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UNIVERSITY

# REAL Projects

## Coding



# The Team

TEAM LEAD/  
REPORTS  
MANAGER

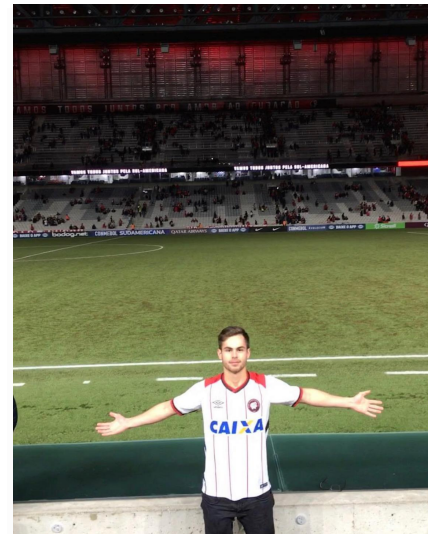


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Senior

Computer Science

DELIVERABLES  
MANAGER/  
SPONSOR LIAISON



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Senior

Computer Engineering



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# The Project

Code an mobile version of the game “Choose the Right”

Andrew Lake enlisted a REAL projects team to perform market research and code his RPG game in two parts:

## Part 1

Conduct market research and modify the game

## Part 2

Code the game

EMPLOYER  
MENTOR



Andrew Lake

Adaptation  
Linguist



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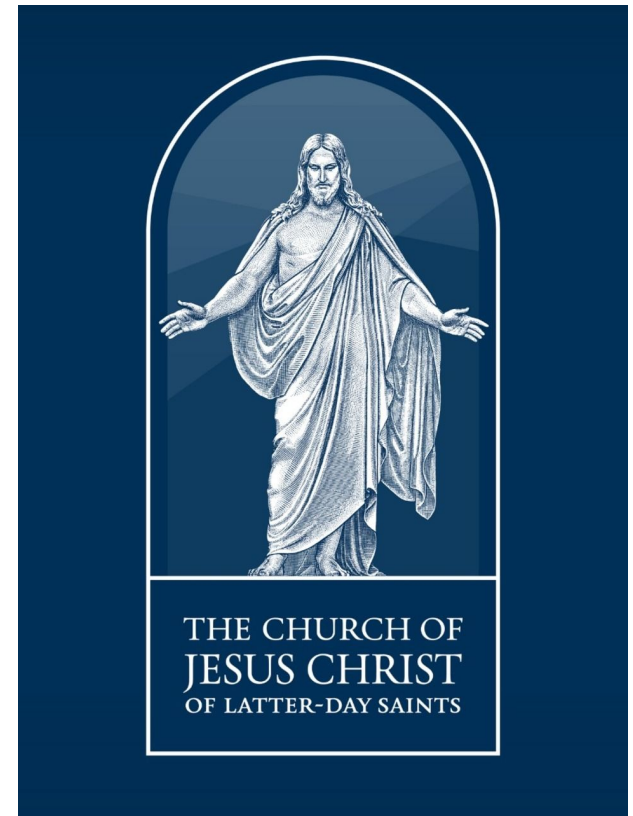
# Choose the Right

## Game history:

BASIC Version (1993) → Petit BASIC version on Nintendo 3DS (2013) → Tabletop RPG (2020) → Video Game (coming soon)!

The Church of Jesus Christ of Latter-Day Saints-centered

Family game



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# Market Research

## PURPOSE

Get to know our audience and their gaming preferences

## STATUS

Complete (next slide)

## NEXT STEPS

Modify the game to fit our audience



# Survey

To conduct our market research, we created and distributed a survey.

The survey consisted of 10 different questions to, in the end, help us better understand our audience and their gaming preferences

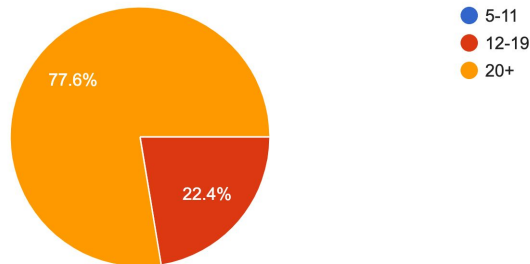


# Most Important Questions

Our 3 most important survey questions were:

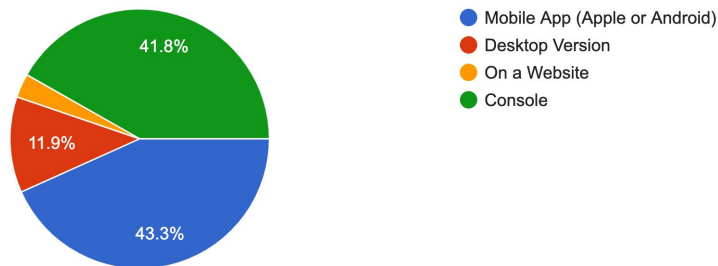
What is your age?

67 responses



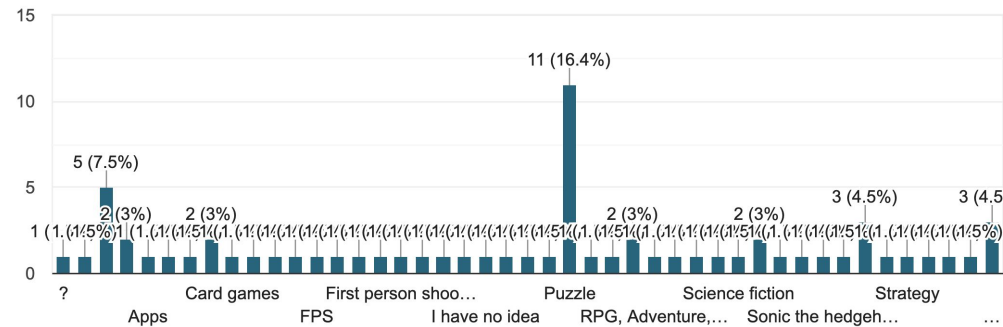
What is your gaming platform preference?

67 responses



What is your favorite genre of gaming? (Ex. RPG, Platformer, Adventure, Puzzle, metc.)

67 responses



From this we learned that our key audience was generally over **20 years** of age, loves **puzzle** games, and prefers to play games on a **mobile app**



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# Modify the Game

## PURPOSE

Update the game to satisfy our key audience's preferences

## STATUS

Complete (next slide)

## NEXT STEPS

Start coding the game





# Modifications

The main modification that needed to be made was to find somehow to make it a “puzzle” game

With our mentor, we came up with a way to adjust the battles in the game to function like a match 3 game, like Candy Crush

We will have the player(s) manipulate tiles so make matches and try to win their battles



# Code the Game

## PURPOSE

Creating the game to be played in the terminal to have a digital version of the game

## STATUS

In progress...will take a while

## NEXT STEPS

Take the finished game code and add graphics, music, etc.

DEADLINE: End of the semester



# Successes

## Team Work:

- As a team of 2, we have great communication
- We work well together
- We both do what needs to be done in a timely manner

## Our code:

- We are able to understand each other's code
- We are getting more done than we expected



# Challenges

We had a rough start to our project

- Within the first 2 weeks, we lost 2 team members
- The communication with our mentor was not very strong and that set up back a bit
  - We were able to talk things through as a team and got on the right track



# Gantt Chart

