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## P2D1 Design Documents Change Log - ComputersAreHard

### **Meaningful Play Specification**

#### **Issue 1**

- **Description:**
  - discussion on various rules (constitutive, operational, and implicit)
- **Changes:**
  - Added "Implicit Rules" section and updated other two sections
- **New Grade Estimate**
  - Old: 10/12
  - New: 12/12

#### **Issue 2**

- **Description:**
  - game mechanics and how they are engaged
- **Changes:**
  - Added sections "Game Environment" and "Discussion on Gameplay Experience," and updated "Core Mechanic." These sections discuss game mechanics and how they are engaged.
- **New Grade Estimate**
  - Old: 8/12
  - New: 12/12

#### **Issue 3**

- **Description:**
  - meaningful play - discernibility - rules & mechanics integrated w/ context - discussion on gameplay experience - etc
- **Changes:**
  - Added sections "Game Environment" and "Discussion on Gameplay Experience," and updated "Core Mechanic." These sections also discuss other aspects of the game, like the features listed above, specifically going into detail about the user experience, how certain buttons relate to actions (discernibility), and how the gameplay will be meaningful.
- **New Grade Estimate**
  - Old: 6/12
  - New: 12/12

## **Lightweight Prototype**

### **Issue 1**

- **Description:**
  - covers majority of gameplay experience
- **Changes:**
  - Our lightweight prototype has been updated to include new pages and screens for every aspect of the game. We have also added mockups with a color scheme for the users to fully immerse themselves into our game.
- **New Grade Estimate**
  - Old: 4/10
  - New: 10/10

### **Issue 2**

- **Description:**
  - amenable to a wizard of oz study
- **Changes:**
  - Our lightweight prototype is amenable to a wizard of oz study because it fully immerses the player in the world of our game, with an atmosphere given from our color scheme and rules and mechanics defining the physical laws.
- **New Grade Estimate**
  - Old: 8/10
  - New: 10/10

### **Issue 3**

- **Description:**
  - overall quality
- **Changes:**
  - We have spent a great deal of time creating our wireframes and mockups, and we feel that the overall quality of our lightweight prototype should correspond with our time and effort. This section now fully represents our game with a great amount of detail.
- **New Grade Estimate**
  - Old: 8/10
  - New: 10/10

## **Scenarios and Storyboards**

### **Issue 1**

- **Description:**
  - narratives
- **Changes:**
  - Our scenarios are now actual scenarios, before we misunderstood what a scenario was. We now have two scenarios that fully encompass 2 different from gameplay. These scenarios are narrative as they, in great detail, narrate the gameplay from start to finish.
- **New Grade Estimate**
  - Old: 3/10
  - New: 10/10

### **Issue 2**

- **Description:**
  - illustrations
- **Changes:**
  - Our scenarios are accompanied by wireframes and mockups, which are depicted in our Lightweight Prototype section as well as in our IdeaMache.
- **New Grade Estimate**
  - Old: 3/10
  - New: 8/10

### **Issue 3**

- **Description:**
  - integration
- **Changes:**
  - We have also integrated the gameplay and game mechanics with our scenarios and storyboards for the user to hopefully gain a solid understanding of our game.
- **New Grade Estimate**
  - Old: 3/10
  - New: 8/10

### **Overall Estimated Grade:**

Old: 55/100

New: 96/100