

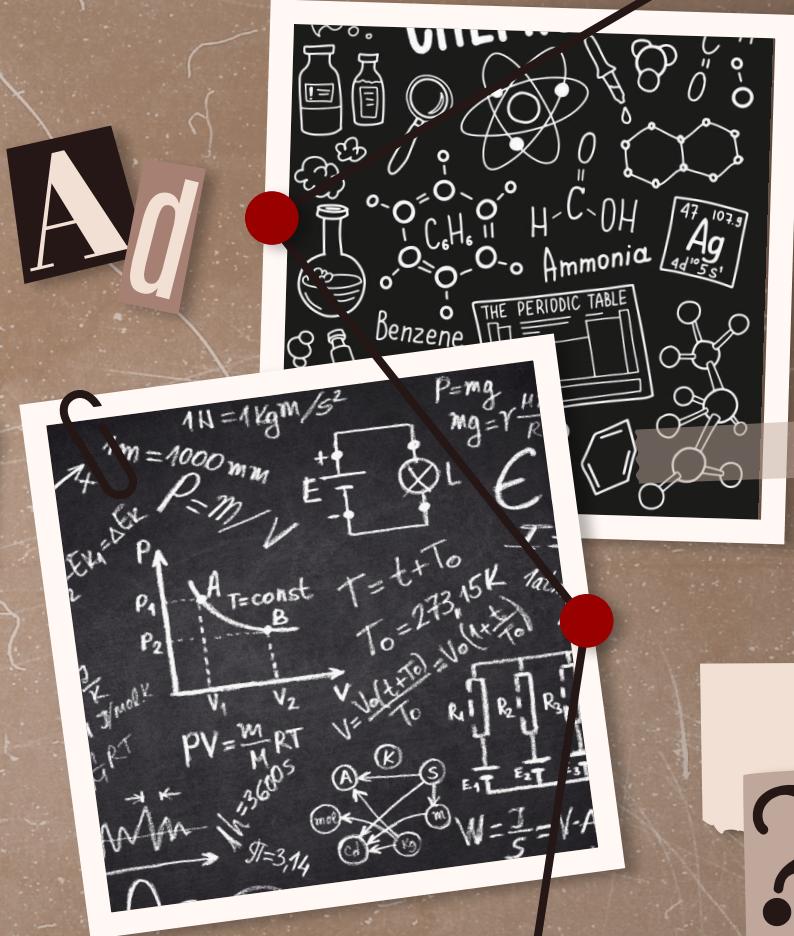
MURDER MYSTERY GAME

INTEGRATIVE PROJECT

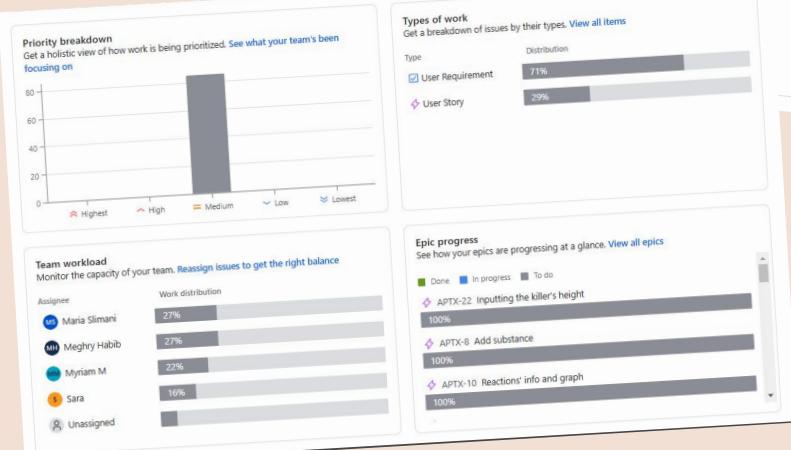
DELIVERABLE 2

Mighri Habib, Sara Loudagh,
Myriam M'Barek, Maria
Slimani

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JIRA SUMMARY AND OVERVIEW



The Jira project summary page displays the following information:

- Status overview:** Shows 0 completed issues in the last 7 days, 46 updated issues in the last 7 days, 28 due soon in the next 7 days, and 2 overdue in the last 7 days.
- Recent activity:** Lists recent updates from Maria Slimani and Sara.
- Donut chart:** Shows the total number of issues (85) distributed by status: To Do (85), In Progress (0), and Done (0).

- Deadlines following deliverables (UI, logic, finalization)
- Tasks distribution
- AGILE - phase 3



<input type="checkbox"/>	Type	<input type="button" value="▼"/>	Key	Story point esti...	Summary	Status	Assignee	Due date	<input type="button" value="+"/>
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	APTX-9		Mix substances	<input type="button" value="TO DO"/>	 Myriam M		
<input type="checkbox"/>		<input checked="" type="checkbox"/>	APTX-15	3	Connect substances to reaction	<input type="button" value="TO DO"/>	 Myriam M	Mar 23, 2025	
<input type="checkbox"/>		<input checked="" type="checkbox"/>	APTX-16	1	Find becker png	<input type="button" value="TO DO"/>	 Myriam M	Mar 2, 2025	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	APTX-8		Add substance	<input type="button" value="TO DO"/>	 Myriam M		
<input type="checkbox"/>		<input checked="" type="checkbox"/>	APTX-14	2	Connect substance buttons with tubes' content	<input type="button" value="TO DO"/>	 Myriam M	Mar 23, 2025	
<input type="checkbox"/>		<input checked="" type="checkbox"/>	APTX-13	2	Connect substance buttons with tube's image	<input type="button" value="TO DO"/>	 Myriam M	Mar 2, 2025	
<input type="checkbox"/>		<input checked="" type="checkbox"/>	APTX-12	1	Add substances buttons	<input type="button" value="TO DO"/>	 Myriam M	Mar 2, 2025	
<input type="checkbox"/>		<input checked="" type="checkbox"/>	APTX-11	1	Find images of tubes	<input type="button" value="TO DO"/>	 Myriam M	Mar 2, 2025	
<input type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	APTX-4		Suspect List	<input type="button" value="TO DO"/>		Mar 2, 2025	

Dynamic rays simulation

+ Add

⊕ Apps

Description

As a player, I want to be able to see a light rays simulation and how lenses/object position affect the rays so I get a better understanding of lenses in optics

Child issues

Order by

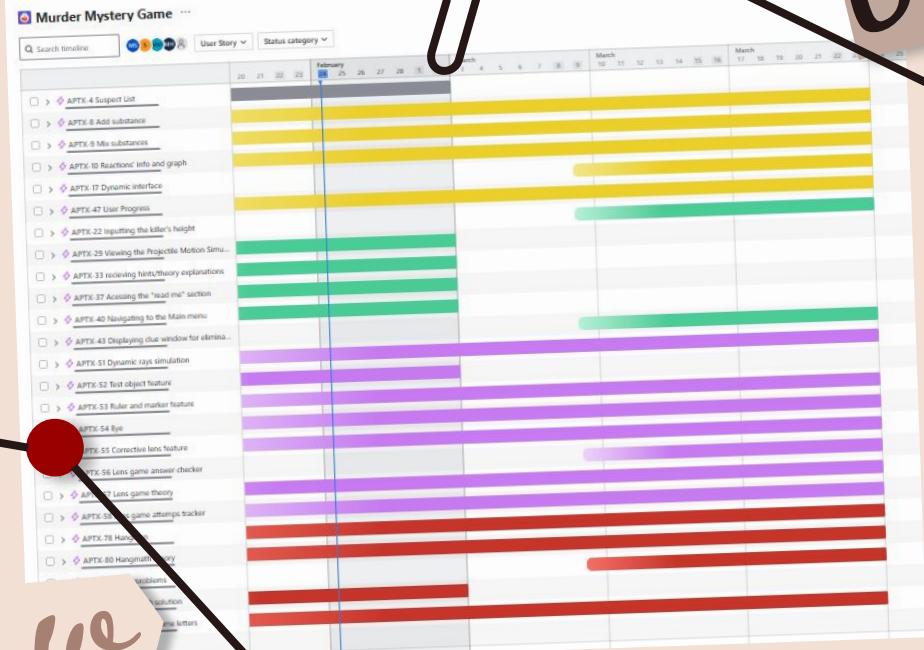
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⌘ Suggest child issues

0% Done

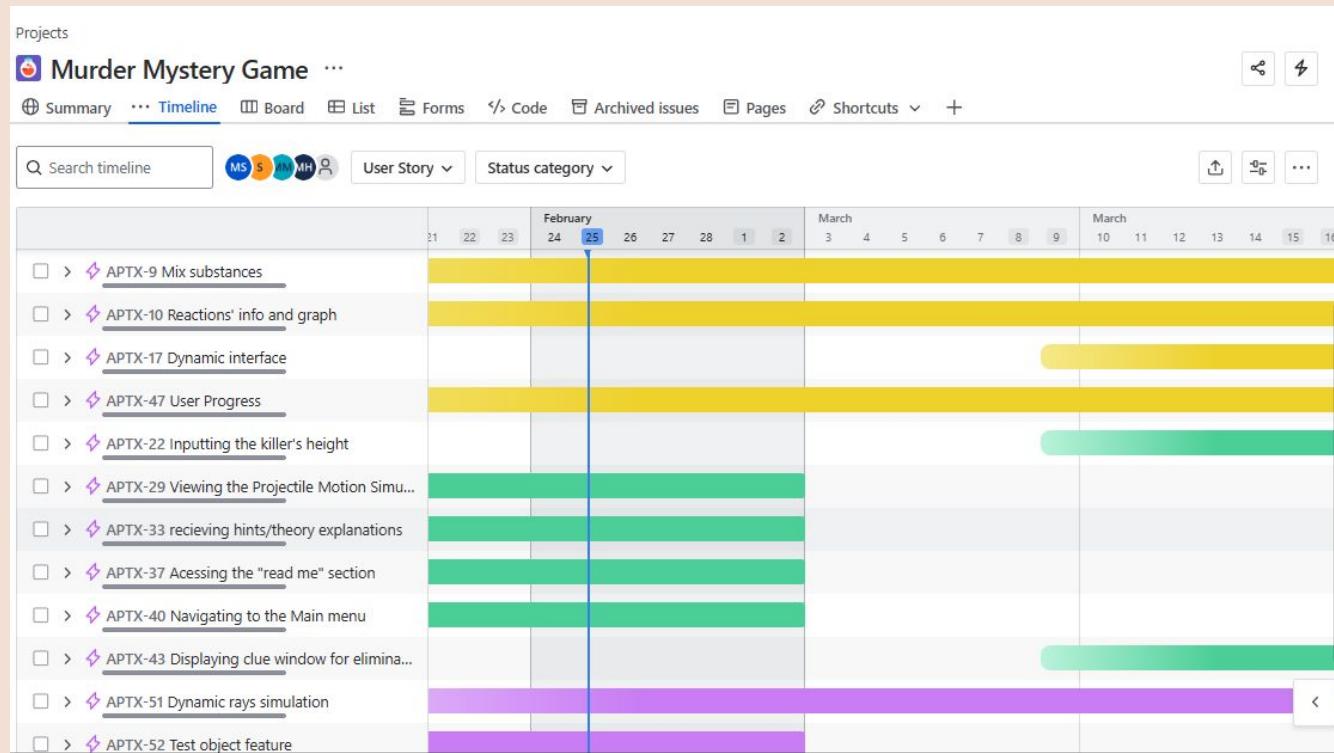
- | | | | | | |
|-------------------------------------|--|---|---|----|-------|
| <input checked="" type="checkbox"/> | APTX-59 Implement logic for image position calculations, depending on object positi... | = | 3 | MS | TO DO |
| <input checked="" type="checkbox"/> | APTX-60 Implement dynamicity, constant update for ray drawing | = | 2 | MS | TO DO |
| <input checked="" type="checkbox"/> | APTX-61 Draw rays emanating from object (always coming out of it it) | = | 1 | MS | TO DO |



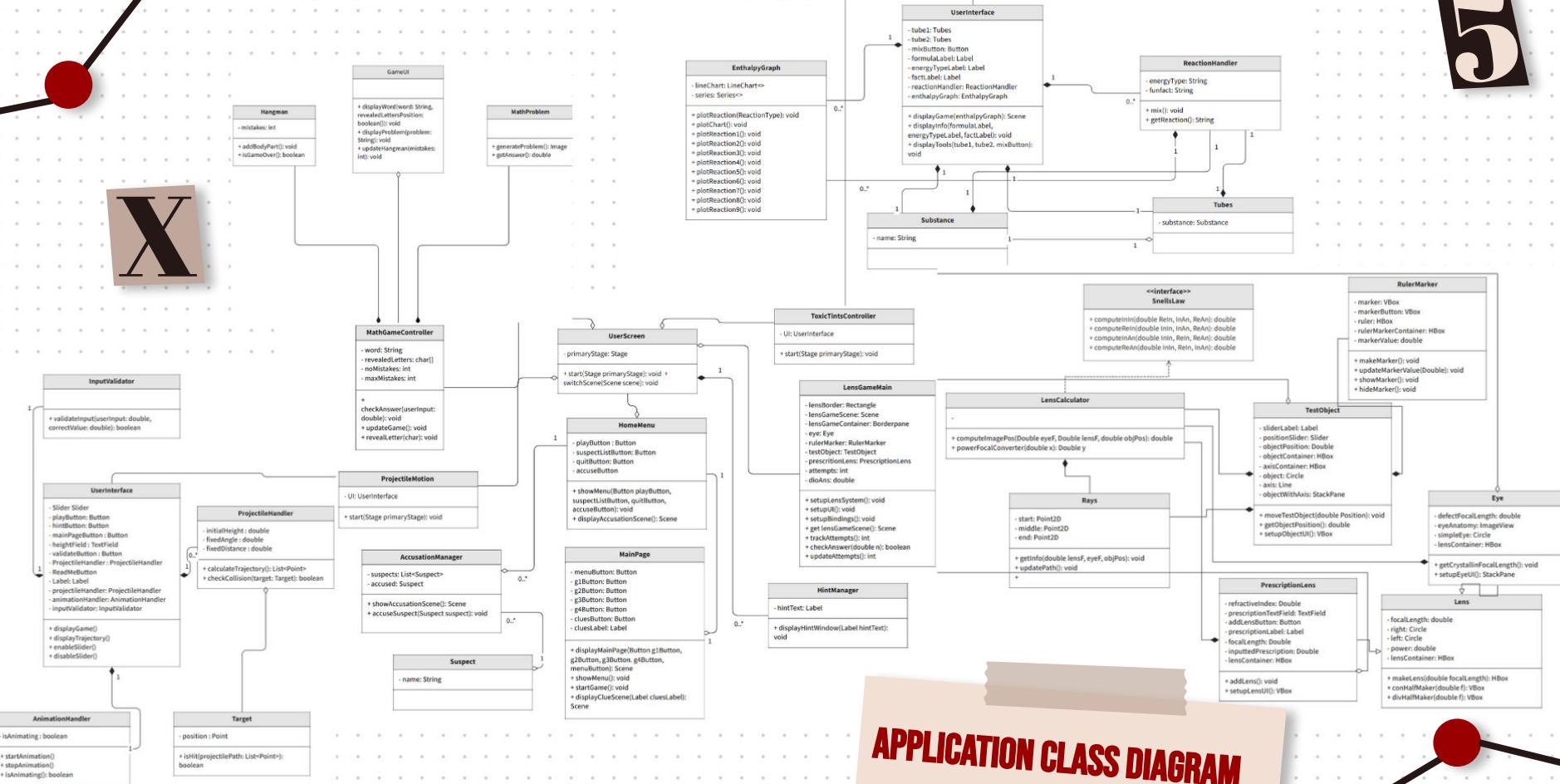
TASKS BREAKDOWN, TIMELINE & TASKS ASSIGNMENT

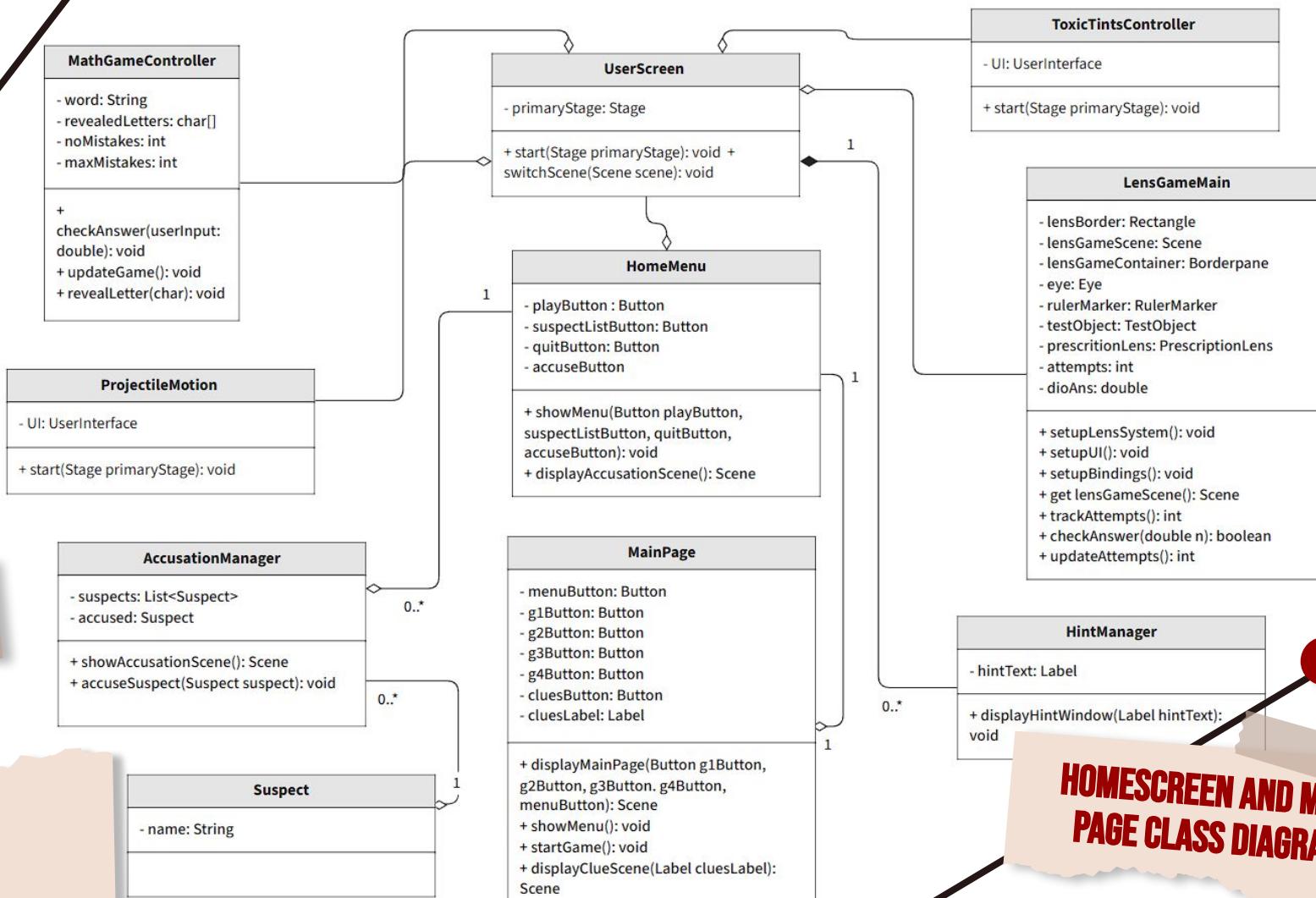
Jira
Board

color



APPLICATION CLASS DIAGRAM

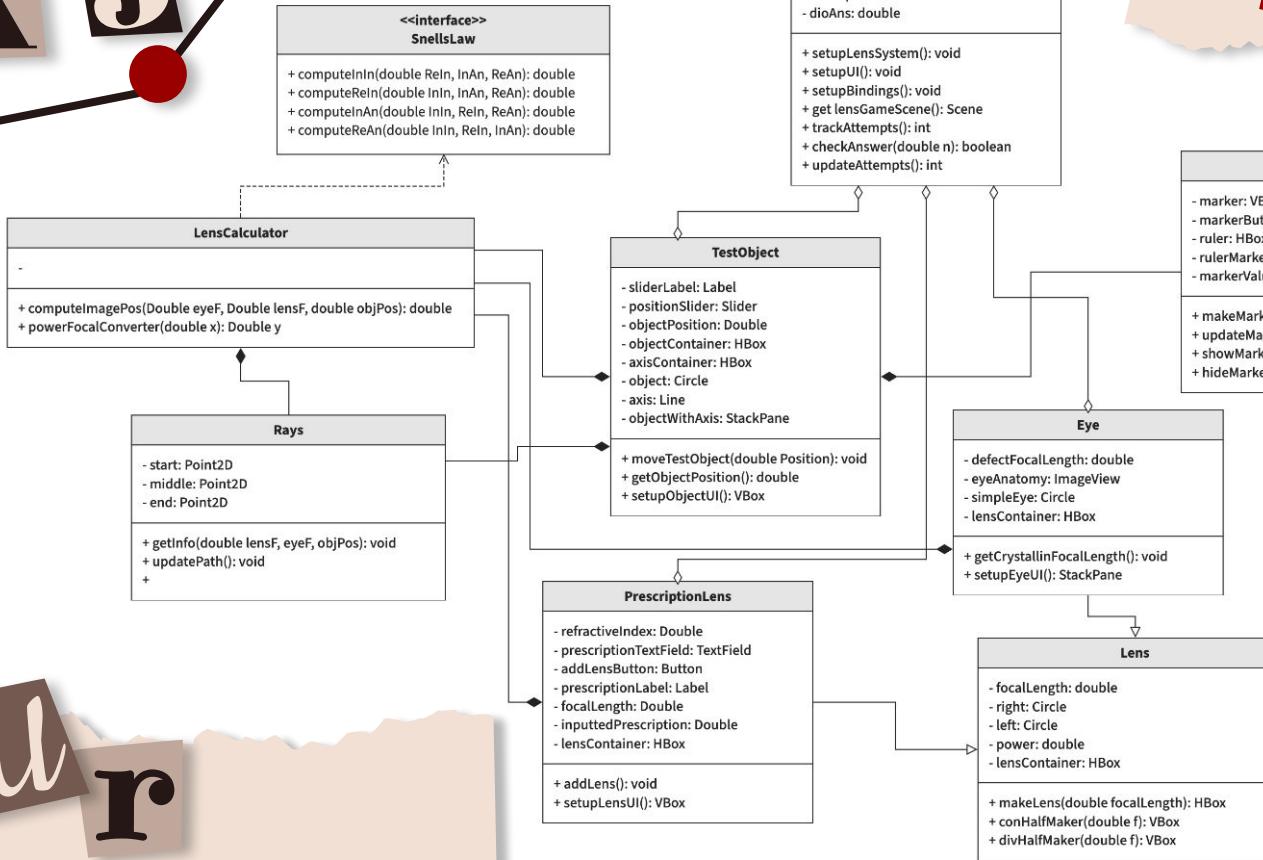




HOMESCREEN AND MAIN PAGE CLASS DIAGRAM

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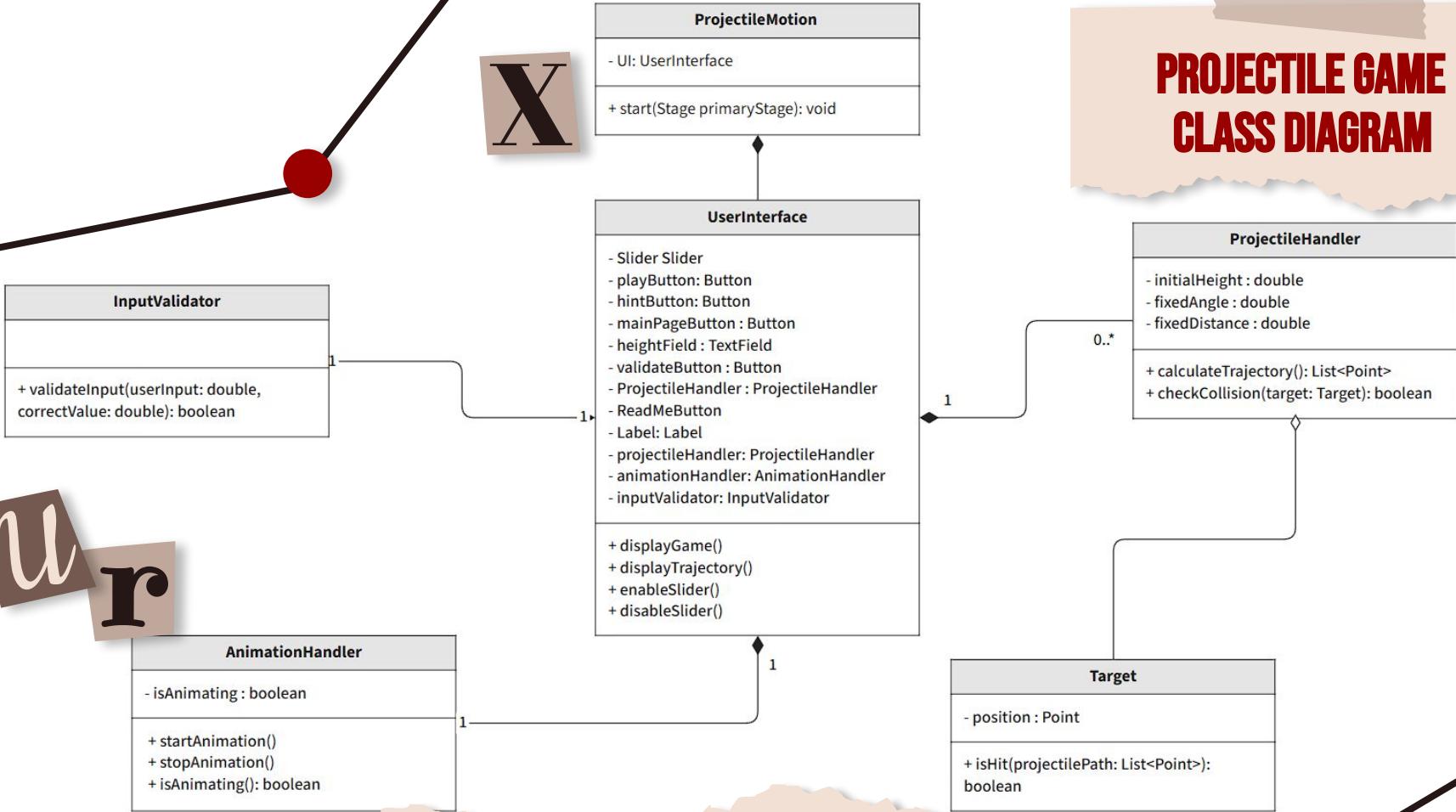
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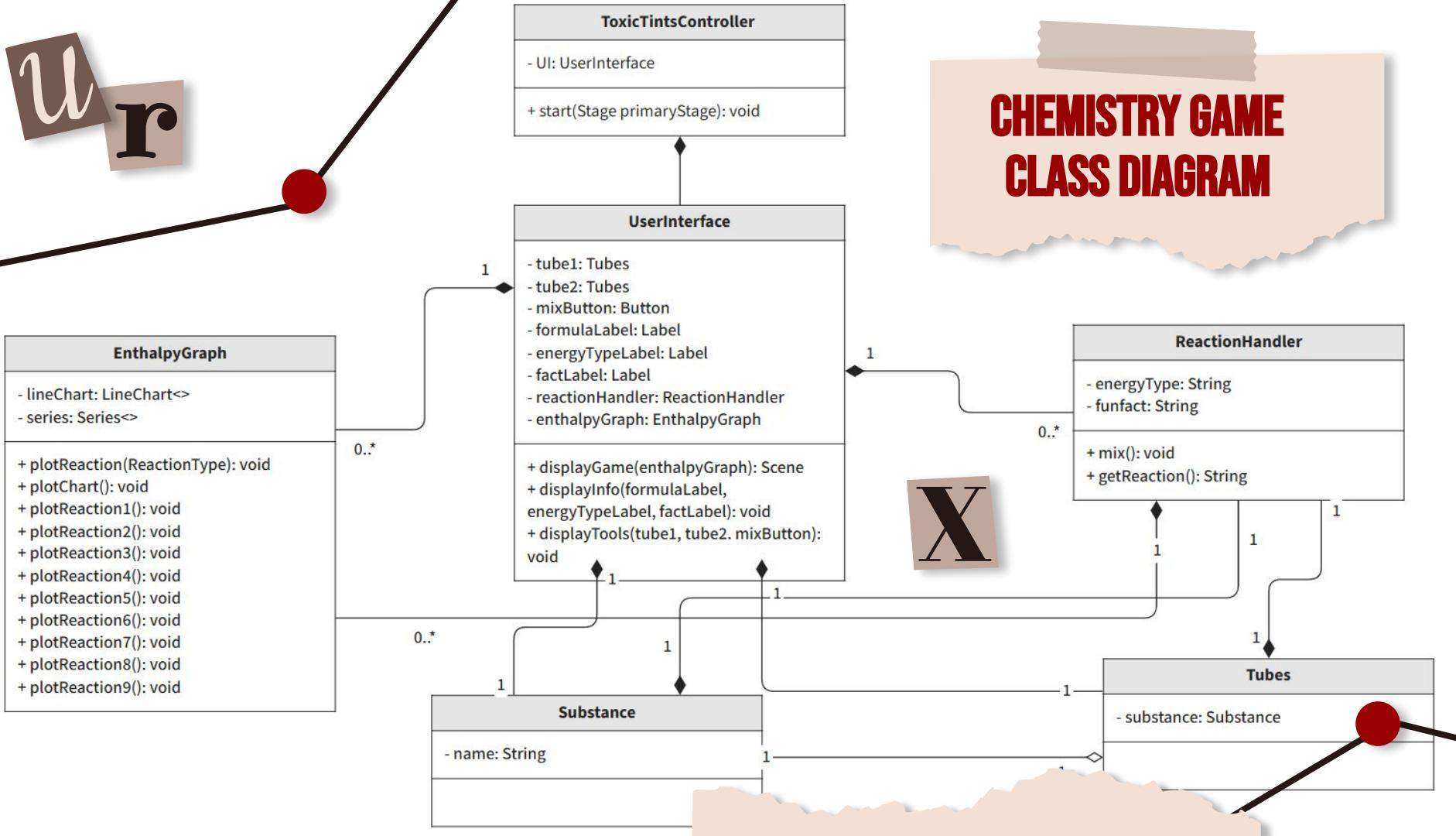
LENS GAME CLASS DIAGRAM

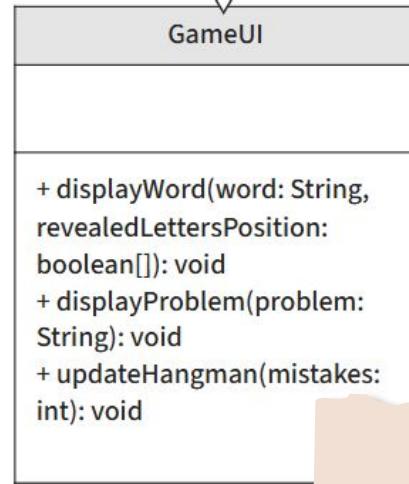
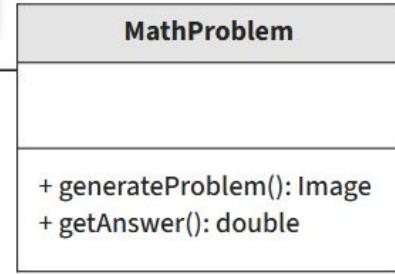
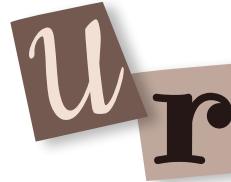
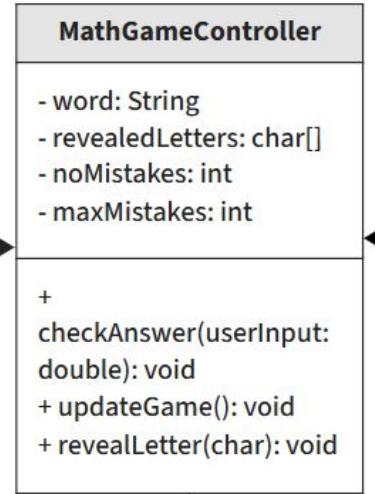
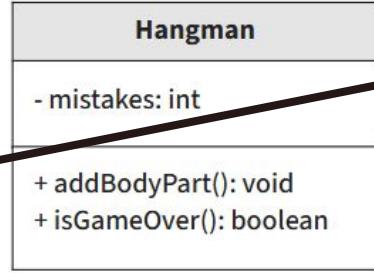
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PROJECTILE GAME CLASS DIAGRAM



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**MATH GAME
CLASS DIAGRAM**

GENERAL INTERFACE/GAME

INPUT	OUTPUT
CLICK "PLAY" BUTTON ON THE HOME PAGE	DISPLAYS A MAP SHOWING THE CHALLENGES, A BUTTON TO ACCESS THE SUSPECT LIST AND AN "ACCUSE" BUTTON
CLICK "SUSPECT LIST"	LIST OF SUSPECT SCENE APPEAR
CLICK ON SUSPECT ICON	INFORMATIONS WINDOW ABOUT THE SUSPECT APPEAR
CLICK ON ACCUSE	ACCUSATION SCENE APPEAR
CLICK ON AN ICON ON ACCUSATION SCENE	VERDICT APPEAR: ANIMATION AND MESSAGE DEPENDING ON SCENARIO
CLICK ON HINT/THEORY BUTTON	A POP-UP APPEARS WITH AN EQUATION OR CONCEPT EXPLANATION
CLICK "MAIN PAGE" BUTTON FROM ANY CHALLENGE SCREEN	RETURNS TO THE MAIN PAGE

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REFRACT LAB

INPUT	OUTPUT
USER MOVES POSITION SLIDER FROM LEFT TO RIGHT	OBJECT MOVES ON THE AXIS ACCORDINGLY. RAYS DYNAMICALLY UPDATE TO ADJUST CONVERGING POINT
USER CLICKS ON MARKER BUTTON	MARKER ICON IS ADDED BASED ON CURRENT OBJECT POSITION. DISTANCE IN CENTIMETERS IS DISPLAYED
USER WRITES A NUMBER IN THE PRESCRIPTION TEXTFIELD	NUMBER IS PASSED TO THE METHOD AWAITING FOR THE “ADD LENS” BUTTON EVENT HANDLING TO BE TRIGGERED
USER CLICKS ON “ADD LENS” BUTTON	PROGRAM WILL CALCULATE THE RIGHT FOCAL LENGTH AND GENERATE THE APPROPRIATE LENS WHICH WILL IN TURN AFFECT THE RAYS
USER HAS ADDED THE WRONG PRESCRIPTION LENS	FAILURE MESSAGE APPEARS, ALONG WITH ATTEMPTS USED AND A BUTTON TO TRY AGAIN
USER HAS ADDED THE RIGHT PRESCRIPTION LENS	SUCCESS MESSAGE APPEARS, ALONG WITH ATTEMPTS USED AND GAMESTORY CLUE

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PROJECTILE PUZZLE

USER MOVES SLIDER UP/DOWN	THE GUN'S VERTICAL POSITION UPDATES ON THE SCREEN
USER CLICKS PLAY BUTTON	PROJECTILE FOLLOWS A CALCULATED TRAJECTORY
USER ENTERS A VALUE IN THE TEXTFIELD AND CLICKS SUBMIT	<p>IF CORRECT:</p> <ul style="list-style-type: none"><input type="checkbox"/> DISPLAYS A WINDOW WITH THE CLUE <p>IF INCORRECT:</p> <ul style="list-style-type: none"><input type="checkbox"/> AFTER THE THIRD INCORRECT ATTEMPT, MOVES TO THE NEXT GAME
PROJECTILE REACHES THE END OF ITS TRAJECTORY	USER REGAINS CONTROL OF THE SLIDER
PROJECTILE LANDS BEFORE OR BEYOND THE TARGET	DISPLAYS "MISSED! TRY AGAIN" MESSAGE
USER ENTERS A NON-NUMERICAL VALUE IN THE TEXTFIELD	DISPLAYS AN ERROR MESSAGE/ PREVENTS SUBMISSION

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TOXIC TINTS INPUT/OUTPUT

INPUT	OUTPUT
CLICK ON A BUTTON OF A SUBSTANCE	<ul style="list-style-type: none">• TUBE'S APPEARANCE CHANGE• TUBE'S SUBSTANCE CHANGE
CLICK ON MIX BUTTON	<ul style="list-style-type: none">• DYNAMIC GRAPH SHOWS THE ENERGY OF THE MIXED SOLUTION• INFORMATION BOXES DISPLAY FACTS ABOUT SOLUTION• MIXING ANIMATION ACTIVATED
CLICK ON MIX BUTTON WHILE THE RIGHT SUBSTANCES ARE CHOSEN	<ul style="list-style-type: none">• DISPLAY NEW WINDOW WITH INFORMATION
CLICK ON MIX BUTTON 3 TIMES WHILE THE RIGHT SUBSTANCES ARE CHOSEN	<ul style="list-style-type: none">• DISPLAY WINDOW CLUE

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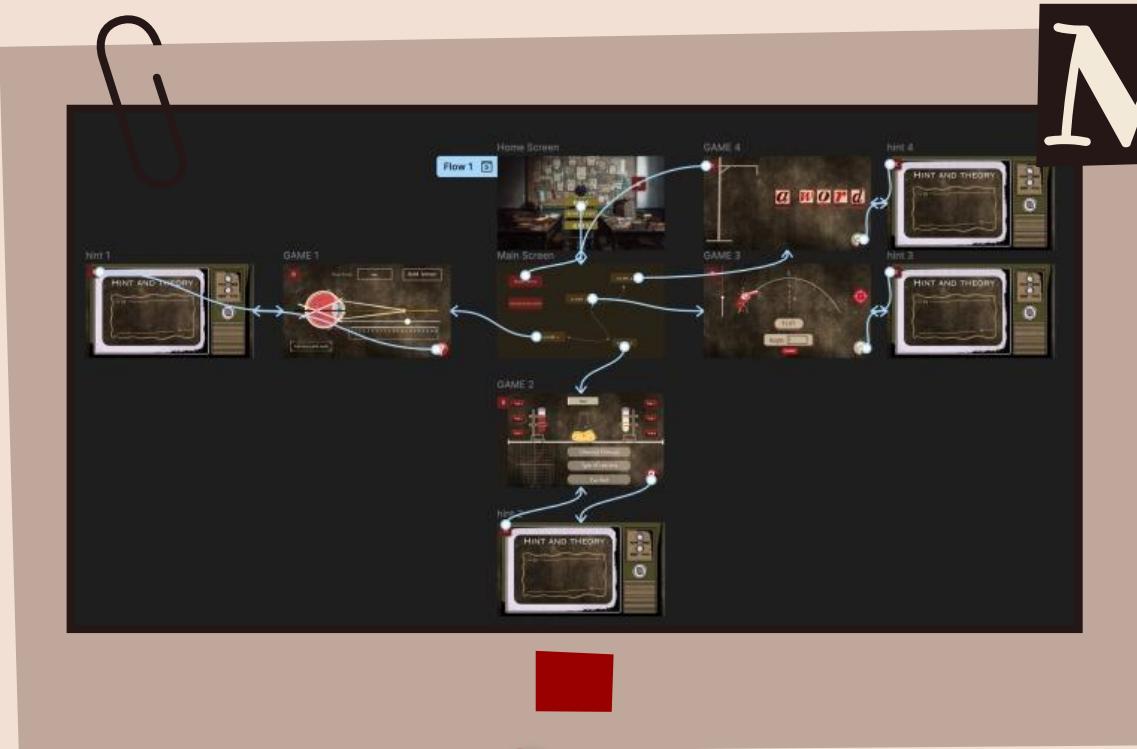
HANGMATH CULPRIT

INPUT	OUTPUT
CLICK ON AN EMPTY LETTER SPACE	A MATH PROBLEM APPEARS ON A NEW WINDOW AND IT ASKS THE USER TO SOLVE IT
WRITE AN ANSWER IN THE TEXTFIELD AND CLICKS ON SUBMIT	TELLS THE USER IF THE ANSWER IS WRONG OR RIGHT. IF IT'S WRONG: A LIMB IS ADDED IF IT'S RIGHT: A LETTER IS REVEALED AND THE PROBLEM WINDOW IS CLOSED
CLICK ON THE HINT BUTTON	SHOWS A WINDOW DISPLAYING A HINT AND EXPLAINING THE THEORY LINKED TO THE MATHEMATICS QUESTIONS

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