

COSC345 Assignment 1: Terms & Conditions

For more info visit: [WhyNot.black](https://www.whynot.black).

What Is It?

Terms & Conditions is an iOS game where the player plays as an employee at a satirical Amazon distribution centre. Inspired by 'Papers Please', the players objective will be to check packages for distribution and avoid getting fired. In-game rounds will follow a day as the worker, where upon completion you will see your wages earned in comparison with how much your Supreme Leader Jeff Bezos has earned in the same amount of time. On an in-game weekly basis you will have to pay your bills and living costs, otherwise becoming homeless, jobless and thus losing the game.

Who are the anarchists building it?

The Cult of Dionysus - See *attached profiles*

- Tommy Hasselman - 8473503
- David Epps - 3017072
- Kezia Somerville-Petch - 8092794

How Are We Going To Make It?

The application will be built using Swift in Apple Xcode, using the Storyboard GUI mechanism to implement the user interface. We will be using a public GitHub repository for the version control management. Our general build architecture will follow a traditional MVC pattern.

To ensure complete agreement and reduce misunderstandings throughout the project period, we have set up a private Discord channel to allow for communication outside of lab times. We also have a weekly group meeting scheduled every Monday.

Any original artwork and storyline aspects will be shared via our Discord channel and Google drive. With our Github repository storing all written code and any main project documentation.

How Long It Will Take To Be Built?

Phase 1 - Goals to achieve before *Alpha* release:

The alpha of the back end, basic visual components and stand-in front end structure will be completed in approximately 8 weeks, with a strict deadline of **29th May**. The alpha will be an expandable framework upon which functionality such as procedurally generated levels or increased graphical complexity can be built.

The alpha will be able to demonstrate the core mechanics of the game for one or more levels with simplified or stand-in graphical components and UI features.

Phase 2 - Goals to achieve before *Beta* release:

The expansion upon the alpha could in essence take as much time as we wanted but due to the set deadline, 8 weeks has been allocated to introduce planned features into the game such as:

- Audio
- Multiple levels
- Procedurally generated level content
- Polished and cohesive artstyle

Phase 3 - Goals to achieve before the *Final* application release:

In all likelihood phase two will fail to deliver all of the originally intended features and without staying on task may be prone to feature creeping, where too many features are wanting to be added without enough development time being available.

The start of Phase 3 will likely include finishing some of the less core features from Phase 2 such as audio. Phase 3 will largely be used to further debug the software and write project documentation. At the end of Phase 3 a scalable, well documented and debugged program will be ready for public distribution with a tentative deadline of 25th September.

Stretch Goals: Features to be added if time permits

- Real time dystopian facts and figures pulled from the internet
- Easter eggs - like chains of packages with a string of joke items

Who Is Going To Be Irritated By The App?

Big businesses like Amazon, and other large distributors that have used their size to bully workers and prey on their rights.

Why Are They Going To Be Irritated?

The game will bring more exposure to what these companies do to the public eye. Notably, work conditions in the distribution centres and how such limited wage impacts employee livelihoods. It will also be a commentary on the gross distribution of wealth in modern society.

The rationale behind satarising a company rather than attempting to outdo existing software was that it allowed us much greater creative freedom in what software we were able to create.

Why Did We Select Our Team?

When we initially met we felt it was important to have one confident coder and one member confident in GUI development, Kezia was one of the few people who described themselves as comfortable designing UI and hence was a desirable team member. Tommy, and to a lesser degree David, both felt quite comfortable with the back end of things.

David also sold himself by professing his interest in program design. Upon further discussion it was felt that no one individual weakness was going to greatly affect the projection of the project. After establishing that all of our bases were covered and we had no glaring deficiencies as a team we began to discuss what sort of program we would like to achieve and found ourselves like-minded when designing an ideal project.

Our process was to:

- Find individuals with desirable skills and strengths
- Check our less confident areas were not all aligned
- Ensure we were like minded in what we wanted to achieve.

Allocated Roles:

David Embs: Lead Development Architect

Enjoys bossing others around and telling them how they are and aren't allowed to code. Will likely be making many UML diagrams and describing class dependencies and requirements. David will also be picking up a reasonable amount of the coding and looks forward to the challenge of learning to use the Xcode environment.

Tommy Hasselman: Lead Programmer

Tommy is a keen programmer, when he can be bothered. He is good at working on back-ends and understands paths of execution well. Will likely be writing the bulk of back-end code. Learns new tools well and looks forward to becoming experienced in Xcode.

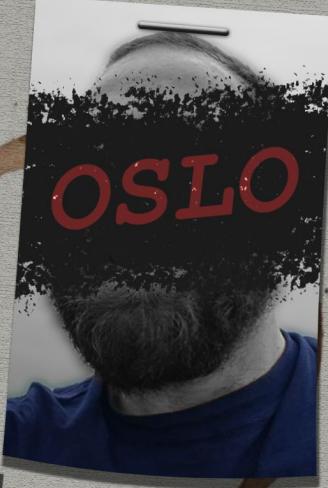
Kezia Somerville-Petch: Lead UI Designer

Kezia enjoys front-end developing and aims to create the most efficient UI possible, with the best possible design. Kezia also wants to improve Swift programming skills in an Xcode environment, whilst gaining further game development experience.

Further Links:

If Whynot.black isn't working please visit

<https://github.com/davidepps/Terms-and-Conditions> for more information.



INTERPOL
RED NOTICE

Identity Particulars:

Family name: Epps
Forename: David William
Gender: Male
Nationality: England, New Zealand

Physical Description:

Height: 1.88 metres
Colour of hair: Brown
Colour of eyes: Hazel

Details:

Alias: OSLO
Language(s) spoken: English

Strengths:

Software Planning and Architecture
Iterative Problem Solving
Complaining about unusual Language Features
Finding the simplest solution
Thinks emailing code back and forth
constitutes version control
Gets impatient with nonsensical behaviours
Learning New Syntax

Weaknesses:

Charges:

(1) Conspiracy to participate in criminal cyber-anarchy
against capitalist institutions.



INTERPOL

RED
NOTICE

Identity Particulars:

Family name: Somerville-Petch
Forename: Kezia
Gender: Female
Nationality: New Zealand

Physical Description:

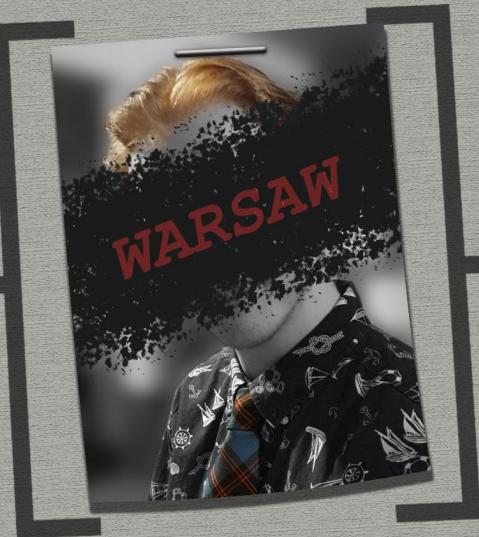
Height: 1.71 metres
Colour of hair: Brown
Colour of eyes: Green

Details:

Alias: SEOUL
Language(s) : English
spoken
Strengths: User Interface Design
Programming GUI Features
Planning
Self-Management
Weaknesses: Trouble-Shooting and Bug Fixing
Learning New Systems
Constantly refers to colleagues as
colossal wastes of carbon

Charges:

- (1) Conspiracy to participate in criminal cyber-anarchy against capitalist institutions.



Identity Particulars:

Family name: Hasselman
Forename: Thomas Charles Vassie
Gender: Male
Nationality: New Zealand

Physical Description:

Height: 1.79 metres
Colour of hair: Orange
Colour of eyes: Green



Details:

Alias: WARSAW
Language(s) : English
spoken
Strengths: Communicating Technical Information
Programming to Specification
Trouble-Shooting and Bug Fixing
Learning New Systems
Copying YouTube links
Self-Management
Planning
Adhering to Routine
Weaknesses:

Charges:

(1) Conspiracy to participate in criminal cyber-anarchy
against capitalist institutions.