**Revision History**

March 15 – Initial Vision

**­­Introduction**

Our team will develop a game in which incoming students will play in order to familiarize themselves with advisement and registration. This game is meant to be educational but also entertaining so that students get the most out of it.

**Positioning**

PROBLEM STATEMENT

* Incoming students are unable to correctly identify and utilize key information and campus resources to be successful students.

KEY STAKEHOLDERS

* Center for Teaching and Assessment of Learning
* College of Arts and Sciences

KEY GOALS

* Inform students about advisement and campus resources so that they can solve problems effectively when necessary.
* Deliver data and statistics about user completion and knowledge of the advisement process.
* Make an entertaining game so that it is appealing to students and in turn useful for them and able to collect enough data for Center for Teaching and Assessment of Learning.

**Product Overview**

SOLUTION ENVISIONED

* At start up, they will provide their name, major, and UDNetID. Upon entry, the guide will explain how the game is played and explain the buttons. The guide will also take the player through one practice objective.
* The student will navigate a simplified campus map with only relevant buildings (including but not limited to: Perkins, Trabant, Counseling Center, Library, Memorial, Student Health and Career Services).
* They will be provided with a list of objectives that will be available to them throughout.
* Students are aiming for completion of all objectives and 80% of those answered correctly.
* Provide important information on key campus resources.

KEY FEATURES

* Role-Playing Game
* Toolbox (Reference Book, Objectives, UDSIS, Advisor)
  + Reference Book: All information on resources
  + Objectives: List of to-do items to complete
  + UDSIS: Simplified mock up of UDSIS
  + Advisor: Interact with your advisor
* Simplified Campus Map that shows relevant and important buildings
* Increasingly obvious hints to increase information learning and decrease frustration.
* End Game Splash: “Congratulations on learning how to be successful as a UD Student! Don’t forget to attend 1743 Welcome Days when you arrive and visit Activities Night!
* Start Screen: Provide Name, Major, UDelNetID.
* Initial Guide to explain gameplay and buttons.
* Non-Player Characters that give objectives, hints and other useful information.
* Objectives are completed on a case-by-case basis while some are strictly multiple choice or true/false, most may be action driven.
* Critical Questions (as specified by Center for Teaching and Assessment of Learning.

STORYBOARDS/EPIC

Tim wants to begin his journey at UD and needs to complete Themis prior to coming to NSO. Tim downloads Themis to his iPhone and begins playing. Tim is given many objectives to teach him how to register for classes and be aware of necessary resources to succeed on campus. Tim completes Themis and is cleared for registration.

Storyboards, in order: Gameplay and viewing objectives, Welcome Guide giving the player instructions, Data collection being analyzed, Gameplay looking for the library as an objective, Player realizing that Themis needs to be played in order to register for classes and doing so before NSO.









