would be possible, as it contains all necessary features for a release. If there will ever be a release in the future, users would need nothing but a desktop computer with a connection to the internet. Though, the web application will mostly be used by germans or german-speaking people, because its content is monolingual.