Requirements

<user> <desire> I want <solution>

# Content

## User story content

## 

## As student a story is needed to entertain use while playing the game.

### Table of contents generating

### Think about character types e.g. victim, bully, et cetera

### Thinking about related people e.g. teacher, teens, police officers, talking cat, et cetera.

### Writing chapter 1

### 

### Writing chapter 2

### 

### Writing chapter 3

### 

### Writing alternative chapter 2

### 

### Writing alternative chapter 3

### 

### Writing chapter 4

## As a MIL expert and teacher we want to make students more information literate, so that they distinguish information with their own thoughts.

### Distinguish facts and opinions of people research

### Finding ways to find trustful sources on the internets. E.g. government agencies, relatives

### 

### Gain knowledge on different groups e.g. left wing ideologies, right wing ideologies and what extremist are causing friction

### 

### Knowing what each type of medium is for: e.g. Twitter is for short and fast messages, Facebook chat writing their feelings, political influences. Personal messaging: Only 1 on 1 contact.

## 

## As a MIL expert and teacher we want students to be more media literate, so that they can recognize various types of devices.

### Types of mediums looked up, e.g. cell phone, landline phone, television, computer

### 

### Type of transportation mediums: Internet line, WIFI, telephone line. (Can be asked in our team)

## As a teacher I want fewer bullied students, therefore bullying prevention methods needs to be researched.

## 

## Look-up anti-cyberbullying methods e.g. Blocking users on a medium, Telling a relative or expert.

### Advicements on cyberbullying educational-minorities for teachers.

# Organization

“Have a programming collaboration structure”

## As a development team want to have cooperative developing tools, so that the development process can speed up.

### Set up GitHub

### Learning Git

### 

### Creating a Slack environment en enrolling

## As a development team a midterm presentation needs to be created, to show our progress to the stakeholders

### Writing on findings of the Thesis

### Creating the concept

### Technical documentation

### Searching methods in research

### Start of using scrum

### Conclusion

# Technical Documentation

## As developer & coach & MIL expert we want a use case diagram, so that basic functional needs of the program can be distinguished.

### Add the stakeholders that are playing our game

### 

### Students identifying functional events within the game

### Teachers creation of educational advicements

### 

### MIL-expert or teacher progression stats.

### 

## As developers & coach MIL expert our desire is a analysis class diagram, generally objects can be recognized by these members.

### Decide on programming patterns e.g. MVC, layers, factory method, etc.

### Defining the classes

### Add attributes to the classes

### Add packages

### Creating the associations and associations description

### Add multiplicity to the association

## As developers we want to have a design class diagram, so that technical functions are written out in a uniform language.

### Over take the classes, associations, classes, multiplicies, etc. from the design class diagram

### 

### Add generalization

### 

### Use dependencies

### Add technical front end functions

### Add technical back end functions, for example: A\*-method, Nodes, Lists, Data Structures, etc.

## As developer and coach we want to have use case stories, so that critical decision in the paths in the game are clear.

### Getting the preconditions of the story, what happened before the story began

### 

### Standard flow of the game (Structured flow of doing it)

### .

### Add alternative flows. (Alternative paths e.g. paying for a cassier, but your saldo is insufficient)

### Are there any influences on the later flow of the game. (Post conditions)

### Add open issues or notations

# Create the Game

“Design element assets”

## As a students, I want to have my emotions related to the visuals designs of the game, therefore the world needs to fit to my ideas and beliefs of colors.

### 

### Pick colors world scenarios.

### Create a moodboard for arts

## As a student, I want to characterize my world by visual design element assets, so that my world can be sketched on the screen.

### 

### Sprites (sequenced collection of Images) for characters

### 

### Sprites (sequenced collection of Images) for Non-playable characters

### Sprites (sequenced collection of Images) for Media objects

### 

### Sprites (sequenced collection of Images) for Information objects

### 

### Sprites (sequenced collection of Images) for obstacles e.g. rocks, doors, houses.

### 

## 

## As a student I want to have Game World wander in so that i can lose myself into the game.

### 

### Create puzzle paths within the game.

## As a student my game needs to have map structure, so that I know on which paths I’m at.

### 

### Design the levels of the game.

### Define the options for a map.

### Define where my character is located.

## 

## As a student I want to talk with other people, so that I have the feeling that I’m in a real environment.

### 

### Define the type of Non-Playable Characters.

### Writing a talk script for the Non-Playable Characters

### Define movement of the Non-Playable Characters.

### Creating talk paths of the Non-Playable Characters.

“Making (Creating) DataBase”

## As a MIL expert and teacher I want to have database, so that I can view progress made by the students.

### Choose technical prefered database e.g. Mysql, Mongodb, SQL (Relational, Object, Orientated, NoSQL)

### 

### Normalization (decisions on dividing or on splitting groups) on schemas

### 

### Creating schemas (tables)

### 

### Data manipulations, Create Read Update Delete (CRUD)

### 

### Consistency management (Keeping the database running itself over time.

“Programming Physics”

## As a student I want my game to be animated, so that I can relate myself to the movements of the characters.

### Game gravity

### Velocity of movements

“Start Screen”

## As a student my games needs to be start, and therefore I want to have a start screen that brings me into the game.

### 

### Show available levels

### Start the game

### Reset the game

### Stop the game

## As a student, I want to set the game options so that I can play the game as preferred.

### Custom controls

### 

### Mute or unmute sounds

### 

### Smoothing to make textures less pixelated

### 

### Graphics quality to run the game smoother

### 

### Compression of images in order to make the game smoother

## 

“Sound”

## As a student I want that the game have an attractive soundtrack, so I can enjoy it while playing

### Finding music sources

### 

### Setting music to the moods of the game

# Website

## As a development team we need a website to publice our game

### Choosing a hosting

### Writing game description

### Creating a webpage

### Manual of the game

Github Wiki

### Browser optimization

User interface Design?

User Experience Design?

# Marketing

## “How students get into the games”

## As a development team member I want an attractive game so the students will want to play it.

### Branding of the product

### 

### Social media spreading

### Marketing by telephone

### Email marketing

### Ambassador marketing by an affiliate, who wants to invest time in our product

# Usability Testing

“Observing”

## As a development team member I want to observe how pupils react to the game so I can proceed to Interview.

### Dividing the emotions or scenarios

### Axial coding

“Interview”

## 

## As a student & teachers we want to interviewed in order to get our opinions towards the game.

### Dividing the emotions or scenarios

### Axial coding

“Usability Test”

## As a student and teacher we want to have a useable game and therefore are opinions on unusable parts need to be written down.

### Dividing the emotions or scenarios

### Axial coding

# Learn web programming

## As a product team member I want to learn about the Javascript syntax in order to participate in the development of the game.

### Learning about basic programming logic (If, else, switches)

### Getting syntax knowledge of interactions (loops)

### Storing of information ( variables and objects)

### Debugging Javascript ( printing errors )

### ECMAScript 5 features (prototyping and filtering)

## As a product team member I want to learn about the HyperText Markup Language (HTML5) syntax in order to participate in the development of the game.

## 

## Reading the concepts of HTML5

### Basic structure Head - Body, Header, Main, Footer

### 

### Getting the definitions of the tags HTML5

### Learning about international standards for HTML5

## As a product team member I want to learn about the Cascading Style Sheet version 3 (CCS 3) syntax in order to participate in the development of the game.

### 

## Reading the concepts of CSS3

### Selectors within CSS3

### Attributes within CSS3

### CSS3 Hexadecimal colors

### Media types within CSS3

### Learning about international standards for CCS 3

## As a team member we want to learn about NPM to manage Javascript and HTML packages, so that code is maintained by package creators.

### Installing NodeJS

### 

### Install NPM packages

### 

### Removing NPM package

### 

### Maintaining NPM packages

# Testing

## As a children we want our game to work logically and therefore formal testing need to be initialized.

### 