



Growing Gamers



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Why - Intro

- Video games are incredibly popular
- There is a disconnect between parents and kids
- Video games are harder to relate to than sports
- Leaves children to their own devices online
- Without the support of parents, bad habits form quickly

Why - Objective

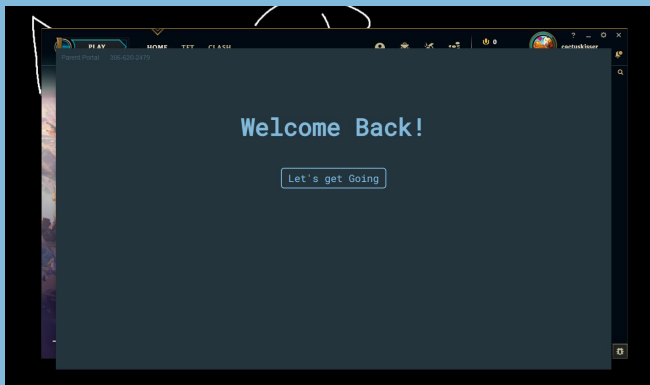
- Improve wellbeing of gamers and their communities
- Target young gamers and their parents
- Enable parents to work with their kids
- Encourage them, design limits for them, and become more aware
- Emphasis on giving the child adequate space

What

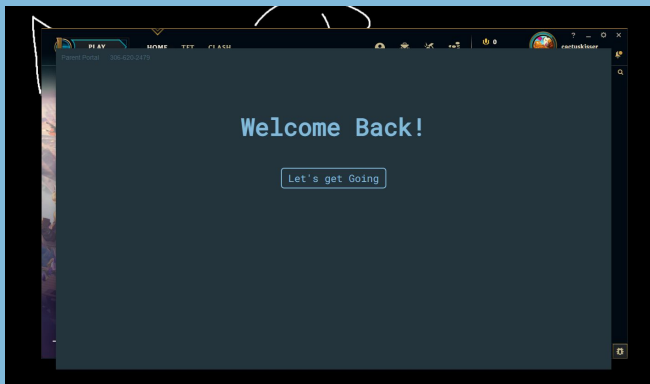
We set out to create an app that could:

- Bridge the information gap between gamers and parents
- Allow parents to work with their child on forming good habits
- Not a disciplinary tool
- A tool for moderation, encouragement, and praise

What - Growing Gamers



What - Growing Gamers



Growing Gamers

Parent Portal

Enter Cell Number:

Submit

Taking a break when you
lose helps you play better
next game.

Take a Break

Welcome Back!

Let's get Going

Growing Gamers

Parent Portal

Enter Cell Number:

5551231234

Submit

Taking a break when you
lose helps you play better
next game.

Take a Break

Settings

Set the Rules:

Daily Time Limit (minutes):

180



Bed Time:

08:30 a.m.



Game Limit:

10



Notify me if Exceeded:

- ☒ Daily Time Limit
- ☒ Bed Time
- ☒ Game Limit

Send me Digests:

- ☒ Daily

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Statistics

Performance

Win-Loss Ratio



Kill-Death Ratio



Habits

Bedtime



Daily Time Limit



Game Limit



Daily Play Time



Welcome Back

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It is **past your bedtime**,
time to stop playing.

The time is: **03:12 PM**

See You Tomorrow

Welcome Back

Let's get Going

Habits

Bedtime

Daily Time Limit

Game Limit

Daily Play Time

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The time is: **03:12 PM**

See You Tomorrow

Habits

Bedtime

Daily Time Limit

Game Limit

Daily Play Time

5:04 PM

HD 4G 34%

(306) 985-06...



Your child has violated their
bedtime.



Your access code is: ZnX2

5:03 PM

Your child has violated their
bedtime.



Your access code is: vMfm

Now



Text message



Q W E R T Y U I O P

A S D F G H J K L

↑ Z X C V B N M

?123 , . FR • EN

↩

Growing Gamers

Parent Portal

Enter Cell Number:

Submit

Settings

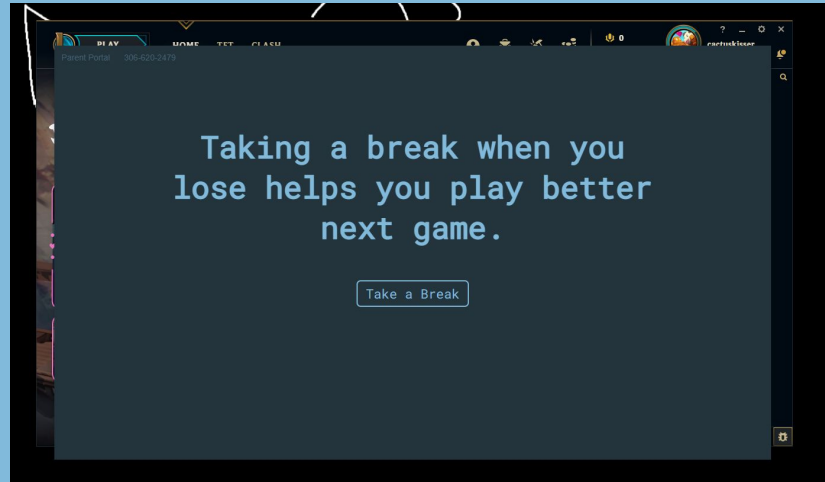
Set the Rules:

Daily Time Limit (minutes):

Bed Time:

What - Desktop App

- The players interface
- Shows messages to the player
- Collects game events and player behaviour data
- HTTPS Post



What - Parent Portal

- The parents primary interface
- Set rules and limits
- Choose notifications to receive
- Visual data of child's performance and habits

Growing Gamers

Parent Portal

Enter Cell Number:

Submit

Settings

Set the Rules:

Daily Time Limit (minutes):

Bed Time:

Game Limit:

Notify me if Exceeded:

☒ Daily Time Limit

☒ Bed Time

☒ Game Limit

Send me Digests:

☒ Daily

Statistics

Performance

Win-Loss Ratio

Kill-Death Ratio

Habits

Bedtime

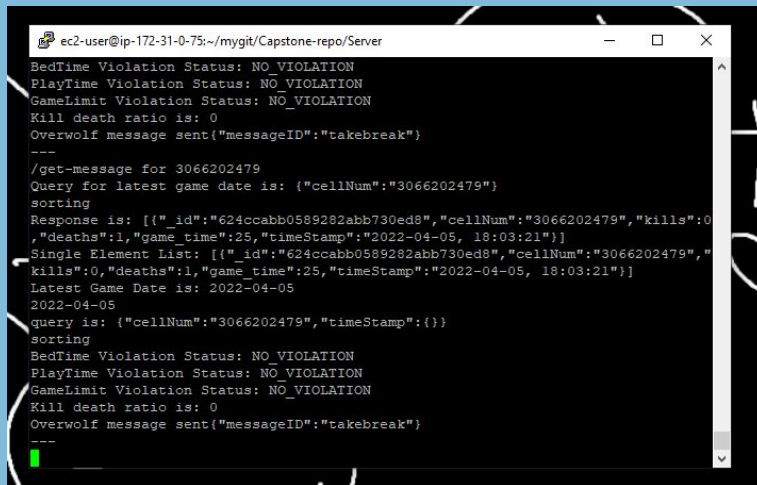
Daily Time Limit

Game Limit

Daily Play Time

What - Server

- Manages SMS messages, chooses what to send and when
- Manages app messages, chooses what child should see
- Stores data about player activity
- Stores the parent preferences

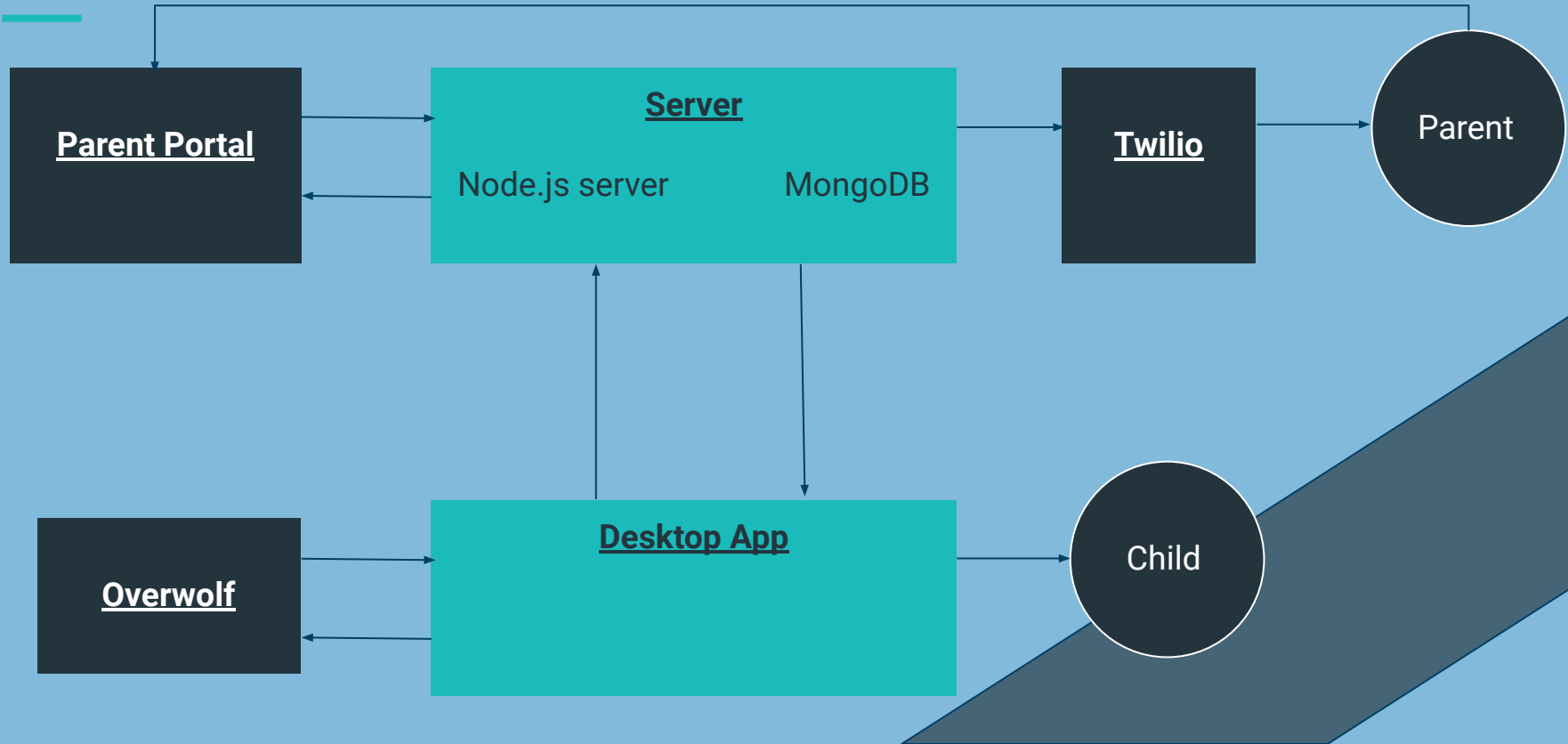


```
ec2-user@ip-172-31-0-75: ~/mygit/Capstone-repo/Server
BedTime Violation Status: NO_VIOLATION
PlayTime Violation Status: NO_VIOLATION
GameLimit Violation Status: NO_VIOLATION
Kill death ratio is: 0
Overwolf message sent{"messageID":"takebreak"}
---
/get-message for 3066202479
Query for latest game date is: {"cellNum":"3066202479"}
sorting
Response is: [{"_id":"624ccabb0589282abb730ed8","cellNum":"3066202479","kills":0,"deaths":1,"game_time":25,"timeStamp":"2022-04-05, 18:03:21"}]
Single Element List: [{"_id":"624ccabb0589282abb730ed8","cellNum":"3066202479","kills":0,"deaths":1,"game_time":25,"timeStamp":"2022-04-05, 18:03:21"}]
Latest Game Date is: 2022-04-05
2022-04-05
query is: {"cellNum":"3066202479","timeStamp":{}}
sorting
BedTime Violation Status: NO_VIOLATION
PlayTime Violation Status: NO_VIOLATION
GameLimit Violation Status: NO_VIOLATION
Kill death ratio is: 0
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```

How - Technologies Used

- Overwolf
 - Node.js
 - Amazon EC2
 - Mongo.db
 - Twilio
 - TypeScript
 - JavaScript
 - HTML/CSS
- 

How - Technologies Used



How - Overwolf

- Automatically launches app
- Is a platform to distribute our app on
- Gives access to in-game data



How - Node.js


- Node.js provides an environment to run javascript
- App is built in Node.js environment
- Server is built in Node.js environment



How - Amazon EC2

- Provides flexible cloud resources
- Gave us an easy to use platform to deploy the server
- Provide us with a URL to access the server

powered by aws

The AWS logo, which consists of a stylized orange arrow pointing upwards and to the right, positioned below the text "powered by aws".

MongoDB

- A place to store and retrieve data
- NoSQL
- Popular and well documented



Twilio

- SMS messaging API
- Allowed us to easily send messages to parents
- Easy to use
- Well documented





Questions or Comments

