



# #TODO: Create Team Name

aka The Pizza Guys

aka Team 86

- 3rd August Client Me...
- 11th August Client Me...
- 18th August Client Me...
- 23rd August Client M...
- 1st September (Client...
- 8th September (Client...
- 15th September (Clie...
- 22nd September Clie...
- 29th September Clien...
- 6th October Client M...
- 13th October Client ...

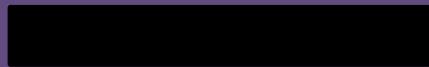
# Requirements



**Project Brief**  
**Emotional Granularity App**  
**Semester 2**

- Artefacts
- Requirements
  - Project brief and propo...
  - Functional/Non-Function...
- Personas and Motivatio...
  - Persona for the neuro...
  - Persona for the matur...
  - Persona for the Paren...
  - Persona for Masters ...
  - Persona for Client Rol...

# Meet the Client

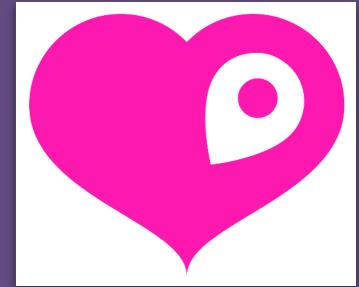


- Experienced professional
- Background in design
- Develops games for children with autism



Expectations set from first meeting:

- A minigame to improve 'emotional granularity' for children with autism
- Additional stakeholders: exist inside of a larger emotional granularity application developed by Masters students
- Most importantly, something that is simple & works in the end!



# Emotional Granularity?

Some snippets from our provided brief:

## 3.1.3 Theory of constructed emotions

The Theory of Constructed Emotions (TCE) is a psychological theory proposed by Lisa Feldman Barrett that suggests that emotions are not hard-wired, pre-programmed responses to specific stimuli, but rather are constructed by the brain based on the interpretation of sensory information in the context of past experiences and cultural beliefs. According to TCE, emotions are not discrete, universal categories (e.g., happiness, anger, sadness), but rather a set of constructed concepts that the brain creates on the fly based on the context and individual's interpretation of the situation. **This means that the same event may elicit different emotions in different people, and even in the same person at different times.**

## 3.1.4 Emotional Granularity

Emotional granularity refers to the ability to differentiate and label specific emotions with precision and nuance. People with high emotional granularity are able to recognize and describe the subtle differences between emotions, such as feeling annoyed versus feeling frustrated, or feeling sad versus feeling disappointed.



# Bit hard to summarize all requirements/artefacts...

Personas

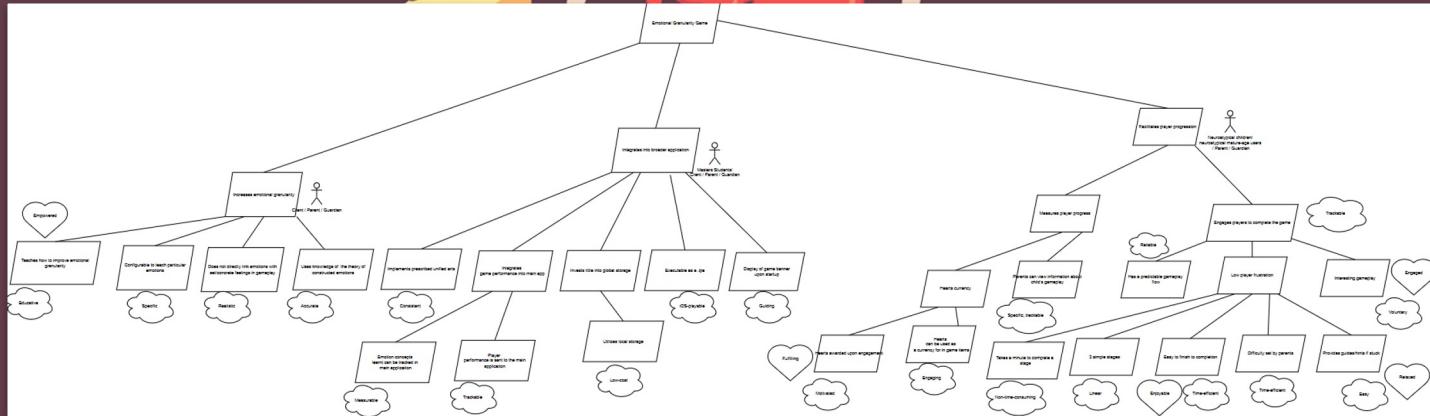
Project Brief

User Stories



Motivational Model

Functional/non-functional  
requirements



# ... So here's a simpler overview!

Business	User	System
<ul style="list-style-type: none"><li>• a game that aligns with the theory of constructed emotions</li><li>• facilitates the development of emotional granularity children with moderate-severe autism</li><li>• simple and to be deployable by week 11 of semester</li><li>• must be integrated into the wider 'application hubs' for emotional granularity developed by the masters' students we are collaborating with</li></ul>	<ul style="list-style-type: none"><li>• user-friendly</li><li>• simple and accessible interface</li><li>• user progress measured by a currency (hearts) system</li><li>• straightforward (non-frustrating) and engaging gameplay</li></ul>	<ul style="list-style-type: none"><li>• made for IOS (more specifically, iPhone) devices-- can be compiled to a .ipa</li><li>• landscape orientation</li><li>• communicates with local database as required</li><li>• utilizes local storage as opposed to global storage</li></ul>

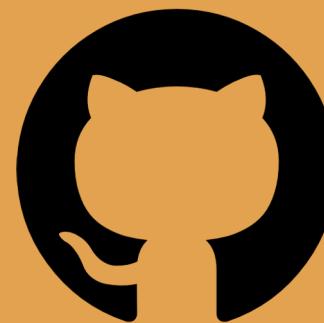
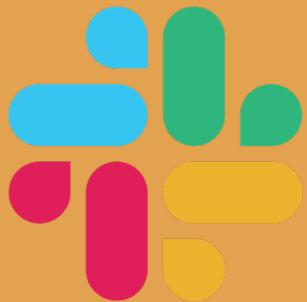
## 5. Deliverables

A fully functional, standalone game that can be integrated into the main application.

Documentation detailing the game design process, development stages, testing results, and integration guidelines.



# Technologies



J

1:22 AM

committed with the heart impl

J

1:22 AM

its rly cute plz check it out



J 3 replies Last reply 1 day ago



10:13 AM

I've posted my notes under 11th August of Client meetings.  
Feel free to edit the doc!



1



1



2



1



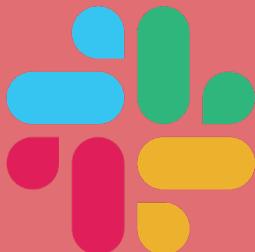
B

11:02 AM

oop sorry guys

my headphone ran out of charge

back in a sec



9:47 AM

WAIT ONE OF THE TEAMS MADE A VISUAL NOVEL THAT'S  
PRETTY COOL



13 replies Last reply 25 days ago

# COMP30022 IT Project - Improving Child Emotional Granularity

 Search quickly here

## About

Welcome to the page for our COMP300222 IT Project.

We are currently collaborating with Masters of Software Engineering for this project-- the Masters students produce an 'application hub' of sorts and our team has been tasked with developing a game that will integrate well with this hub.

The game is targeted towards children, both neurotypical and children with Autism Spectrum Disorder (ASD).

### Quick links for our project:

-  General info
-  Progress Checklist
-  Process/Project Management
-  Artefacts
-  Coding
-  Sprints
-  Research

## Contact Information

- Team contact details
- Join our slack!
- Jira
- GitHub

 Requirements

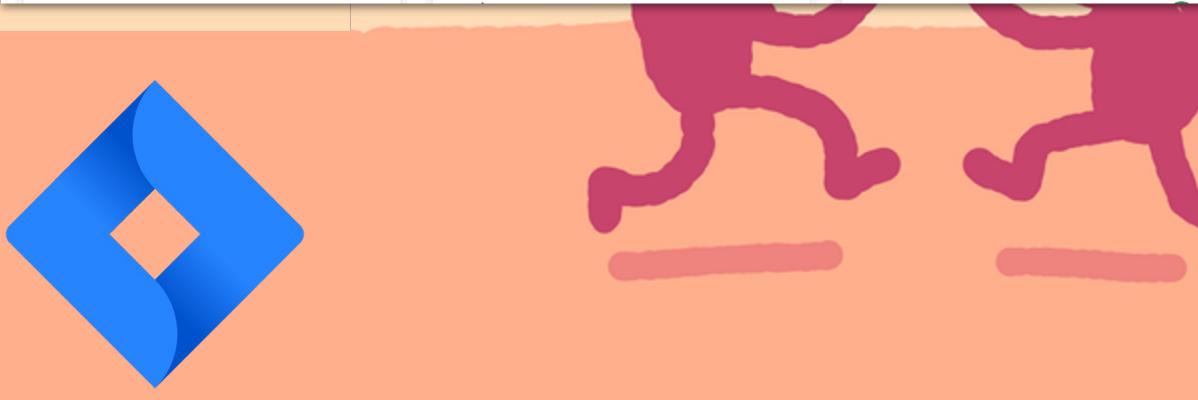
 Meetings

 Testing

# IP board

SEARCH BA RI SL JB Epic GROUP BY None Ins

BACKLOG 7	TO DO 4	IN PROGRESS 4	DONE 3
Create level-specific emotions <input checked="" type="checkbox"/> IP-46	Make the game resilient in the case of there not being a database available <input checked="" type="checkbox"/> IP-65	Create a use case diagram for the scenario view of 4+1 architecture <b>SPRINT 2</b> <input checked="" type="checkbox"/> IP-31	Create testing template page <b>SPRINT 2</b>
Integrate hearts currency <input checked="" type="checkbox"/> IP-47	Incorporate heart scoring logic <input checked="" type="checkbox"/> IP-66	Create deployment diagram for the physical view of 4+1 architecture <b>SPRINT 2</b>	<b>BACKLOG 7</b> Begin consistent testing <input checked="" type="checkbox"/> IP-70 Complete Ethics & Security Report <input checked="" type="checkbox"/> IP-71 Begin work on Week 12 Presentation <input checked="" type="checkbox"/> IP-72
Create a game logo and name <input checked="" type="checkbox"/> IP-51	Review emotions.json and make		



**BACKLOG 7**

- Begin consistent testing
- Complete Ethics & Security Report
- Begin work on Week 12 Presentation

 / -TODO-Create-team-name

Type  to search

<> **Code** Issues Pull requests Actions Projects Security Insights

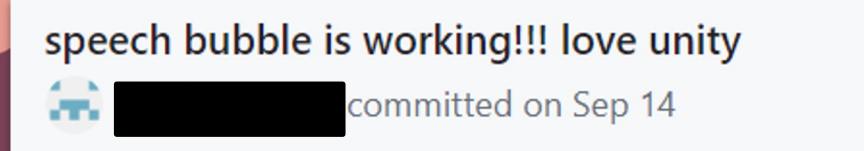
Search branches... Overview Yours Active Stale All branches New branch

**Default branch**

**main** Updated 30 minutes ago by SiRong-github Default ↗

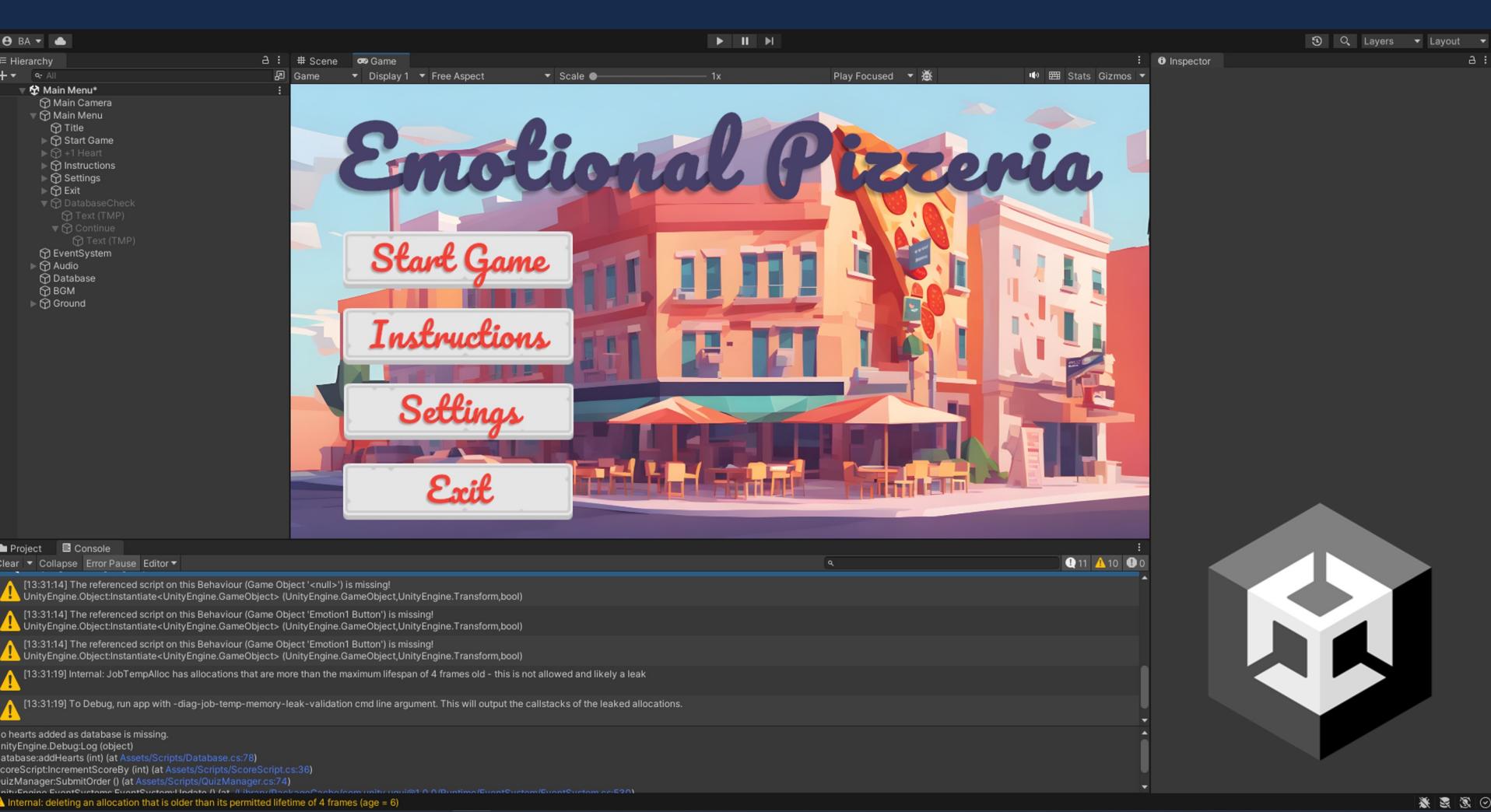
**Active branches**

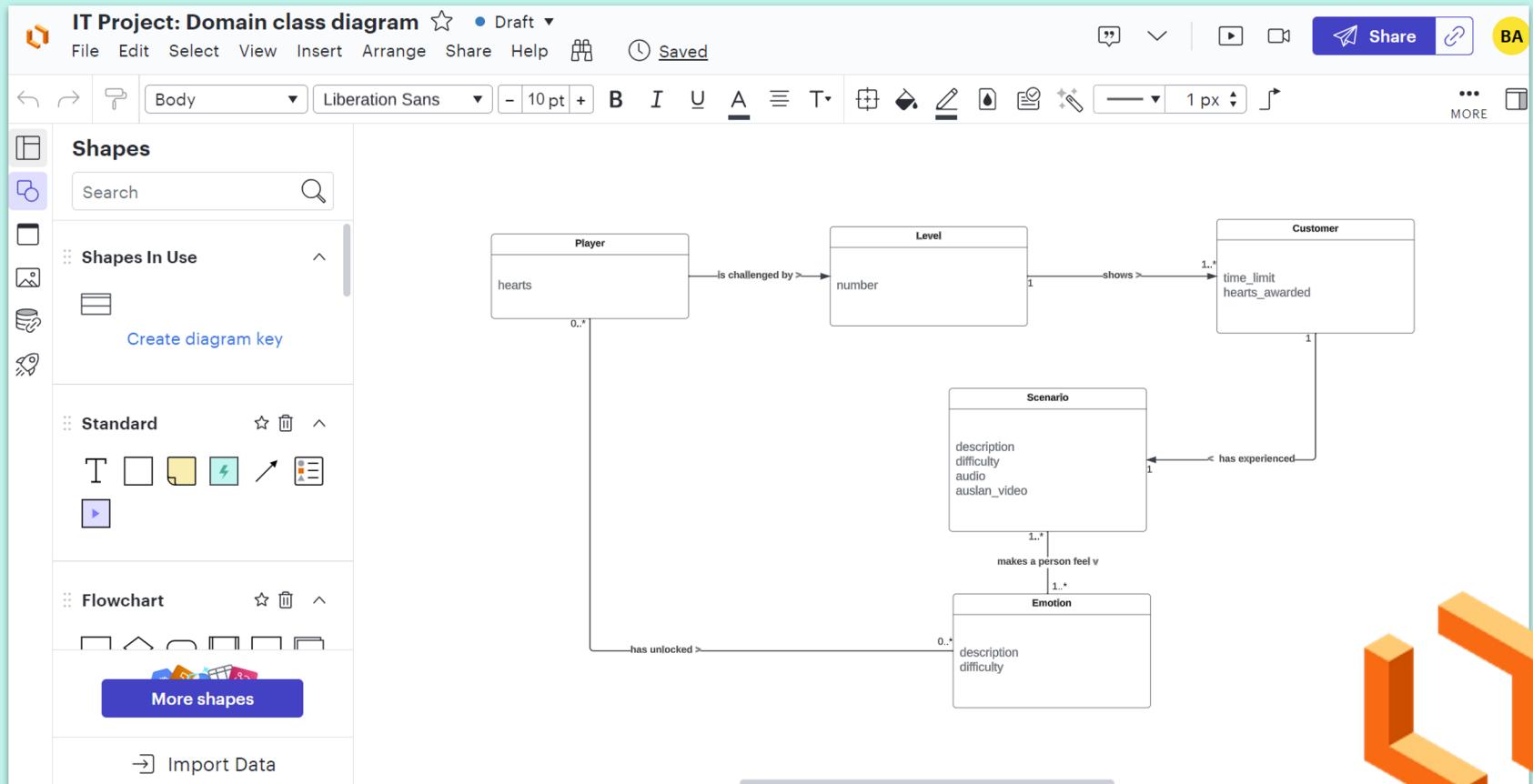
Branch	Last Update	Commits	Pulls	Status	Actions
fixed_typing	Updated 2 days ago by SiRong-github	13   0	#20 Merged		
temporary_branch	Updated 4 days ago by [REDACTED]	16   3	New pull request		
temporary_fixed_branch	Updated 5 days ago by [REDACTED]	16   2	New pull request		
default-settings	Updated 2 weeks ago by [REDACTED]	19   2	#18 Closed		



speech bubble is working!!! love unity

 [REDACTED] committed on Sep 14





# Emotional Pizzeria

Genre: children's game, restaurant management game



- Develop an engaging game that aids in **teaching emotional granularity**.
- Ensure that the games are **accessible and enjoyable** for moderate to severe autistic individuals.

## [Emotional Pizzeria] ↗

**Core Concept:** A “papa’s pizzeria” style game which involves the player having to serve customers the right order within a specific time limit. Instead of the traditional game where customers order food, the customers will tell the player about a situation they experienced, and the player will have to decide which emotion is closest to what they must be feeling. If they get it correct, they receive a certain number of hearts.





ECONOMIC MUSIC BUNDLE (UNITY ASSET) - TOWN 🎵



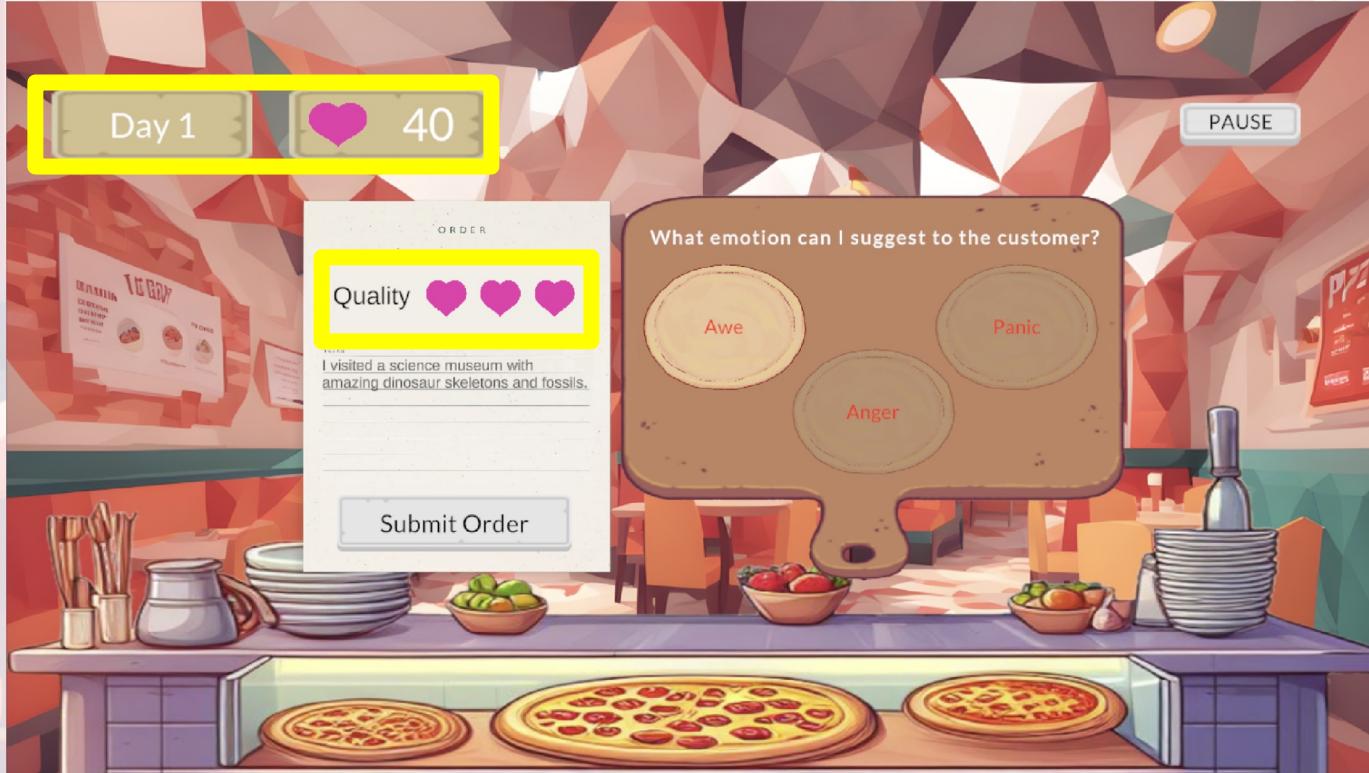


# ECONOMIC MUSIC BUNDLE (UNITY ASSET) - WAY TO SCHOOL 🎵



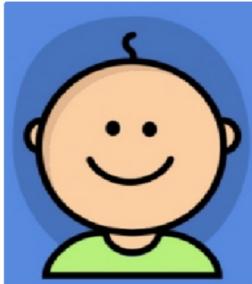


# ECONOMIC MUSIC BUNDLE (UNITY ASSET) - WAY TO SCHOOL 🎵





# Target Audience



"Can I go play something else now?"

## 👤 Information

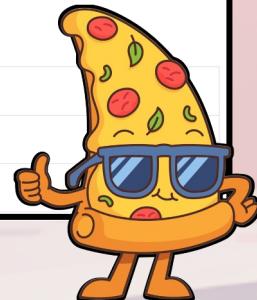
Age	10
Gender	Male
Education level	Primary School



"I just need something to help me learn a bit more about my emotions."

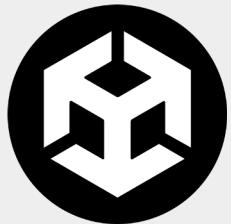
## 👤 Information

Age	32
Gender	Male
Education level	Bachelor Degree





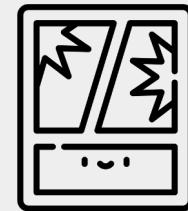
Technology



Platform

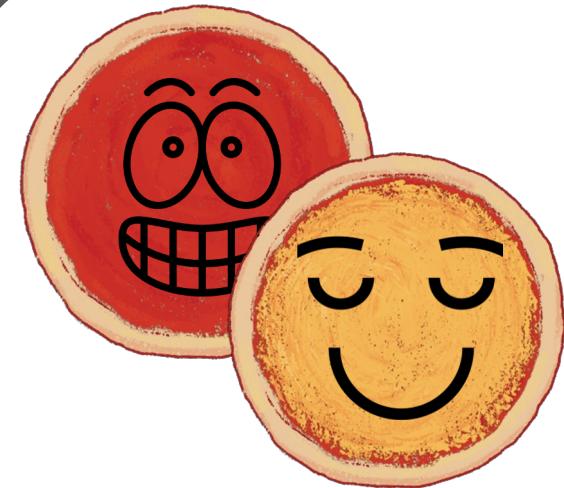


Design Theme

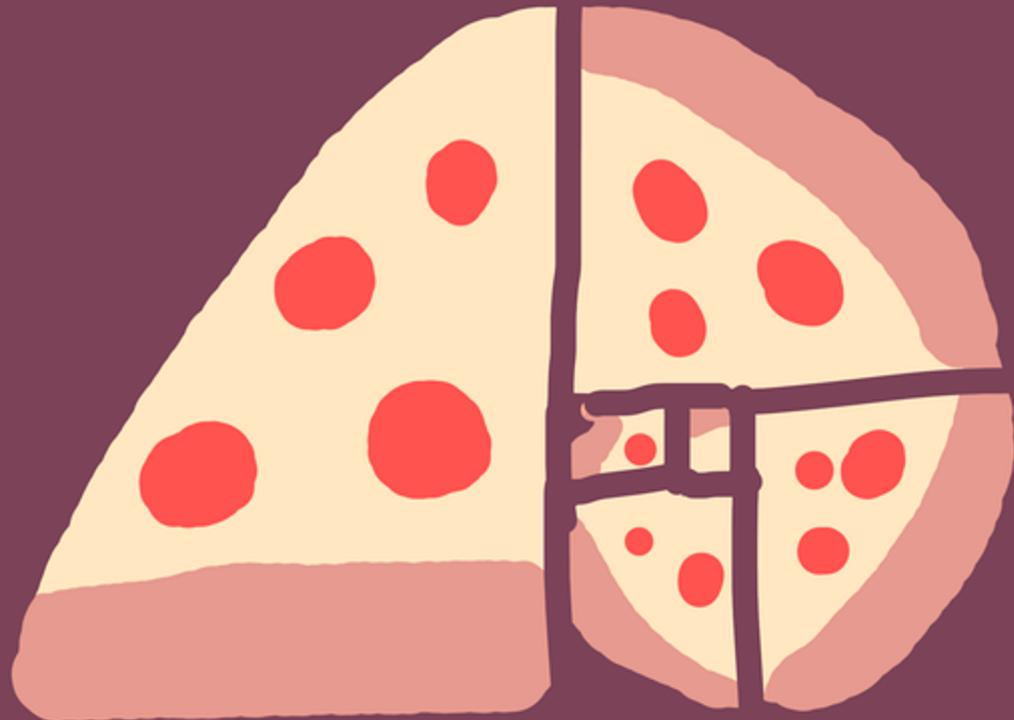




+



*"Spread happiness one slide at a time!"*



# 1. Communication

- An 1-hour weekly meeting for 8 teams was not sufficient
- Master students were not sure of what we needed - thus the client also were not sure of requirements
- Inconsistent requirements - requirements were revised multiple times in response to client feedback



head chef!! is my pizza good? 🤔🍕🍕🍕

# With these, we learned to

- better communicate with Client and Masters students



# Agile: Client and Stakeholder Interaction

- o [REDACTED]
  - to increase your personal granularity
    - form a concept for emotion word that describes a certain situation
    - you need to share that with another person (can see that in your game) then need to map that to your internal affect
    - Get back to the idea of affect: just knowing what those words mean
  - recognising emotions in another person goes to the other theory which isn't correct
  - can also have something like a depression pizza
    - cheese, tomatoes could have different components of depression (?)
    - or new pizza that describes the feeling of getting feedback in a meeting that feels slightly unpleasant
      - elevated → on the spotlight
      - but it feels somewhat pleasant as you're given feedback
  - hard to communicate your facial expressions and what you're actually feeling
    - would be great to simply explain that to kids (having a happy face but angry cos so gave me a parking ticket but smiling cos I don't want to make you uncomfortable)
    - instantiating instance of smiling face
    - explaining context around why you're feeling angry
      - low activation, good feeling, bad feeling

At this point, I believe James misunderstood our game as just mapping emotions to facial expressions

So... I guess James approves of our game now

# Agile: Client and Stakeholder Interaction



Aug 25th at 7:07 PM

On Wednesday's meeting there was a request to have the Undergrad teams send a prototype executable so that the Masters teams could see if they'd be able to integrate our games into their application-- just to confirm, the Masters students were hoping for us to send something like this around the beginning of September?



1 reply



Aug 25th

Yes, we are planning to start attempts to integrate in sprint2 which ends at 17th of September. It would be ideal if we can receive such kind of prototype in early September. The prototype don't need to be complex, even a simple line of HelloWorld is okay.



Sep 14th

We're working on producing an executable for you guys and should have one soon-- was just wondering, is it alright if we supply you guys with a .ipa directly? From what we gather we aren't able to produce a makefile for you guys directly since the application needs to be built directly via the Unity editor? Would it also work for you guys if we provided the source code and you could build it using Unity on your own machines if that helps you guys out

Sep 14th

Give us the .ipa. If we can make it work, great; if not, we still have until end of semester to figure something out.



Sep 15th

can I confirm whether /var/mobile/Applications/ega/data/ega.db is an absolute file path or relative to the game folder?



Sep 15th

Absolute.

# Agile: Making something deployable to show client

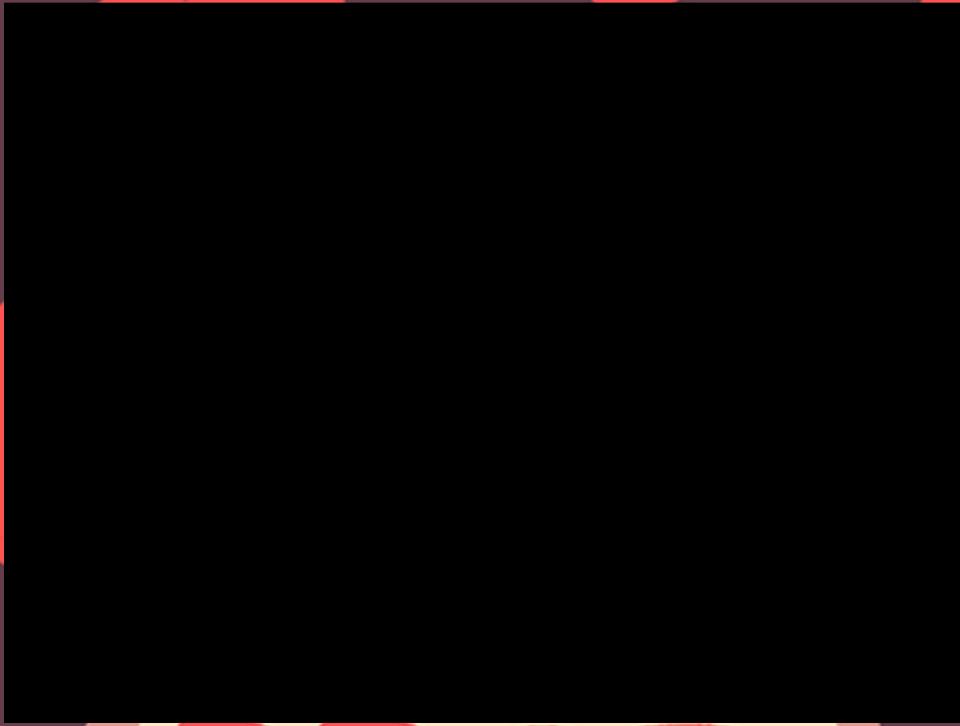
What the client said:

- Important thing: there is a working solution in the end
- simple is better, game should be deployable (could be something as simple as drawing on screen w/ finger provided it adheres to a goal pertaining to emotional granularity)
- each individual should be empowered to do something
  - each project is all about how we communicate across to contribute to a common goal
- agile method: you create and then deploy it
- you should always be ready (and excited) to present your work
  - talk to your client and reassure that they understand what you are doing, even if you haven't made much progress yet

First prototype



Of course, that's not what we showed the client



# Feedback from 8th September

- appropriate visuals and audio
- can you do the faces as pizzas
- scenarios could come from database
- move from wireframe prototype
- this one has low fidelity graphics
  - when you start combining high and low fidelity graphics, it's hard to tell which ones are going to be switched out (i.e. +1 Hearts)
  - high fidelity faces in the background (is this one what it's actually going to look like)



He actually didn't seem impressed when he saw our first demo

# Feedback from 22nd September

- excellent
- when it comes to graphics and fonts, don't non-proportionally scale them (squash them to fit)
- need to start sourcing graphics asap to show how the graphics will look like
- have a style frame to for graphics
- you're better off sourcing already made work instead designing it yourself unless there's a good reason

Slightly better reaction



# Feedback from 29th September

Main Menu Scene

Aspects	Comment
Smiley Faces	Are they intended to be part of the final design
Background Image	<ul style="list-style-type: none"><li>non-proportionally scaled</li><li>emojis seem oval instead of circle</li><li>what is it trying to represent<ul style="list-style-type: none"><li>lots of faces and different emotions</li></ul></li></ul>
Road	meant to be at some front of the shop, but the image doesn't have a shop <ul style="list-style-type: none"><li>either remove the road or make the image more of a shop front with emotional pizzeria as a sign</li></ul>
Emojis	probably design facial expressions as different pizza's
Button Texts	<ul style="list-style-type: none"><li>if there is a font hierarchy (having two types of sans serif), there should be more emphasis on the game title</li></ul>

Level 1 Scene

Aspect	Comment
Customer	<ul style="list-style-type: none"><li>fix customer position with counter</li><li>design:<ul style="list-style-type: none"><li>South Park</li><li>you can get away with having not overly refined characters (often seen in commercial animation)</li><li>not overly refined characters are generally mixed with highly sophisticated dialogue (i.e. Rick and Morty)</li></ul></li></ul>
Restaurant	<ul style="list-style-type: none"><li>should try to keep everything to a similar style<ul style="list-style-type: none"><li>menu system could be much more refined</li></ul></li><li>try and minimise typefaces</li><li>consistent colour palette</li><li>repeat things</li><li>the artist for the customer must also draw the rest of the game</li></ul>

We asked him to clarify

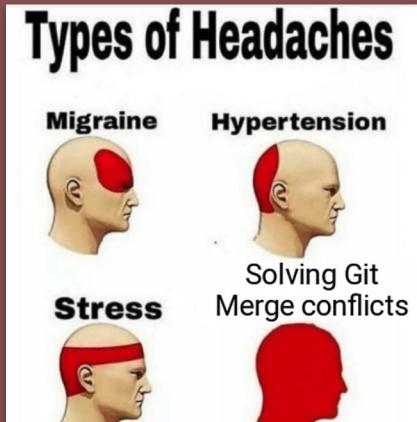
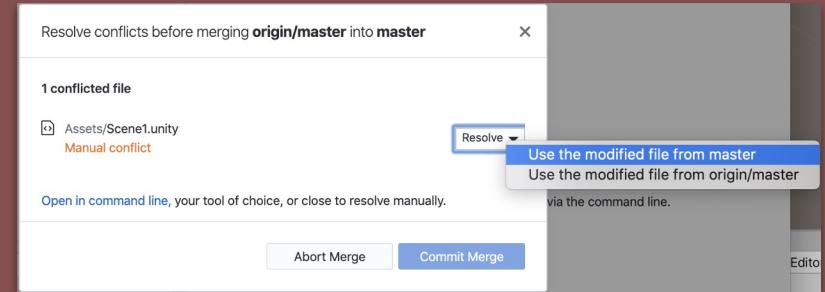
# Finally (Last Week)

<b>Start Screen</b>	<ul style="list-style-type: none"><li>• Start Game button, would be better for font to be sans serif as G is outside of button</li><li>• Emotional Pizzeria and background looks really good<ul style="list-style-type: none"><li>◦ looks fun and like a pizzeria</li></ul></li></ul>
<b>Sprite sheet</b>	<ul style="list-style-type: none"><li>• Sprite character there works better with the background</li><li>• Looks really really good</li><li>• Ensure it matches across the board</li><li>• It's funny that there's a cat</li><li>• James was glad we used AI</li></ul>
<b>Overall</b>	Massive update from last week

Massive improvement

## 2. Working on the project

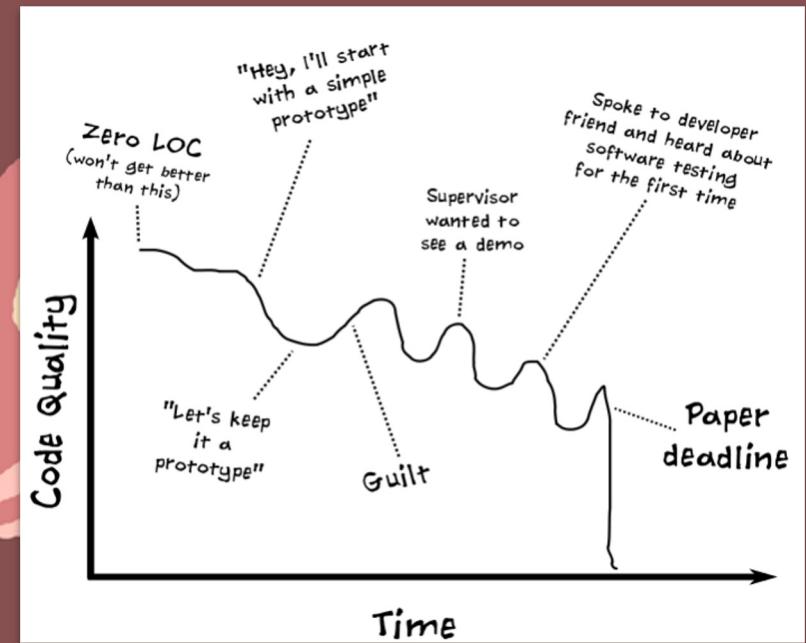
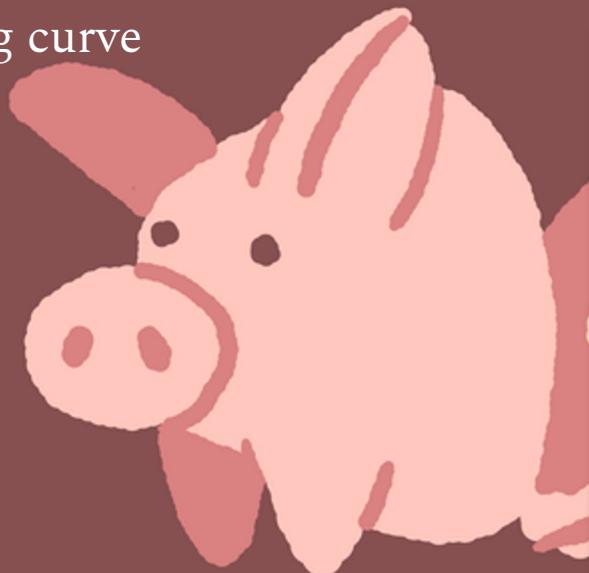
- Merge conflicts 😭😭😭😭😭😭😭😭



how we felt every time it was time to merge 😭

## 2. Working on the project

- Merge conflicts 😭😭😭😭😭😭😭😭
- Unity learning curve



## 2. Working on the project

- Merge conflicts 😭😭😭😭😭😭😭😭
- Unity learning curve
- Task allocation



# With these, we learned to

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- become more proactive in communicating with Client and Masters students
- streamline collaboration in Unity (and Github)



# Having Code Reviews

The following is a step by step procedure we should undertake any time we are developing:

1. Make sure your local main branch is updated (do a git pull)
2. Create a new branch off main to do your development
3. Test your changes
  - a. Once we have a testing framework, check the functionality of your changes by applying all the tests
4. Push the branch to the remote repository, create a pull request to main, and ask at least one other team member to review your pull request
5. Once the reviewer approves your changes, merge your branch to main on GitHub
6. Pull down main and test again to ensure nothing broke

## **Key takeaways:**

- avoid committing and pushing directly to main unless other team members are present
- Someone must always review your code
- Testing is essential to make sure your changes don't break things

# Updating everyone about the changes we've made

Hey **@channel** we've just updated main with the most recent updates - make sure to pull main to get the most recent version (might need to do a git reset --hard origin/main)



Make sure to delete any branches that have been merged/aren't in use anymore  
so we have a fresh start

A screenshot of a GitHub interface showing the 'Pull requests' tab selected. The search bar contains 'is:pr is:closed'. The results list three closed pull requests:

- Update art** (was merged last week)
- Default settings** (was closed last week)
- Updated customer** (was merged last week • Approved)

At the bottom right of the list, there is a comment icon with the number '1'.

# Testing

[231004] temporary\_branch creation

Owned by [REDACTED] created with a template ...  
Last updated: about 6 hours ago • 2 min read

Date : 4th October, 2023

Tested by : [REDACTED]

Branch : *temporary\_branch*

Commit Name (Hash) : N/A (creating branch)

### Unit Testing

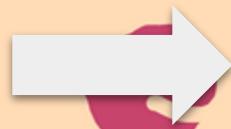
Test Case ID	Test Case Description	Input Values	Precondition	Expected Outputs	Actual Outputs	Test Result (Success / Failure)	Comments
U_01	Valid choice of scenarios with expression sprites	N/A	File structure valid under Assets\Resoures\Scenarios	Scene showing expression and text when game is simulating	Same as expected	Success	N/A
U_02	Valid and randomized choice of person sprite	N/A	Correct sprite set in Customer Component - Character Script	Person sprite seen when level is started	Same as expected	Success	N/A

# Character Development

## Stop doing

Merging without code reviews

@



### 3. Time Management

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- Prioritising different subjects
- Managing all of our different schedules



moc assignment 1...

declarative programming assignment 1...

graphics & interaction project 1...

pizza game

information security & privacy report...

moc assignment 2...

random essay i need to do for a breadth...

pizza game

graphics & interaction project 2...

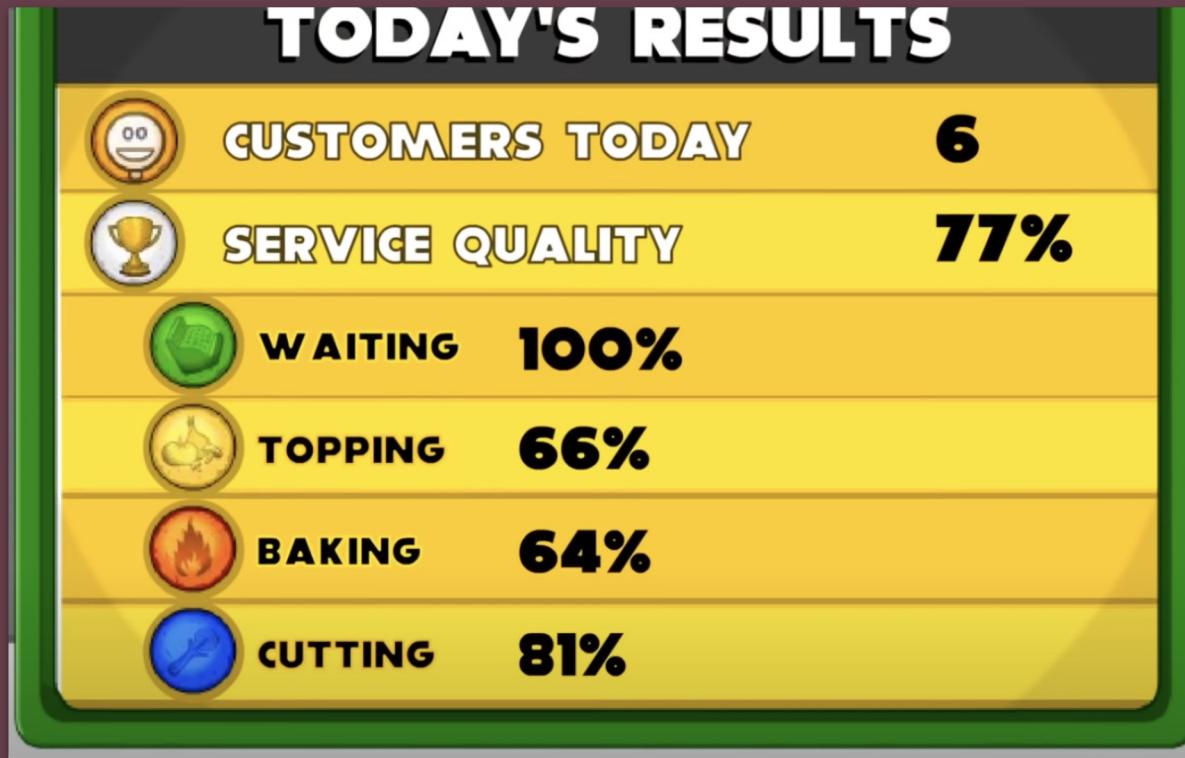
declarative programming assignment 2... 💀💀💀

# With these, we learned to

- become more proactive in communicating with Client and Masters students
- streamline collaboration in Unity
- become flexible



# Initial End Level Idea on 24th August



# Initial End Level Idea on 24th August



# The workshop a week before MOC (and DP) P1 due date

## Special Consideration

- many assessments for other subjects are due in the week, so everyone will focus on those before coming back to the game development and confluence documentation

## Decisions Made

- Focus on other subjects first before continuing with the project

## Actions

1. Continue developing

# The day MOC P1 was due

## Content

Everyone had used the past week to work on other subjects and will be continuing on the Emotional Pizzaria project for the next few weeks.



# Not that we didn't do anything after we've submitted the projects

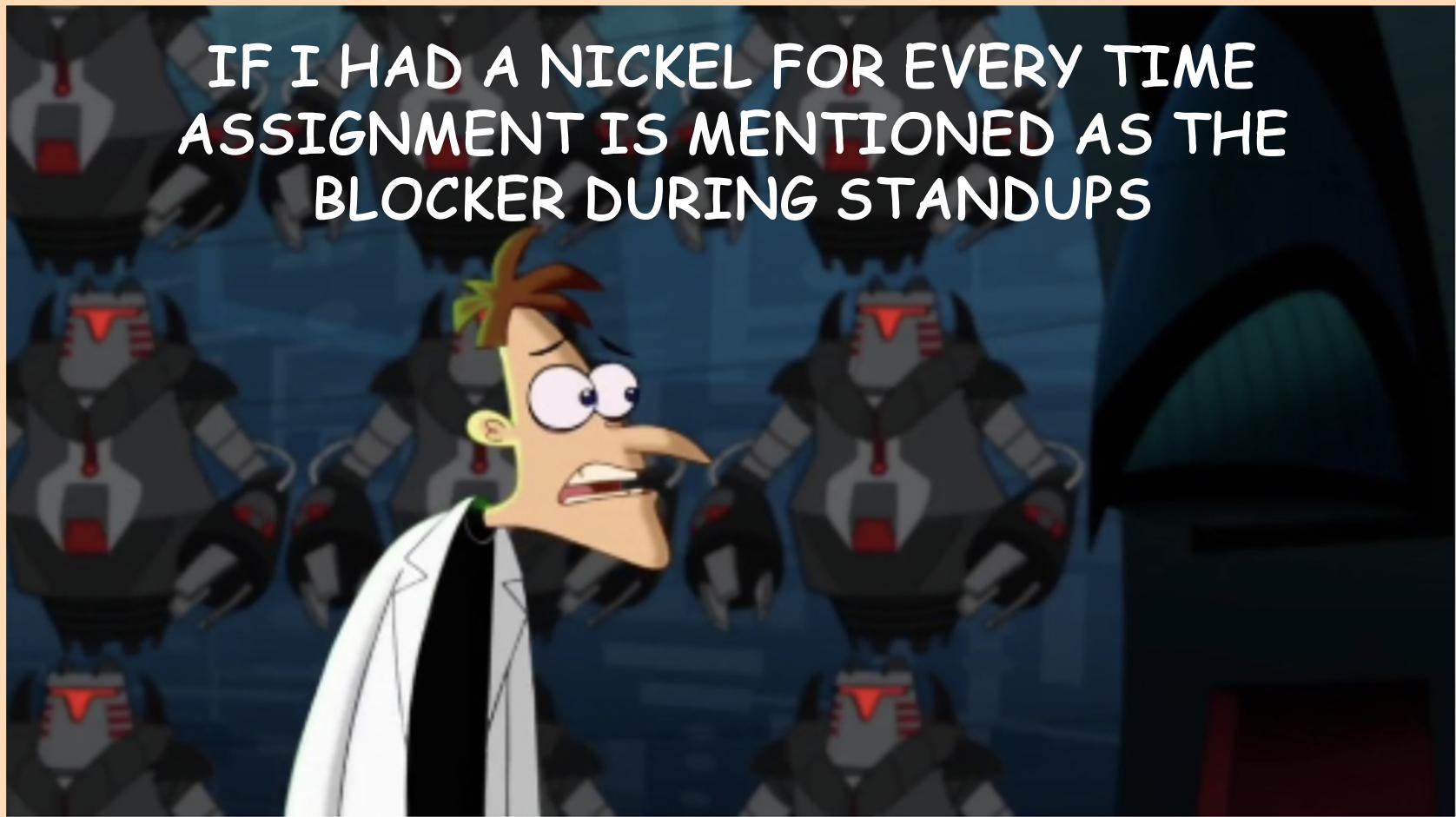
## Improvements

- Change in background for Main Menu
- Added other essential scenes to unity and build
- Buttons (for basic functions like the ones in Main Menu) are all working
- Character has been added
- Layering problem has been solved

## Feedback from ChatGPT with regards to Game Proposal

- no timers

IF I HAD A NICKEL FOR EVERY TIME  
ASSIGNMENT IS MENTIONED AS THE  
BLOCKER DURING STANDUPS



# With these, we learned to

- become more proactive in communicating with Client and Masters students
- streamline collaboration in Unity
- become flexible
- and finally...

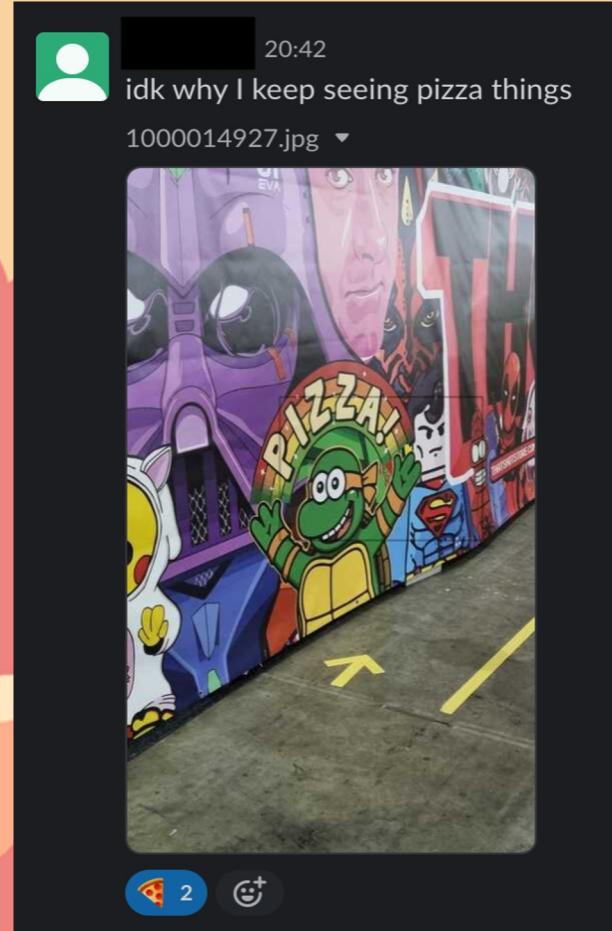
HAVE  
FUN!!!



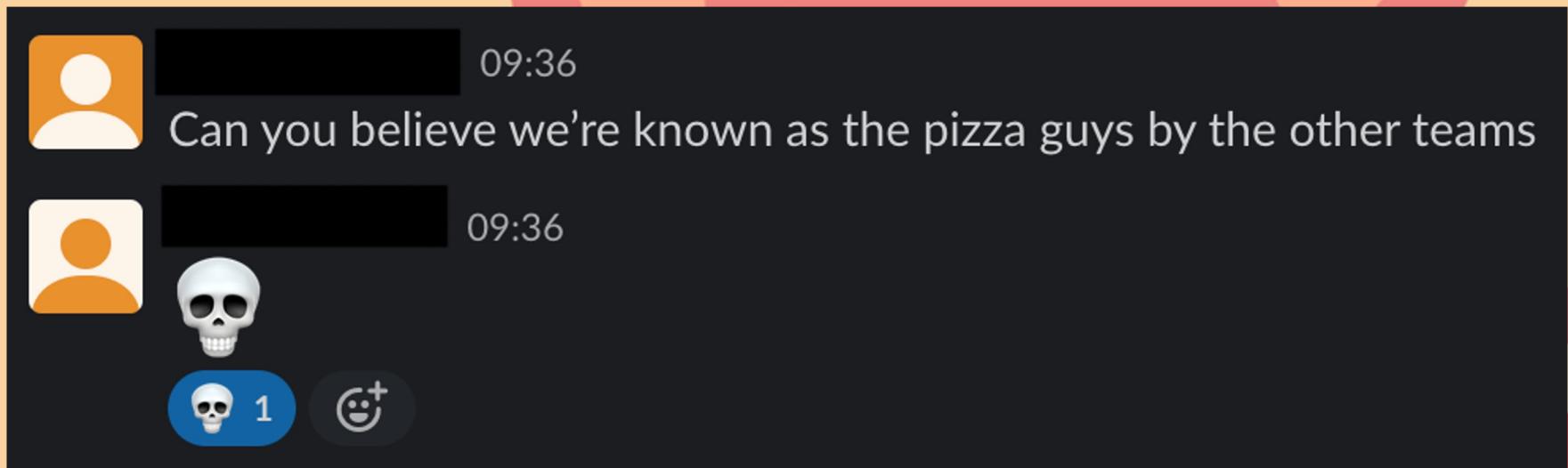
# 2nd October



# 7th October



It was a normal day for a 9am client meeting on 6th October when this happened



Now, for the thing we are most proud of...

We'll show you!

