

Gamification

Team: Formed Fiction

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Course: CptS 421/423 Spring and Fall 2017

Submitted: 10/27/2017

Document 6: Midterm Progress Report

Executive Summary:

In past weeks, we have deployed the game to testers and have found that the game executable would not work on Macs. As none of us use nor own a Mac, we did not foresee this to be a problem. Since the team decided the game will be deployed on the server as a web game, we've decided to try to publish this to be accessible through the web.

So for the next couple weeks, there will be a whole lot of feedback from the testers along with a lot of debugging and fixing to our product to refine and finishing it. We will be keep on working on our beta prototype for polishing purpose before the game consider a consistent and stable game.

Beta Prototype Description Update:

Our beta prototype is mostly done. We have more features including ascension to include. To make the prototype playable for all the testers, we have to change the game to a web game then put it on the EECS server and have saving/loading done for the game. The minigames are not fully connected to the incremental but are able to provide some progress towards the incremental. Some minigames are still in need of more updates to increase their playability time. Also, each minigames still have their own minor changes to make each of them to be fun and enjoyable to play with. In addition, we still have to name the game, so people can call out the game name instead of calling it incremental game every single time. This way people can memorize our game better and feel more unique and stand out from every other games on the internet.

Beta Prototype Test Results:

Due to the incompatibility of the game executable and Macs, we have decided to push on getting the game running on the server. This way, we can make sure every testers and future player have equal chance to play and try out our game. We will be also issuing test accounts to our testers. Because of this obstacle, we will be getting feedback to the game late but this is also a step we would have eventually had to take.

Beta Prototype Validation Results:

The game currently has most of the features we've discussed due to being able to work with our mentor fairly closely throughout this project. In terms of being playable, the game is running smooth and able to play as an executable program. In terms of enjoyment, this game is lacking some content, but still very fun to play through while players have 3 mini games to choose between on top of the incremental.

However, it is still in need of a way to acquire the game statistics from users who play the game. It will be an important step from having the game as an executable to convert the game into a web base game.

Broader Impacts Considerations:

Our game is simply for research purposes. The data collected from this game may provide insight into other methods for education enhancement. We are hoping that our product will be able to provide enough playability to keep users interested and acquire enough data.

The idea of using games in education has been applied many times before with education based games. Most of these products tend to be tailored towards younger learners to teach basic concepts. However, our game differs from this since it is not meant to be teaching students but is to be used to motivate students to be more studious. Progress is being made to bring this concept to a wider audience and through this research our product can help. Bringing the idea of learning through games to college students, we are taking a new approach to things that have been done before. The project is using a user's motivation to help them learn and by providing rewards to them, their learning will be more effective in class.

Summary of Work Remaining this Semester:

The majority of the work remaining is to change the game from an executable to a web game. After that, the game needs to be hosted on the EECS server where it will save and load players' progress to the database. We still need to work on saving and loading from the server and making the login account feature.

We will also be working on documentation for any future teams who may continue this work. The documentation will be on how our game currently works, any tips we may have and comments for the scripts we wrote.

What's left in terms of the games themselves is making sure there is enough content so all the games have a higher playability time and the games are balanced and interact with the incremental.