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| Project: JavaScript Games for the Intervention System  Megan Solomon  Nick Bobich  Anderjs Tomsons  **Stories** | | | | |
| Story 1: The Overall Goal  Story 2: Helpful hints and explanations  Story 3: Assessment Quiz  Story 4: Score  Story 5: Framework  Story 6: Run on Chrome  Story 7: Mobile Support  Story 8: Calculating Score  Story 9: Game Like Slice  Story 10: Present Game Demo to Dr. Blackmer  Story 11: Update Game based on Feedback from Client  Story 12: Integrate Game into Interventive Learning System | | | | |
| Stories | | Risk | Time | Complete % |
| 1 | The goal is to create multiple games for 6th grade students that are still struggling with 5th grade math skills. The games are going to be based off the State Standards list that is provided. | Medium | N/A | 100% |
| 2 | If the student is confused or not performing well in the game, there should be help provided in the form of an explanation. If the student gets something wrong, the game should help them see why they got it wrong, so they can improve the next time. | Low | N/A | 100% |
| 3 | After the student plays the game for an adequate amount of time, there will be a quiz after that will help us determine whether the student improved that math skill or not. The quiz should also have hints and offer help if the student is confused at all and at the end, give a score and tell the student why they got questions wrong if necessary. | Low | N/A | 100% |
| 4 | Once the student is done playing the game and finishes the quiz. The score from the quiz will be recorded along with time it took him to do this activity overall. This will be put into the database and possibly evaluated to see if there was enough improvement to increase his proficiency rating. | Low | N/A | 100% |
| 5 | We want to select a framework that will allow us to build games that run in Chrome. It needs to run right in the browser with no need for a game server so that is can be easily added to the overall Intervention System. | Medium | N/A | 100% |
| 6 | The games should be able to run on Chrome across multiple devices. Laptops and tablets are the primary targets. We should consider an offline option for students that do not have internet | Low | N/A | 100% |
| 7 | We should investigate supporting the games on mobile devices powered by Android and iOS. The games will still run in the Chrome browser. More testing will be necessary to see if this is possible. | Medium | N/A | 100% |
| 8 | Think of a way to score the student and calculate if they are proficient in that subject after they play the game. | Medium | N/A | 100% |
| 9 | We need to create a game that help students add and subtraction fractions with unlike denominators. We have an idea to recreate a game like slice where you have piece of a circle and you add it to different circles around you. We want to include factions into the game and have visuals of what he factions look like so the student has an easier time picking where the piece can go. | High | N/A | 100% |
| 10 | We made our first demonstration to our client. He was pleased with our work and made some suggestions for us to get to work on. Our advisor also gave us some feedback and we plan to start making changes as soon as possible. | Low | N/A | 100% |
| 11 | Major graphical changes took place first. Kapenga’s son offered us a really nice preview of what our game could look like and we were able to recreate it ourselves. We also implemented dynamic hints, a strike system to deal with incorrect answers and fixed all known bugs. Expert mode was also implemented. | Medium | N/A | 100% |
| 12 | Our game has been successfully implemented into the Interventive Learning System successfully. It could use some work as far as size is concerned, but it works well. | High | N/A | 100% |