Growing Gamers

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Our Why/Our Problem

Playing video games can be a healthy and rewarding experience as long as players respect boundaries between the games they play and their daily lives. These boundaries can be difficult to identify especially by a younger audience. Often in today's world, parents that are less technologically oriented do not understand or know how to praise their children whose outlet is gaming. Parents might not know what healthy limits regarding games are for their child either.

What We Are Trying to Introduce

We want to provide a tool to help players learn and apply healthy habits in and out of the games they enjoy, this will improve the players experience with their games and by extension the communities surrounding these games. There are few tools that exist to improve the well being of players and these tools do little to specifically advise and customize themselves for individual players.

A course correction that we are undergoing, is we are working towards targeting young gamers and their parents. We are aiming to involve parents in their children's gaming experience by notifying them via sms of their children's successes, failures, positive behaviours, and negative habits (all without enabling parents to be overbearing).

What do We Have Now?

Recent Developments:

- ○ Decoupling of the user messaging
- ○ Local persistent data storage
- ○ Fixing issues with webpack

Major Successes:

- ○ Use of the Overwolf API's to launch our app automatically on game start.
- ○ Refining the behaviour of the different app windows.
- ○ Dynamically storing data files through overwolf API (works with webpack)

Demonstration

Encountered Issues

- ○ Troubleshooting Twilio with webpack (sms service)
- ○ Toast notifications only work with packed apps
- ○ Node.js dependencies falling apart with webpack (this is why we want to use a server)

What's Next / Major Changes

- Changing our focus from general players to younger players and their parents
- Shifting computational load off of the application and on to server side
- Build up message library for players and improve presentation logic
- Improving the presentation of messages (appearance of links, introduce graphics, connect to more outside resources, toast notifications, etc.)
- Configuring Amazon EC2 instance
- Implementing SMS messaging system as well as a database

Reflection

- We are on track, but have some barriers to overcome.
- Feel good about the course correction, gives us direction and envision a more valuable product.
- May seek advice for configuring our server (security in particular)

Question for parents:

- What would you like to see regarding your child's video game activity?

Questions?