

StoryTime

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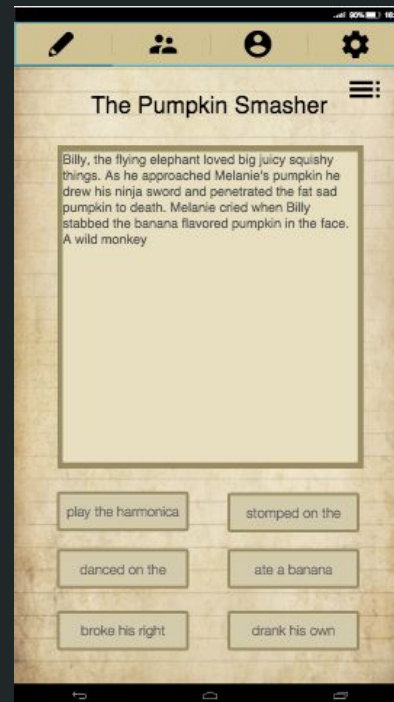
Quick Refresher

We are creating a facebook game application (previously just a mobile game) called StoryTime

The basic idea of the game is to have a group of people take turns contributing to a story. During each turn, the players add a few words to the story.

Work Done So Far

- Created 2 prototype versions of our game using proto.io
- Version 1 - Non-tiled (input 4 or less words)
- Version 2 - Choose from 6 given tiles of words.
- Conducted two rounds of prototype testing and interviews



What We Found From User Testing

- 8/9 users enjoyed the freedom of inputting any words over being given a set of words.
- Random title generation over choosing your own title. (6/9, 1 mixed)
- Everybody liked having a limit of only 4 or 5 words per turn.
- The number of players should range between 4 to 15.
- A time constraint should be placed on players during their turn.
- No chat feature is necessary. Only 2/9 desired the feature. (5 maybe)
- Most people wanted both open games and friends and family games. For MVP, we decided to go with just friends and family games. (Time constraints)

Next Milestones

- Conceptual Design (Nov. 3)
- Interim project report (Nov. 13)
- Finalize MVP implementation (Nov. 18)
- Cognitive walkthrough of MVP implementation (Nov. 19)
- Fix problems found after cognitive walkthrough (Nov. 20)
- User testing (cooperative observation) of MVP followed interviews (Nov. 26)
- Analyze and interpret interviews (Nov. 27)
- Final presentation (Dec. 2)
- Final Report (Dec. 5)

Hurdles Faced

- Fixing the direction of our project (research to implementation)
 - Time constraints make it not possible to do a mixed research and implementation project.
 - Work completed lended itself well for implementation project.
- Fixing buggy prototypes (proto.io is currently not very stable and has many issues)
- Finding users and synchronizing times.