

Group: Formed Fiction

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Project Description and Clarification

Project Description:

Our project is based on the idea of finding a way using games to motivate students to do better in classes. The game we are creating will be used as a tool to motivate the students in an academic research environment. The classes participating will be classes conducted at Washington State University Pullman. The game will tie the progress and effort students put forth in class and in their grades to the progress of the game itself. We hope to see a positive reinforcement between the game and the player's grades.

Framework:

The tools we will be using to create the game will be Unity coded in C# and MongoDB. Communications will be handled through Slack. Documentation will be stored in Github. The database of the game has already been created by the previous group who worked on this project and we will be mainly focusing on the front end of the game.

Features:

The overall game is an incremental game. There will be minigames implemented within tailored towards certain gamer types. The gamer types are identified by utilizing the state of the art BrainHex player typology survey. The students will take the survey to identify what type of gamer they are.

Limitations:

The database created by the previous group has most of the fundamental features we will be utilizing in our project but will require some changes.

Review of Literature:

We looked into our customer's research in his work: "Work In Progress – Content Independent Classroom Gamification"

<http://irll.eecs.wsu.edu/wp-content/papercite-data/pdf/2016asee-cain.pdf>. This paper provides information of what sort of product he is aiming for and the end goal of it.

Client:

Our client is Chris Cain. He has worked on a project with the same goal in mind previously. He has a very strong idea of what he wants so we will be able to build off of a strong foundation with good feedback. His experience will also be valuable in guiding us towards his goal.

Stakeholders:

Matthew E. Taylor who is Chris Cain's advisor who funds this research. The students who are the end users of this game. The developers who are creating the game, Formed Fiction.