Choose a product or service to be implemented (the "Idea"), which may be a project idea or something different.

Our product idea is a web platform for Quincy Assassins. Assassins games, popular on college campuses, involve a group of players trying to eliminate each other from the game using Nerf weapons, water guns, or even spoons. Each player will be given another player as a target, and will also be targeted by another player, such that the entire player group circularly is targeted and is targeting someone. Once player A eliminates player B, player A is given player B's target.

Quincy Assassins is specific to Quincy House at Harvard, and is played in the two weeks before the end of the spring semester. The differences in this game are numerous, beginning with the fact that the game is played in teams instead of individuals. There are also a numerous number of rules associated with the game (which can be found at quincyassassins.wordpress.com/rules), such as states of risk for each player (for instance, a player being "Exposed" means that any one can attack them, not just the team officially targeting them), punishments for rules transgressions (for instance, each player must visit the dining hall at least once a day and failure to do so results in worse statuses), and more.

Currently, the game (which Varun is the game administrator for and Theo is an avid participant in) is entirely run manually through Google Sheets and Google Forms. For instance, if Theo makes an elimination, he will submit a Google Form, which Varun then uses to update a Google Sheet used to keep track of the status of each player in the game. If Theo forgets to check in for a meal, Varun manually changes his status to "Exposed". The manual aspect of this is further complicated by the intricacies of the Rules; for instance, a rule states that if a team does not get an elimination every two days, one member of the team at random will be punished, but that if they get an elimination then any punishments given out because of this rule will be rescinded. One can very easily see how keeping track of this can get incredibly tedious. However, every aspect of the game is automatable in a platform like what we are envisioning.

List similar existing services and why this one is differentiated, or explain your theory about why your Idea doesn't exist yet. It's not enough to say "no one thought of it yet." If it doesn't exist, talk about what convergence of technological or other innovations has occurred to make it feasible now, where it wasn't before.

Platforms to run Assassins games do exist. A quick Google search brings up Splashin, an app that helps run an Assassins game with a focus on safety of the players in the real world. However, to the best of our research, no existing platform satisfies the requirements of Quincy Assassins for multiple reasons.

- Team component: Traditional assassins games are individually played, and therefore do not require any team mechanics, which complicates the process of running a game.

- Intricacy of the rules: as previously mentioned, Quincy Assassins has a rule book encompassing a two-decade history of the house. Keeping track of these rules is difficult to do manually, and is too unique to be plugged into an existing platform (even if Quincy had an individual game).

A platform like what we are envisioning has been technologically possible. The main things that are necessary from a technical standpoint is being able to SSO log in through HarvardKey or Google, Gmail integrations to automatically send emails from the website, and database functionalities to keep track of participants, eliminations, dining hall check ins, and the like. The main technical advancement that has been made that makes this worthwhile is the advancement in generative AI models that can write large-scale coding projects in a short time frame. Previously, the tradeoff between making a complicated website to satisfy these goals and continuing to run the game manually was not worth it, as creating the website itself would be too involved (especially for students with classes and other time commitments). Now, this project is doable in a short amount of time and will be ready for use by the time that Quincy Assassins is played this year in April.

Create a list of stakeholders. Include at least customers, users, regulators, investors, owners, employees, others. It is OK if some of them don't apply, but explain why they don't. Explain their values, motivations and expected behaviors.

Users: we will define users as the administrators of Quincy Assassins. They value having an organized platform that is equitable for all players. By not having to focus on the intricacies of the rules, they are able to spend more time thinking about how to make the game itself more enjoyable for participants in the house.

Customers: the players of the game. They value organized gameplay and quick responses from the administrators for rules arbitration. They will behave in any way that gives them a competitive advantage in the game, including using the rules to their advantage.

Regulators: the closest this platform has to this is the house staff, who make sure that the game is run in an accessible and equitable manner. If they notice anything that doesn't allow for accessible gameplay, they will raise this with the game administrators and put a stop to any unsafe behavior.

Investors: the closest this product has to investors is members of Quincy's student house committee, as the budget for hosting this website and any backend data storage will likely come from the House Committee budget.

Owners and Employees: these fall under the same category as Users, in that the people who own this product and make it run are the administrators of the game, whom are also the primary users of the platform.

Describe one "user journey" or "journey map" per participant on your team. If you are working alone, choose the primary user. If on a team, choose either user and customer (if different) or user and investor (if the same). Address "values tensions" between the subject of the journey and other stakeholders. There is a maximum of 2 pages per user journey.

"Customer" Journey Maps:

Participant: Busy Ben
'Ben' is a junior in Quincy House who is invested in his house community and is relatively social. He wants to engage with community events, but his time and attention are simultaneously stretched by a mix of academics, clubs, and professional obligations. In this scenario, he is asked to engage with a new system for the popular game of Quincy Assassins. He is willing to spend some time in this event - after all, he is altering his external behavior for it - but is turned off by logistical challenges and expects this organization to be as seamless and low-effort as possible.

Consider 1 week	Signup 1 day	Participate 1 week (concurrent)	Monitor 1 week (concurrent)	Reflect 1 month
Actions: -Receive initial communication about the Assassins' event -Consider participation and other time commitments Quote: -" This seems like a fun time commitment! I will try to participate, but if it becomes too much of a time suck, I will likely scale back."	Actions: -Form a team (communicate with others about the event and logistics) -Sign up through the service. Quote: - "This sign-up had low friction! I trust that this information will be secure and future steps will be minimally involved."	Actions: -Do the daily tasks necessary for the game (check-ins, kill form submissions) -Communicate about more complex issues with the organizers. Quote: - "I am excited to participate! This check-in form is easily accessible and uncomplicated.	Actions: -Track who your target is, with accessible but secure information, including photos - See the statuses of everyone in the game, and receive vital updates (rule changes, immunity zones, golden guns) Quote: - "I found myself able to easily follow the game in a centralized place!"	Actions: -Access results, including placements and an elimination log -Reflect/build excitement for future game iterations Quote: -" That was a blast! Look at the story of the game - we should totally play again next year."

Gamemaster: Determined David

'David' is a senior in Quincy House who wants to give back by being a core contributor to his residential community. His penchant for running things means that he has lots of experience being in leadership roles and is a strong communicator, although he is more time stressed than the average student because of it. He is willing to commit to 'see Quincy Assassins through', but the quality of logistics he can provide will be based on his time constraints and the ease of organizing.

Setup 2 weeks	Pitch 1 week	Onboard 1 week	Run 2 weeks	Memorialize 1 month
Actions: - Pre-organize the logistical tools to manage sign-ups and updates - Talk to stakeholders (admin, house reps) about the game Quote: - "Wow, I had all the pre-game logistics set in the click of a button."	Actions: -Publicise the game to the broader Quincy community -Pitch players on the relative ease of participation Quote: - "I had concrete selling points (automated system, ease of player experience) to communicate."	Actions: -Allow players to sign up -Follow up to resolve logistical difficulties (inappropriate names/photos, team changes, etc) Quote: - "The system had sufficient flexibility to change variables as an admin easily."	Actions: -Manage daily update tasks (logging kills/check-ins) -Directly handle more complex problems (rules disputes, immunities, etc) Quote: - "Most of the daily updates were automated, leaving my time to effectively resolve other issues."	Actions: -Provide narrative creation and results from the game -Build support for future iterations -Onboard people to take over in future years Quote: -" I trust this will run well again next year!"