You know what it is.

Paper

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Introduction:

During this game you will play through the life of a first year college student at the University of Delaware. The game will walk you through registering for classes, using UDSIS, and reinforcing important dates then test your knowledge with fun mini games.

Problem Statement or Opportunity

Based on a number of surveys conducted at 2014 New Student Orientation and University of Delaware Welcome Days, it is clear that there exist certain gaps in important knowledge among incoming freshmen (e.g. critical dates of the academic calendar, where to obtain academic resources). For example, fewer than 60% of students know important dates such as the drop/add deadline or the deadline before which students can withdraw from a class without academic penalty. Ideally, every student should know this information at the start of the semester, so our team hopes to bring UD’s incoming freshman closer to that goal.

Key Stakeholders

There are several key stakeholders involved in this project. The clients are the main stakeholders. They are presenting us with this project and their goals for what the project can accomplish. They are invested in seeing it succeed because it can help them to better do their job of getting information from and to incoming freshman. We also are stakeholders in this project. We are being tasked with developing this project and we want to see it come to a successful conclusion. We would like to see this because we want to do a good job for the client and also because it is a big part of the learning part of this class.

Key Goals for the Users of the Product

The first key goal for the users of this product are to have their knowledge of UD resources, which they gained from the New Student Orientation program, tested and remediated, depending on competence. A secondary key goal of this product is to fulfill its first goal while also being fun. Another key goal is for the game to take no longer than 25 minutes to complete with minor remediation. This is to prevent the game from becoming boring or overbearing. The last key goal is to allow the product to report on an individual’s progress to an intermediary. This report will include measures of success and failure on specific topics.

Product Overview:

This game will pick up right after NSO and will simulate their first few weeks at the University of Delaware. The student will register for the classes they want to take, and then the simulation can walk them through a variety of situations. The character can decide to change majors, and then they will have to set up a meeting with their advisor after they use the degree audit on UDSIS. As the simulation goes on, it will remind you of important dates such as the end of drop add period, and what that means. Similarly the audit and withdrawal dates could be reinforced. Periodically through the simulation mini games will be played that will test the information they have learned.

Solution Envisioned

Our solution will be a multi-platform game centered on an incoming University of Delaware freshman making his/her way into campus life. We envision an open-world style game modeled after the University campus where the protagonist interacts with characters in actual settings. We will teach and assess information vital to a student’s freshman experience using mini-games and quest-style activities. Each of these teaching exercises will allow multiple chances for success and give feedback upon both success and failure while recording and aggregating student’s strengths and weaknesses in knowledge.

Summary of Key Features

Our game will include a number of features in its implementation. The game will be centered around an RPG setting and all that is involved with that type of game: character creation, completing various tasks, and interacting with other characters. It will also test the knowledge of the user through various mini games that will require the user to recall various important pieces of information. The game will keep track of number of attempts and which areas the students struggled with so that they can be addressed better in the future. The game will also have a map of campus involved with the game and will hopefully start to familiarize the students with the layout of campus and its buildings.

Story Board

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Epic Storyboard begin -

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<http://www.agilemodeling.com/artifacts/userStory.htm#Epics>

Josh - Successful Use Case - John Everystudent is a future freshmen of UD class 2015. John is a very astute student and when he is in New Student Orientation he follows every word the Orientation Leaders told him. At the end of Orientation John felt very confident about his knowledge of UD resources. After getting home John downloaded the UDel Fresh Test that his Orientation Leaders told him to try out to test his knowledge. After 23 minutes of play John finished the game with a 98% percent success rate on the questions involved in the application. John knew he was well prepared for his future University life.

Josh - Mildly Successful Use Case - Abbey Normal is a future freshmen of the University of Delaware class 2016. Abbey was always considered an average student scoring within the middle percentile of her peers. Abbey goes to New Student Orientation before the start of her freshmen year, but her boyfriend todd keeps messaging her during the sessions and she is not fully able to concentrate on the information the Orientation Leaders are giving her. After Orientation ends, Abbey stays behind and asks a few of the Orientation Leaders where she can find a good summary of everything the Leaders went over today. They tell her to download the UDel Fresh Test application which includes a summary of all of the information available during the Orientation. After downloading the application she begins playing and finds that she has to replay several aspects of the game because of what she missed responding to her boyfriend. After replaying the parts she did not do well on she learns about the information she missed during the Orientation.

Tom - Struggling Student Use Case -

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Epic Storyboard cont. / end -

uploaded as a pdf which I shared with you all

NOTES:

First priority goals:

Overall RPG Game

- mini games reinforcing ideas

- Roommate as the guide

- having a scaled down version of UD campus, with interactions at certain places and buildings

places include interacts with roommate where player must answer a multiple choice knowledge question

--- think about linking udsis through the game, mimicing udsis, then challenge that knowledge through a maze

Students know the critical dates on the academic calendar (drop add)

Mini: Frogger trying to c

Point and click element with multiple choices

Students know their roles and responsibilities as advisees and for the advisors

- responsibilities of advisee

Main: ex being, ask roommate question for how to sign up for classes,

- responsibilities of advisor

Students know where to obtain resources to help them be academically successful- Math tutoring, writing center

Students know where to obtain resources to help them be successful

Students know where to go to change their majors or to research changing their majors

Second priority goals:

Students know how their choice of major connects to their career goals.

o Students have knowledge of the Career Services Center

o Students are aware of career development process

o

Students begin to assess their interests and abilities

o Students are knowledgeable about on-and off-campus opportunities available to them to

help them grow as individuals (e.g., Undergraduate Research, Study Abroad,

Service Learning)

Requirement (not a goal!):

This project would be a fun and educational game that would allow the UD to assess students’ knowledge

this game is for after NSO to assess knowledge learned

audit in udsis(do some focusing in that area)

Revision History:

March 12, 2015 - Initial Vision Created (Overall RPG Game, mini games reinforcing ideas, roommate as the guide, scaled down version of UD campus)