

Health Ministry for A Day - Game

Audit 1

Team Members:

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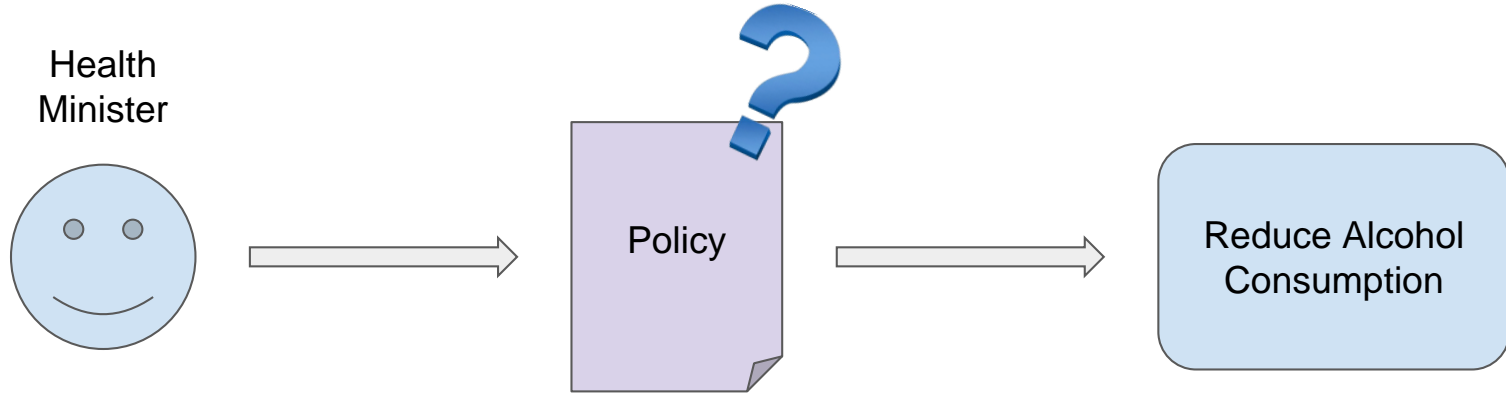
u5937204 Weite Sun (Viper)

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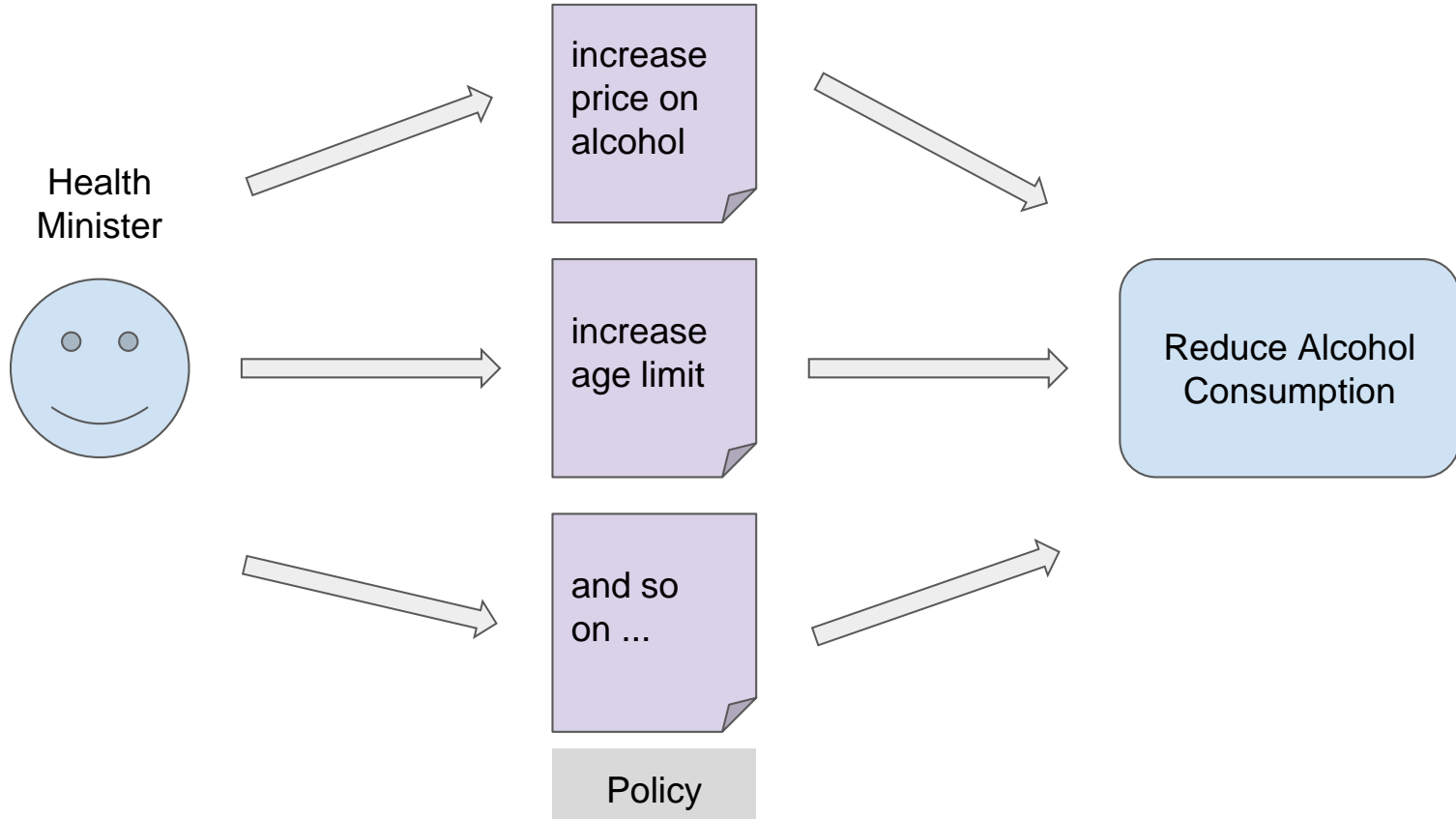
u5938636 Zihao Wei (Mike)

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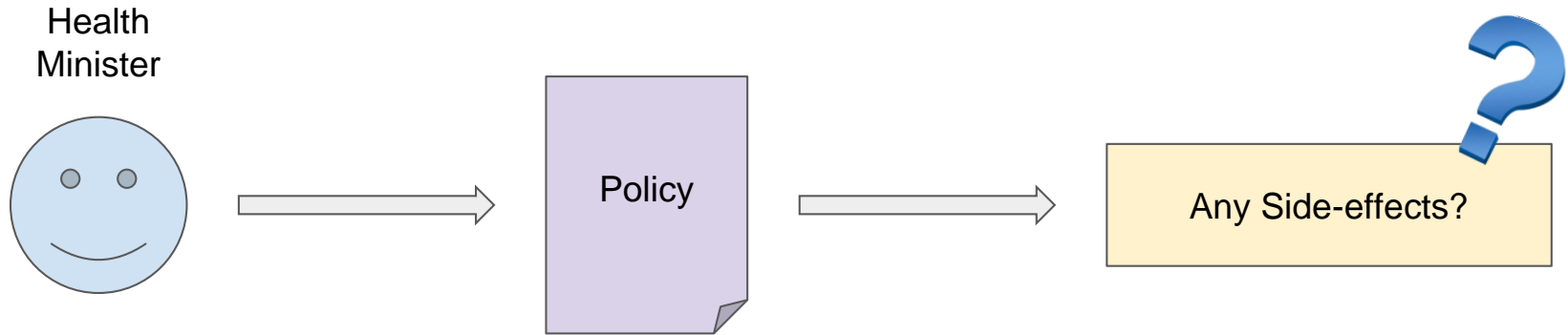
System Dynamics - Example



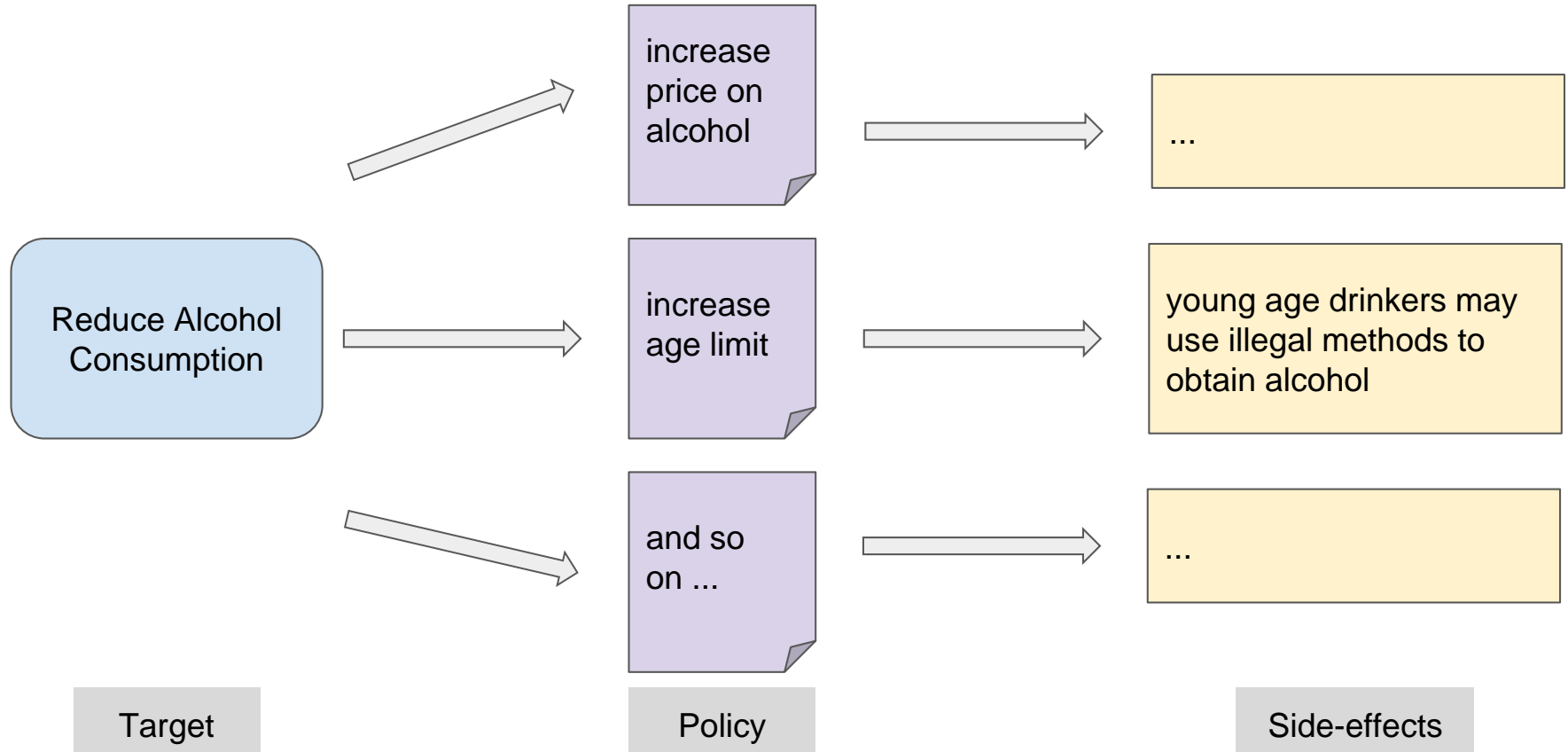
System Dynamics - Example



System Dynamics - Example



System Dynamics - Example



Project Overview - Health Ministry for a Day!

A Multi-Player Game for Reducing Preventable Chronic Disease.

- Better understanding about the complexities in making health policy decisions.
- Ability to recognise patterns in making better decisions quicker.
- Natural ability to predict what will happen by making these decisions.

Stakeholders

Project Clients:

The Australian Prevention Partnership Centre

(TAPPC, <https://preventioncentre.org.au>)



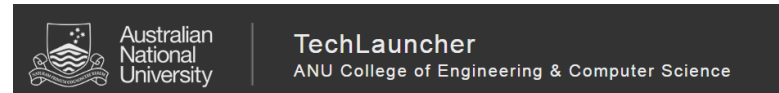
National Centre for the Public Awareness of Science

(CPAS, <https://cpas.anu.edu.au>):



Project Team:

19-S1-2-C Public Health 1 of TechLauncher



Stakeholders

Expectation

- Help people to make decisions that minimise the amount of disease.
- Deploy the games that delivers value to the clients and its users.
- Continue to improve & maintain the service

Clients' Vision and Objectives

- Intuitive and fun simulation experience as a health minister.
- Develop a better feeling for the complex system dynamics (understand the complexities of making decisions)
- Help create familiarity and public confidence in options that right now governments might be shy of trying.
- Keep track of the options players choose to improve their quality of life

Project Management Practices

Agile (Scrum)

Sprint retrospective (progress updates): After each sprint on Saturday.

Weekly meetings with client(s) and team.

- Clients Meeting: Monday (upto date information from feedback)
- Team Meeting: Saturday

This is what I have
done since last
met...



There are the
obstacles I have
encountered...



This is what I plan
to do for the next
step...



Project Impact

At present:

- the public may not be aware of the danger of chronic diseases.
- the public may not always understand how the health policy decisions impact health and economic outcomes.

In the future:

- people will increase the knowledge of chronic diseases.
- people will appreciate the complexity of health policy development.
- Potential business value.

Milestones

This semester:

- MVP (Minimum viable product)
- Deployment (users can actively play the game)
- Online multiplayer
- Continuous testing (feedback from users, internal testing)

Next semester:

- Maintenance
- Bugfixing
- New features
- ...

Timeline

Sprint1(WK3-4)

- Research
- Design

Sprint2(WK5-6)

- Prototyping
- Feedback
- Testing

Sprint3(WK7-10)

- Coding
- Feature addition
- Testing
- Bugfixing
- Deployment

Resources, Risks, Costs and Constraints

Resources:

- Real system dynamics model
- Pluralsight

Costs:

- Deployment costs

Risks:

- Requirement changes
- Potential delay or failure

Constraints:

- Time constraint

Developing Tools

- Team communications: Slack

(<https://anupublichealth1.slack.com>)



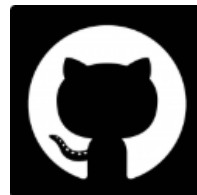
- Task management: Trello

(<https://trello.com/b/sq2c54ek/tasks>)



- Project repository: GitHub

(<https://github.com/anupublichealth/publichealth1>)



Feedback

Gitlab or Github + Trello

An example game: <https://itunes.apple.com/sg/developer/btn/id1088199105?mt=8>

Q & A