IntraGarden

General Information

Through this section, general information is used as a glance at the overall project. This is used when vital information needs to be a 'header' that would otherwise be in its respective section.

Preface

The purpose of this document is to simulate a Simulation Design Document. These designations are the features that are planned to be packaged as the final product on **the 18th of March 2022**.

Project Overview

This project will be a web simulation that mainly uses HTML, CSS, and JavaScript components and uses Date data type to simulate caregiving a tenant. The product will be available for everyone to try without the need for application installation.

Audience and Censorship

The intended audience to use this product are adolescence that ranges from ages 13-18. The product itself is needed to be suitable for school demonstration while being unique from others. Thus, any of the subjects listed are prohibited:

- Blood and gore, which includes particles that hint it
- Any vulgar themes, both visual and audio-wise
- Any sensitive themes such as religion and events that relate to real life

Technical Limitations

Because this project is a one-man's job, technical limitations are bound to happen despite wanting a secondary direct helper. Part of the documentation is to stress out the issues and features before the production phase. As such, the following limitation has been identified:

- With only five months and three hours a day at BCTC to develop this product from pre-production to post-production, shortcuts are needed to achieve time efficiency. Nevertheless, the project will focus more on programming than visual design in a 4:1 ratio as the programming development life cycle.
- Trial and error are bound to happen. Because of this, it is needed to be understood and tested.

System Specifications

System specifications are what describe the project in the technical aspect on which the product will run.

Language

This project will utilize JavaScript. This is a simple programming language to understand and is the only way to develop web applications aside from using Django library for Python.

The downside to JavaScript is the lack of explicitness in variable byte sizes and speed. There is no way to overflow, such as integer values, which allocate more RAM per increased value. However, this should not be an issue since the world has a decent computer to work with the program, aside from a Chromebook.

Executable

Users will run the software through a web browser. Unfortunately, users will run the product using an obsolete web browser such as Internet Explorer. There should only be minor issues that are not to be concerned.

Software Dependencies
Software dependencies cover the necessary applications software that this project will use. They are used as part of the production to create mediums that can be utilized as concepts to visualize the design or as part of the product's resources.

OS
An operating system is needed to develop and execute applications. Windows 11 will be the right fit since this project is aimed to focus on the application and not on relearning the ways of navigating other operating systems such as Ubuntu, an open-source Linux redistributable.

IDE
This project will utilize Visual Studio Community 2021 as its integrated developed environment. Visual Studio is used to also to maintain any possible migration to a BCTC computer, which uses Visual Studio Professional 2017.

Artwork Editor
Krita is an open-source program that provides utilities on artwork creation and manipulation. This software will be used when creating digitally hand-drawn artwork as part of a 2D representation.

Image
All images will utilize Portable Network Graphics as a .png format to support lossless.

Simulate-specific Criteria
This section specifies features present with the product and other statements found in other entertainment simulated products.

Story
This product lacks any form of a story itself due to the product's simplistic structural nature. At most, the product will include conversation alike that users can interact with through a left mouse click. In other words, the conversation itself is the story.

Characters
Only two characters will be present within the product: Tenant and Advocate. Both are miniature sizes and are drawn as a cartoon. Advocate interacts with the user when technical elements are presented, such as the log-on screen. The Tenant is the person that the user will be taking care of.

The flow of the product
The product will first present the user with a login screen to enter data values. Either the user decides so or presses a button to start a new session. In either case, both are presented in a conversation. The Advocate either validates the data card not being 'past due' or gives the user the situation to take care of the Tenant. Afterward, users have the control to care for the Tenant, and it is presented by the Tenant's status and four buttons: Eat, Sleep, Talk, and Leave. The first three will replenish one of the Tenant's statuses and desecrate the specified status. Plus, talk is used to advance the storyline in which they will be able to reach closer to the credits screen. Leave is used to generate the current session necessary data values. Users can either continue back to caring Tenant or leave the session and come back another time. Therefore, it is the user's responsibility to copy and store the values somewhere, or else they would be unable to continue where they started.