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This report was for the game IAHAW to substantiate the decisions that were made throughout the development of the game. Which goal was to educate children in the age of 11 where the problematic phone usage starts. Till 15 which is an international minimum age for mental screenings, as it can be read in the Chapter Production aim en product description.

What brings me over to the next topic is technical choices. (See also the Chapters Programming choices and Software implementation) Schools have strict software policies, therefore a web browser based game was created. Javascript is a web-oriented scripting language and therefore javascript was suitable to not encountering those policies. Next was the choosing of the development framework in between Phaser and Unity. And was a common language within the programming team. Therefore it would take less time to learn. Concluding that phaser was the best option.

Speaking about taking less time into account is the 2D Pixel style that was chosen due to low time consumption, Also the choose of the 2D pixelstyle is that royalty free images where available. Which are images that don’t need any acknowledgement to the creator of the image. That saved time for the team, because the did not have to create their own assets. (See also chapter Visual design)

Going from visual design to the content of the game. International cyberbullying issues differ so therefore, kids should be aware of international cyberbullying acts. (See paragraph textual choices, in the chapter content) The outline of the story in america was that using bad words can hurt ones feelings and those cursing-bullies should try to be ignored or avoided. Also there as South-Korea where social networking services abuse is common. What lead to the following bullying prevention methods, consciously spreading personal information can be hurtful. In order to prevent people from using your personal information is by not spreading it over social media. These topics were justified in the chapter netiquette that teaches us to use scholarly language instead of swear words and to respect someone's privacy.

Also through the development of the game the scrum project management method was initially used to guide the working process. Planning poker en settings goals were used to give guidance to the process. But in the end scrum did not work out for the team, so therefore project management was done by sending messages through the messaging application Whatsapp, because this was found more effective by the team. (See the process chapter) Also other in-effectives where the obstacles faced during the development of the game, such as time-pressure, vacations taking away time, work-ethic difference where people had non-complimenting working methods and give feedbacking feedback to direct, when indirectness was preferable. (See chapter obstacles)

Also in the chapter obstacles implementation of the game was bespoken of the face. Several low hosting methods needed to be tried, in order to get a fitting solution for the hosting of the game. (see paragraph Technical challenges, chapter obstacles) Speaking of low costs, it was also hard to find royalty free design to which it would have blend into the game. (see paragraph design challenges, chapter obstacles)

**/\*Summary important findings\*./**

First why the age 11 till 15 is important for our report, because problementic phone use starts at 11 and after 15 years old people have the internationally set bar for adolenceship.

For the technical choices: Time should have been low, Javascript is a Web-Oriented

Choosed to make it browser based due to strict school policies

framework, Phaser compared to Unity was the best option.

Story findings  
1. Teasing someone for bad word can hurt their feelings.

2. Children should avoid and ignore people that are trying to hurt them by teasing them on social media.

1. Spreading deliberately other people’s information is not just a playing. It can make a big problem.

2. It is not good to put too much of your daily routine in public Social Networking service.

Visual design

2D Pixel style was chosen due to low time consumption

Royalty free assets don’t need acknowledgement

It saves time to use pre-made design assets over design assets yourself.

Content

Netqiuete learns us that scholarly language is better than swear words and cyberstalking is privacy is invading method

In america swear words are common vs Korea where social networking site issues are more common They both differ so therefore it is important that people should learn from those international differences

The reason behind was that by doing this the user can learn about the difference in cyberbullying across the world. This then serves two purposes first it shows that cyberbullying is a global issue and second it shows that no matter were in the world you live unfortunately you can fall victim to it.

The game was shown to dutch kids, but their english level was not great enough. So the game had to be translated to the Dutch language so that they would understand.

Usability testing

Kids can still skip the story, due the fact that kids could be annoyed by a timer.

Controls and Objects in the game were poorly explained (maybe not explain), but visualising it created understanding.

Proces

Planningpoker

Setting the goals

Scrumwise was not a good tool due to lack of communication,so we switched to whatsapp.

Obstacles

The biggest challenges that were faced during the development was giving feedback, work ethic, time and vacations. “So take that in consideration when starting an international project”

**/\*End summary important findings\*./**