**Exercise 3: Brainstorming and Initial Solution**

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Course: \_Principles of Software Engineering\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. Write your design problem as a “How Might We” question:

*(How might we <encourage/help/support> <person> to <goal>?)*

How might we encourage kids to be creative and enhance their vocabulary and knowledge of different types of words?\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

1. In the box below, insert a photograph or (loosely) categorized list of **at least 10** of your brainstorming ideas from a team session.

* Mad Libs—traditional game kids don’t play as much anymore, but would be more interested in if technology was incorporated
* Be able to choose your own topic—sports, nature, animals, etc.
* Different age levels
* Many different types of words
* Use names to engage kids—more interest if they give their name or a friend’s name
* Cater Mad Lib for class demo to make them interested—make it about Vandy and tech stuff
* Keep track of the number of games played
* Be able to play with a random Mad Lib or pick a topic
* Could store previous Mad Lib and repeat it if the user asks
* Silly to engage kids and be fun—hidden educational value
* Be able to start a new game right after finishing the current one
* Alexa skill—a lot of families have devices with Alexa and this game doesn’t need a UI to be played. Also, adds right now that are increasing awareness of kids’ games on Alexa
* Could also be an App with an interface

1. In at least four sentences, discuss how your team evaluated the brainstormed ideas and converged on an initial solution.

First, we brainstormed many ideas and features for how we could design our Mad Libs game. We decided to go with an Alexa skill as both of us have made apps before so developing an Alexa skill would be a expierence for both of us. This game also doesn’t need a UI. The lack of a UI will also help kids with listening comprehension.

We decided to first implement the features we thought were most essential to the Mad Libs game. Then, in later cycles of development, we will add more features. The basic functionality of the app is most essential, so we are going to start with a single Mad Lib that only asks for two types of words. Once that functionality works, we’ll add more word types and Mad Libs. Then, we’ll allow people to pick their Mad Lib from a certain topic.