Stakeholder Requirements Document

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Stakeholder Requirements Document

**Studio 4 Game Innovation, ASU**

Project Initialization

Whispers of the American West

Version: 1.0 Revision Date: 08-07-2020

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| --- | --- | --- |
| **Executive Sponsor** | | |
| Name | Phx Art | Contact |
| Signature | | Date |

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| --- | --- | --- |
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|  | | 08-07-2020 |

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| **Development** | | |
| IAP 220 | Enrolled Students |  |
|  | | 08-07-2020 |

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| --- | --- | --- |
| **Research** | | |
|  | Phx Art |  |
|  | |  |

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Document History

Paper copies are valid only on the day they are printed. Contact the author if you are in any doubt about the accuracy of this document.

Revision History

|  |  |  |  |
| --- | --- | --- | --- |
| Revision Number | Revision Date | Summary of Changes | Author |
| 1.0 | August 07, 2020 | Initial Draft | Theresa Devine |
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Reference Documents

Please see the following documents for more information:

|  |  |  |
| --- | --- | --- |
| Document Name | Version | Author |
| 00-Game Concept Document-WhispersOfTheAmericanWest-v2021.docx | 2.0 | Theresa Devine |
| 01-Game\_Design\_Document-WhispersOfTheAmericanWest-v2021.docx | 2.0 | Theresa Devine |
| World Diagram-NorthWing.docx | 1.0 | Theresa Devine |
| StakeholderQuestionnaire-PhxArt.docx | 1.0 | Theresa Devine |
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Distribution List

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# Executive Summary

Overall Objective:

## Purpose of this document

This document describes in general the research design strategy for the ***Whispers of the American West*** and specifically addresses the layout and functionality. This is the first iteration of a larger project. This document provides a tangible set of requirements and the definition of the scope of those requirements to the executive and technology sponsors.

# Design Overview

## End User Characteristics

|  |  |  |  |
| --- | --- | --- | --- |
| How many? | Title | Description of Characteristics | Training level  1 = none  2 = some  3 = complete |
| ?? | Casual Online Museum Attendees  (Adults, Parents, Kids) | All of these players will have no learning curve. These players are able to download and play the game on their own computer | 1 |
| 20 | Museum Docents | Are trained in educating the public about the collection. They will need further training in using the game. It should be simple for them as well. | 2 |
| ?? | School Art Educators | Similar to the Docents, they are trained in the collection and will need training in using the game. | 2 |
|  |  |  |  |

### 

### User Objectives and Workflow

|  |  |  |
| --- | --- | --- |
| Title | Description of Objectives | Order of events |
| Museum Educators | Initiate project, review requirements and approve, test the game for final approval, train docents, art educators. Liason between ASU Professor and the PAM Administration. | First, intermediary reviews, final approval. |
| ASU Professor | Write GDD and project template for Level Design Documents, guide ASU student developers. | Second, intermediary reviews and guidance. Final approval before PAM Educators approve. |
| ASU student developers | Write Level Design document for their assigned level. Use template provided by ASU Professor Devine, build an interactive experience that will be a level in the game produced. | Third. Use GDD requirements to write Level Design Documents and develop a level for the game. Each student will have a credit line. They will be primarily concerned with the player use cases |
| Museum Administrators | Will approve the game for release in the PAM. | Fourth |
| Museum Docents | Will use the game in their tours after release. | Fifth |
| School Art Educators | Will use the game in their lessons after release. | Sixth |
| Casual Online Museum Attendees (players) | Play the game for fun, discovery of hidden knowledge | Last |

# Business Requirements

|  |  |  |  |
| --- | --- | --- | --- |
| # | Requirement Description | Originator of Req. | Scope (In/Out) |
| 1 | The game shall be fun. | Phx Art Museum | In |
| 2 | The game shall be multiplayer | Theresa Devine | In |
| 3 | The game shall communicate the premise *Art Collections are a joyful celebration of humanity* | Phx Art Museum | In |
| 4 | The game shall have in-game augmented reality experiences | Phx Art Museum | Out |
| 5 | The game shall be and Edutainment Video Art Game and/or have educational experiences that joyfully educate the public as to the diverse voices and contributions that formed the collection of the Phoenix Art Museum. | Phx Art Museum | In |
| 6 | The game shall have a rating of E for Everyone | Phx Art Museum | In |
| 7 | The game shall use game technology of Vuforia and Unity | Theresa Phx Art Museum Devine | Out |
| 8 | The game shall be developed by the IAP 220: Introduction to Game Studies at ASU | Theresa Devine | In |
| 9 | The game shall be aesthetically beautiful | Phx Art Museum | In |
| 10 | The game shall enhance the collection at the Phoenix Art Museum | Phx Art Museum | In |
| 11 | The game shall have a high degree of usability | Phx Art Museum | In |
| 12 | The game shall amplify marginalized voices. | Dean Sandrin | In |
| 13 | The game shall benefit Black Lives Matter and community by being actively anti-racist | Dean Sandrin | In |
| 14 | The game shall advance the University’s charter of inclusivity. | Dean Sandrin | In |
| 15 | The game shall make time and space for healing from racism to occur. | Dean Sandrin | In |
| 16 | The game shall use the guidelines for researchers on the shutdownstem.com website | Theresa Devine | In |
| 17 | The game shall avoid cliché and stereotypes | Theresa Devine | In |

# Appendix A

## Packaging and Installation

We will be publishing the game on coregames.com. No packaging or installation.

## Glossary of Terms

Identify all terms that establish meaning within the context of the plan.

|  |  |
| --- | --- |
| Term | Meaning |
| Anti-Racism | The policy or practice of opposing racism and promoting racial tolerance. |
| Inclusivity | The practice or policy of including people who might otherwise be excluded or marginalized, such as those who have physical or mental disabilities and members of minority groups |
| Black Lives Matter | A political and social movement originating among African Americans, emphasizing basic human rights and racial equality for Black people and campaigning against various forms of racism. BLM, B.L.M. |
| #ShutDownAcademia and #ShutDownSTEM | An initiative from a multi-identity, intersectional coalition of STEM professionals and academics taking action for Black lives. |
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Table 1 — Glossary of Terms