

The W Game



Version 0.1

RFI

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Introduction - Overview

Social networks have become a part of our everyday life, placing facebook as a huge promotion platform. The next evolution will include sub-networks that use the framework for their special needs. One such sub-network is the W Game.

The Concept

The W Game is a social network game designed for women.

It enables each participant to improve her life, to keep it balanced and to be happier while helping and being helped by her friends.

The W Game encourages the use of female energy which is passive, containing, process oriented and not result oriented, cooperating and sharing knowledge.

In addition she and her friends can use coaching facilities at each stage of the game and purchase coaching programs on line or make an appointment for a coaching session.

The better one plays, connecting to her feminine energy and share her missions with her friends, the more love tokens she win.

Accumulating love tokens changes her world and makes it more magical automatically.

This Document

In this document we are going to present the fundamental organization of our system, embodied in its components, their relationships to each other and the environment, and the principles governing its design and evolution.

The document relates to version 0.1 only, which will function as a demo for the full scale application.

Stakeholders

Female User – The user that plays the game.

Coach – The content editor of the application.

Administrator – Monitor the system, collect statistical data, read logs, block users etc.

About Version 0.1

Version 0.1 will include a limited set of features.

Registration,

The Circle of Happiness missions

and **Content Management System** for adding and editing the missions.

Each of the above elements will be described in details further on.

RFI reply

When answering to this RFI, please indicate the following:

1. Work plan guidelines and milestones
2. Number of programmers expected to work on the project
3. Compliance table in accordance to Functional Requirements.
4. ROM price for development.

A Concise Description of the Application:

The W Game revolves around completing missions in different areas of life. Currently we approach only four which are: “**Self fulfillment**”, “**Love and romance**”, “**Family**” and “**Money**” aka “**Categories**”.

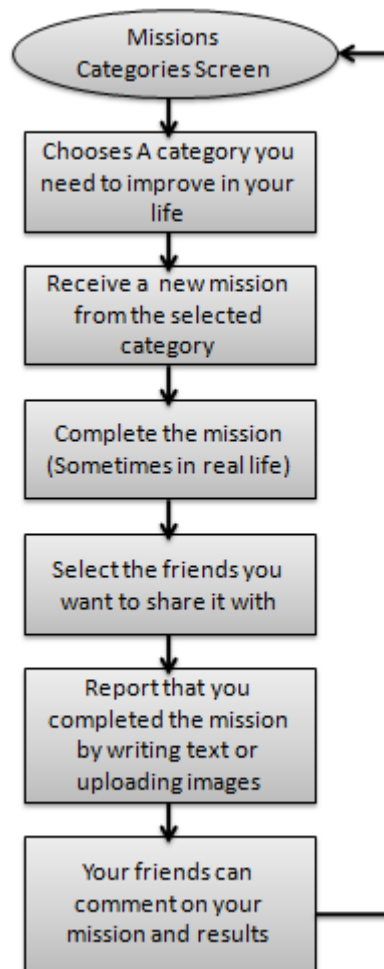
After registering the user will be displayed with a questionnaire that will measure and quantify the categories mentioned above into the percentage they take in her life. aka “**Circle of Happiness**”.

The main Screen of the game will show the user’s “Circle of Happiness” and the four categories.

The user will then be able to choose which category she wants to improve in her life.

In order to improve a category the user needs to complete a mission in real life.

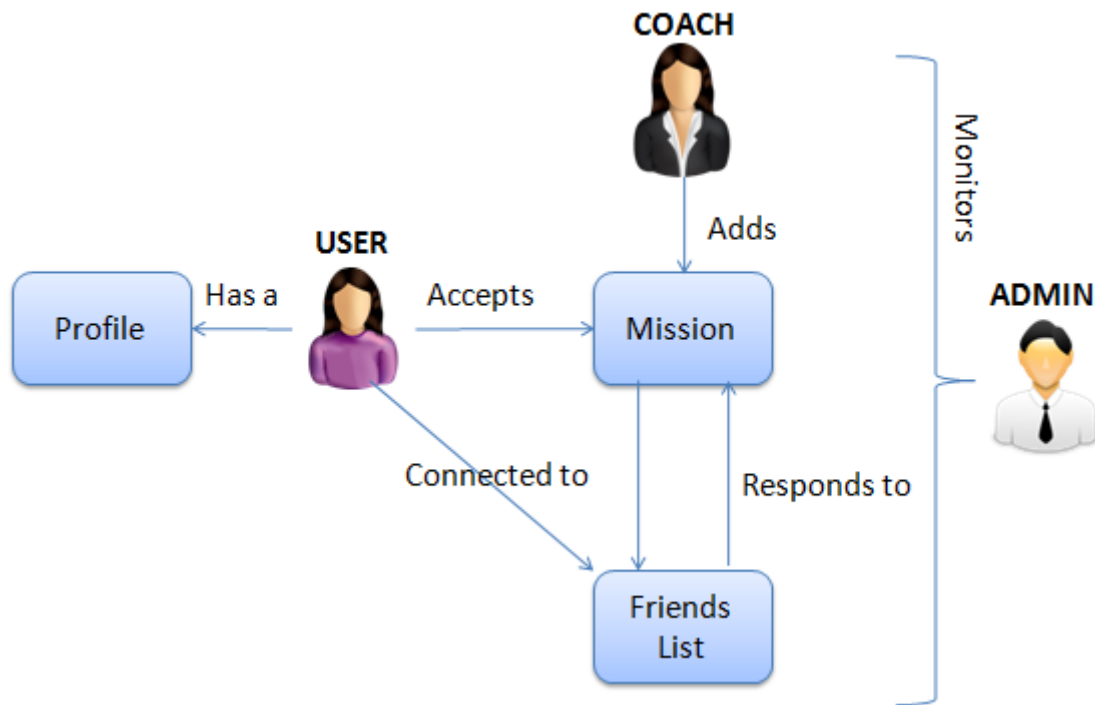
During and after the mission the user can share her thoughts and misgivings with a specific group of her friends. The user will receive a reward for completing missions and for each friend she chose to share her mission with. The reward system in the application is based on currency aka “**Love Tokens**”.



Flow chart that represents our main game loop

Entities Diagram

The following diagram describes our application entities (stakeholders, objects and their relations)



User:

Each user in the game has a profile and can choose to complete missions from our four categories. She can create a special friends list for the game using her friends Facebook accounts or emails.

Profile:

Includes all the user's data relevant to the game (Personal details, wish list, statistics, love bug tokens)

Mission:

Missions are HTML format text. User can accept, complete and share them with friends. Each mission has a separate thread of communication.

Friends List:

The list of friends the user chose to share her progress with, can contain registered/ un registered users. The user can choose her list of friends per mission.

Coach:

The content manager of the application, can add/edit missions, update the [tip bank](#) and Add categories.

Admin

Can monitor the system, get statistics on the application and remove users.

Actions and Flows

User Actions:

Registration:

We want to enable users to register with an existing facebook account.

The account details will be saved in our servers as well, making our system independent.

If the user chooses to use her facebook account she will be asked to fill the abbreviated personal details from, the missing details will be taken from her facebook account. Otherwise she will have to fill all of her details in an extended form.

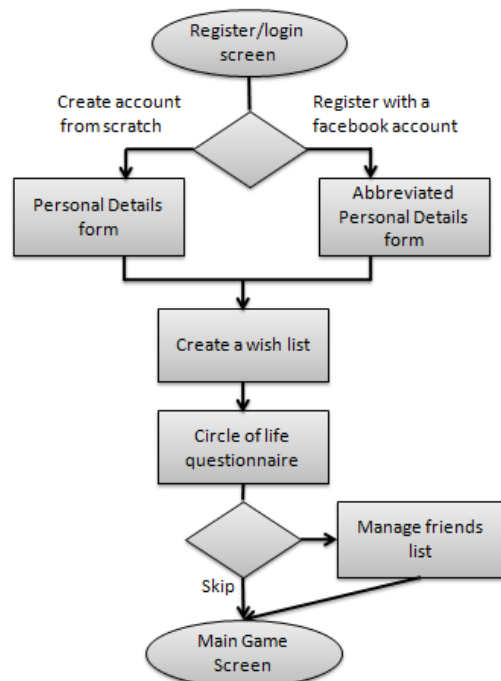
After providing her personal details she will be asked to create a wish list. The wish list is made out of text only and she can add as many as she wants and start sharing it with her friends.

Following that she will need to fill our Circle of Happiness questionnaire which is a set of multi options questions that will determine her circle of happiness slices sizes.

It is optional at this stage to edit her friends list by adding emails or facebook accounts of her friends.

*A detailed description of each part will be given in the storyboard and functionalities section.

Registration Flow



Login/Logout:

Perquisites: complete registration process

Description: The authentication of the user can be made either by our servers or using a federated authentication.

Update Profile:

Perquisites: user is logged in

Description: The user can go to her profile page and edit almost any field except her user name.

Add Friend to list:

Perquisites: user is logged in

Description: At any time the user can add friends to her friends list, either by mail or by a facebook account.

Remove Friend from list

Perquisites: user is logged in

Description: At any time the user can remove friends from her friends list.

Accept Mission

Perquisites: user is logged in

Description: The user can accept up to four missions concurrently, one of each category.

Complete Mission

Perquisites: user is logged in, user accepted at list one mission

Description: After completing a mission in real life, The user can report that the mission is completed by clicking on the mission in her [open missions list](#)

Respond to Friend's mission

Perquisites: user is logged in, the friend shared the mission with the user

Description: By Clicking the [friends missions list](#) the user can comment on her friends missions.

Unregister/delete profile

Perquisites: user is logged in

Description: At any time the user can delete her account. All of her data on will be deleted.

Her post on other users missions will remain.

Open tip bank

Perquisites: user is logged in, user received a mission

Description: After receiving a mission the user can request a tip. The tip is then added to her tip bank which will be accessible to her later.

Edit wish list

Perquisites: user is logged in

Description: The user needs to be able to edit her wish list.

Coach Actions:

Add Mission

Description: The coach needs to be able to add mission of each type to the system.

Add Tip

Description: The coach needs to be able to add tip by category or by mission.

Edit Questionnaire

Description: The coach needs to be able to edit the Circle of Happiness questionnaire.

Manage Categories

Description: We need the ability to add new categories.

Admin Actions:

Block User

Description: Block or disable account of abusing users.



Show users currently in the site

Description: Show all of the online users.



Receive statistics

Description: Show login times, geographic locations etc (Google analytics)

Missions Flow:

After the user decides she wants to receive a new mission she clicks on the category she wants to improve in her life. This will generate the flow described in the concise description of the application section above.

There are three types of missions, It is necessary that we could add mission types in the future.

After receiving her mission the user can do one of four options:

1. Skip the mission: by pressing the skip button the user will get a new mission.

Pressing the skip button will cost her a penalty.

2. Buy a tip: by pressing the “Buy A Tip” button the user adds a tip to her tip bank. The tip will regard the current mission or category and will be available in the future.

3. Consult with a Friend: Before completing the mission the user can consult with a friend about the specific mission. Each mission has a communication thread.

4. Report she had finished the mission. Completing a mission depends on the mission type.

We currently have three mission types:

Type I

The first mission type enables the user to upload pictures upon complete.

Type II

Completing the mission required answering a question.

Type III

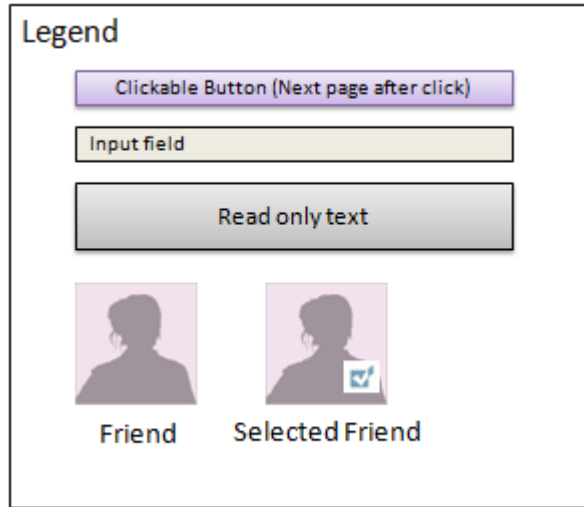
Completing the mission required writing free text.

More on mission types and flow in the storyboard and functionalities section.

Storyboard and functionalities

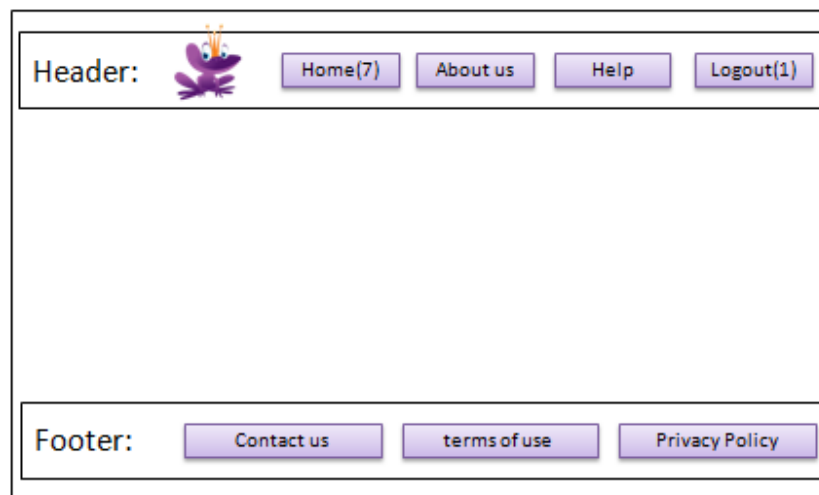
In this section we describe our application's functionalities in depth. The storyboard is intended to present the functionalities contained in each page. The storyboard does **not** include UI or graphical design, the functionalities and buttons are placed arbitrarily.

Storyboard Legend:



Master Page

The master page is not an actual page of the application. It is a template that will be included in all of the following pages. (Most of the pages directed from this page is not detailed in this document because it is standard).



1. Login Page:

The login page contains four sections. Login as existing user, register, watch our demo (a movie) and text describing our application.

The diagram illustrates the layout of a login page. It is divided into three main horizontal sections on the left and a vertical sidebar on the right.

- Existing Users Section:** Contains input fields for `userName` and `Password`, followed by a `Login(7)` button.
- New Users Section:** Contains `Register(3)` and `Facebook(2)` buttons.
- Demo Section:** Contains a `Start` button.
- Right Sidebar:** A vertical rectangle containing the text `About (different from the footer)`.

Registration

Before we will describe the registration page functionalities we will show the User Profile object.

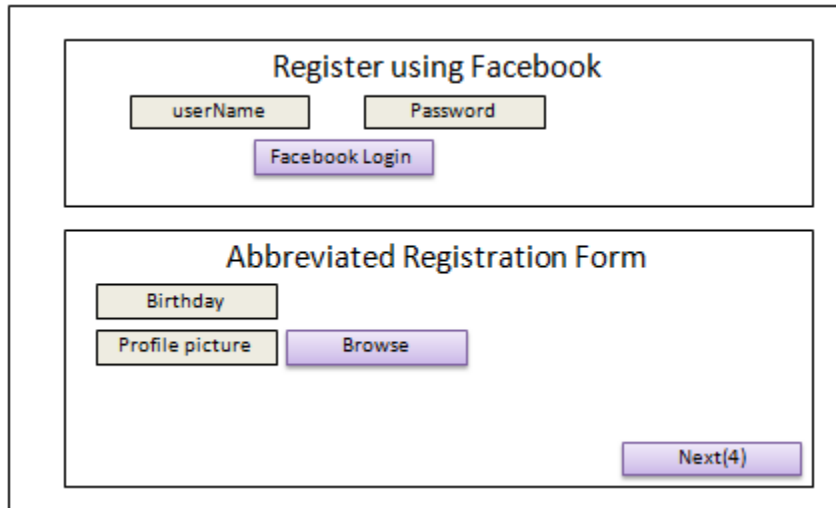
The user profile must be flexible and allow us to add/remove registration fields in the future.

User Profile:

user name, password, profile picture, first name,
last name, love bug tokens, tips available,

2. Registration Using Facebook

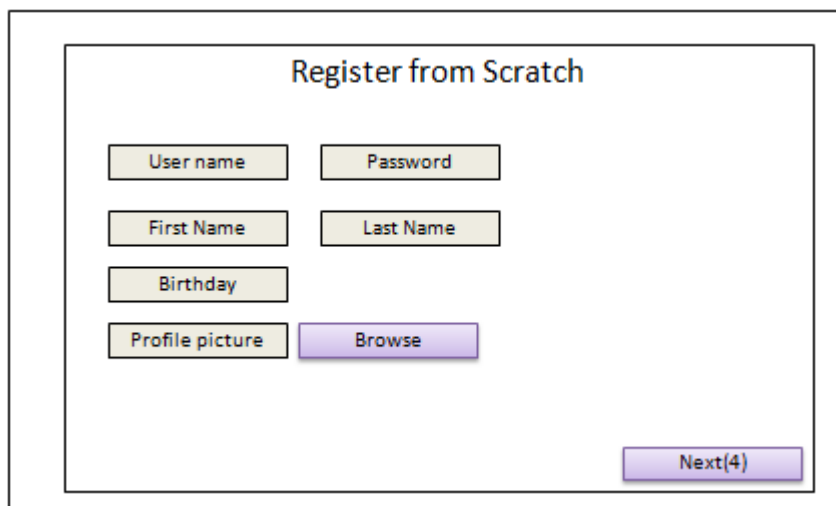
Registration using facebook enables us to collect the required personal details form the user's Facebook account. Any field that does not exist in the user's Facebook profile will be part of the registration form. In addition we want the user to be able to choose a different profile picture.



The form is titled "Register using Facebook" and is contained within a larger frame. It has two sections. The top section contains two input fields labeled "userName" and "Password", followed by a purple button labeled "Facebook Login". The bottom section is titled "Abbreviated Registration Form" and contains three input fields: "Birthday", "Profile picture", and a purple button labeled "Browse". At the bottom right of this section is a purple button labeled "Next(4)".

3. Registration From Scratch

The only difference between this form and the facebook registration form is the delta of the fields we previously acquired from Facebook in order to complete the user's profile.



The form is titled "Register from Scratch" and is contained within a larger frame. It contains six input fields arranged in three rows: "User name" and "Password" in the first row, "First Name" and "Last Name" in the second row, and "Birthday" and "Profile picture" in the third row. There is a purple button labeled "Browse" next to the "Profile picture" field. At the bottom right of the form is a purple button labeled "Next(4)".

4. Create a wish list

Creating a wish list is simple, the user only add as many rows of text she likes. The user needs to be able to edit the wish list in the future. The “Share” button will allow the user to share her wish list with her friends.

The screenshot shows a web form titled "Create your wish list". It contains three text input fields labeled "Wish 1", "Wish 2", and "Wish 3". Below these fields is a purple button labeled "Add a wish". At the bottom of the form are two purple buttons: "Share" on the left and "Next(5)" on the right.

5. Circle of Happiness questionnaire

The Circle of Happiness questionnaire is composed of several personal multi option questions in each one of the four categories. The coach entity should be able to edit/add questions in the future.

The screenshot shows a web form titled "Circle of Life Questionnaire". It contains two question sections. Each section has a grey header bar with the question label ("Question 1" and "Question 2") and a row of ten purple buttons labeled with digits from 0 to 9. At the bottom right of the form is a purple button labeled "Next(6)".

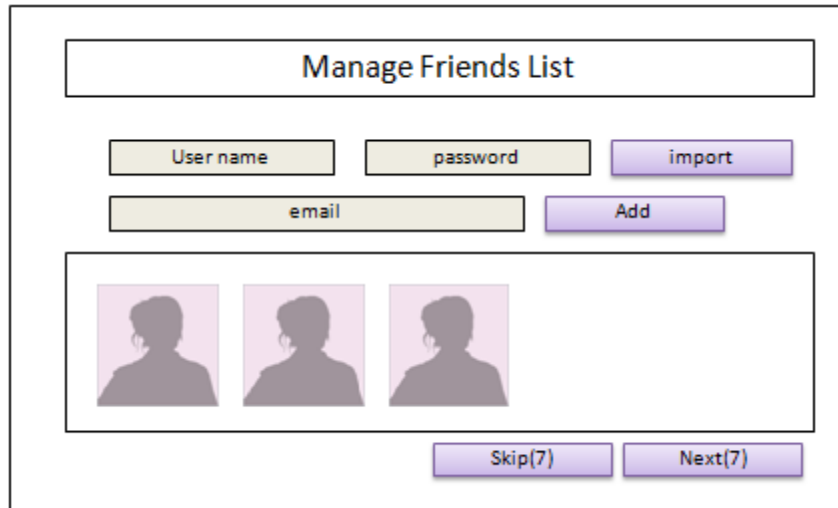
6. Manage Friends List

The user can choose whether or not to edit her friends list at this stage.

The user can import specific friends from facebook or by email invitation.

Friends that don't have a W Game account cannot comment on the user's missions.

They can only receive updates to their email.

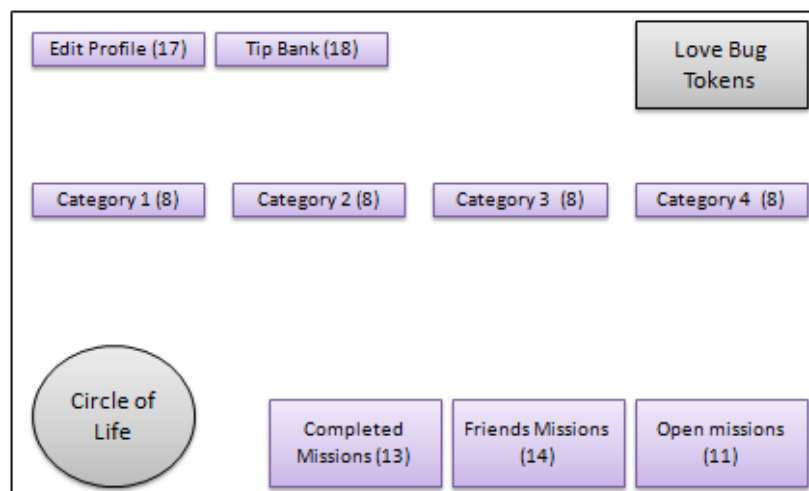


The 'Manage Friends List' interface features a title bar at the top. Below it, there are input fields for 'User name', 'password', and 'email', each followed by an 'Add' button. An 'import' button is also present. At the bottom, there are two buttons: 'Skip(7)' and 'Next(7)'. The central area displays three placeholder icons for user profiles.

7. Home Page

The Home page contains the following data: The user's Circle of Happiness, Open missions, Friends Missions, Completed Missions, edit profile. The home page is the place where the user can see her Circle of Happiness status and choose the missions in the area she want to improve.

The home page is also her communication center, A place she can be updated about her friends progress.

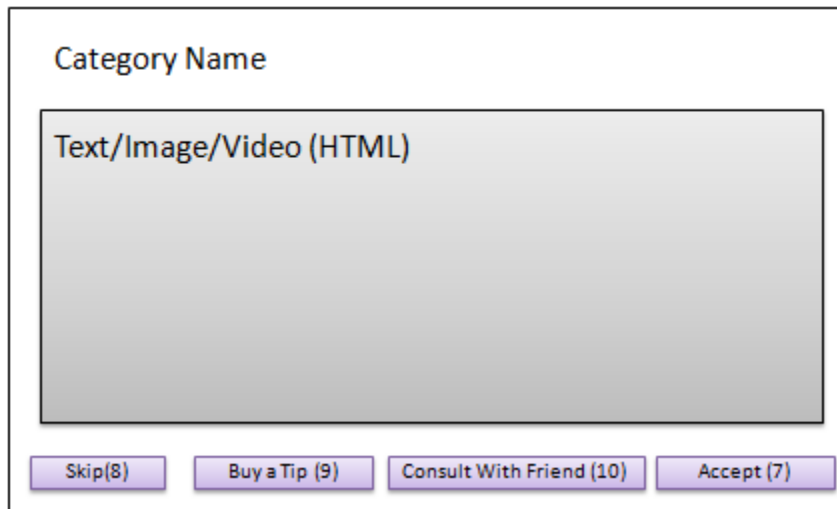


The 'Home Page' interface is divided into several sections. At the top, there are buttons for 'Edit Profile (17)', 'Tip Bank (18)', and 'Love Bug Tokens'. Below these are four buttons labeled 'Category 1 (8)', 'Category 2 (8)', 'Category 3 (8)', and 'Category 4 (8)'. At the bottom, there is a circular icon labeled 'Circle of Life' and three buttons: 'Completed Missions (13)', 'Friends Missions (14)', and 'Open missions (11)'.

8. Get a Mission

When the user presses one of the categories she will receive a mission. The mission is described using HTML so that we could control the appearance. She can choose four different actions:

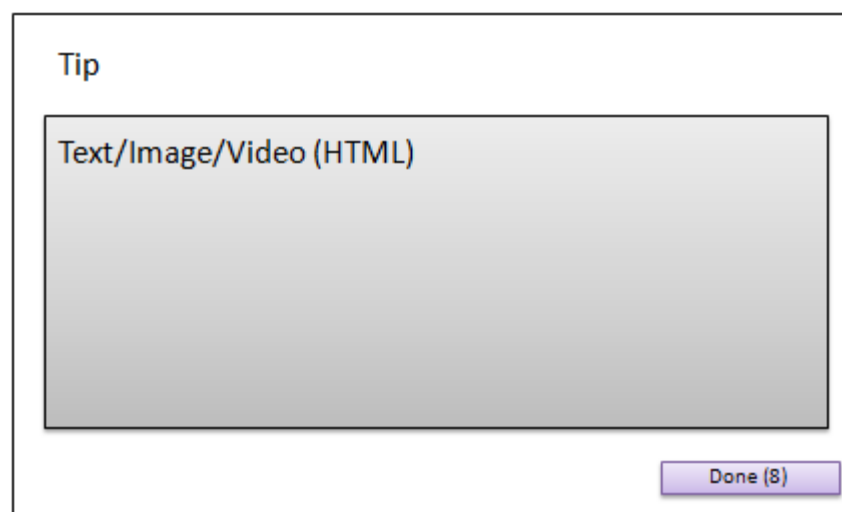
Skip will cause her to lose love bug tokens, Buy a tip will display a relevant tip which she will be able to watch in the future as well. Consult with a friend will lead her to the consult with a friend screen. She can accept the mission and the mission will be added to her open missions bar.



The mission screen features a title 'Category Name' in bold. Below it is a large rectangular area labeled 'Text/Image/Video (HTML)' with a light gray gradient background. At the bottom, there are four buttons: 'Skip(8)', 'Buy a Tip (9)', 'Consult With Friend (10)', and 'Accept (7)'.

9. Buy A Tip

Users can buy tips relevant to their missions or category, The tips will be available for them in the tip bank later on. A Tip is a formatted HTML Text that is created by the coach.



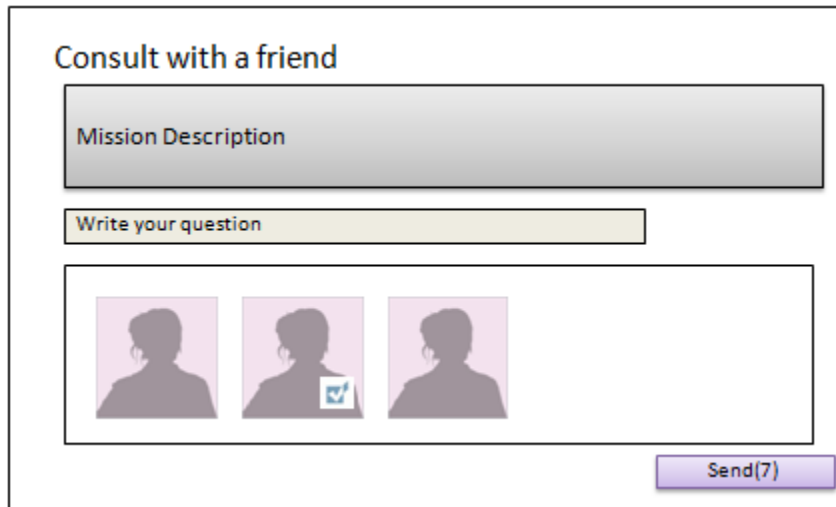
The 'Buy A Tip' screen has a title 'Tip' in bold. Below the title is a large rectangular area labeled 'Text/Image/Video (HTML)' with a light gray gradient background. A single button labeled 'Done (8)' is positioned at the bottom right of the screen.

10. Consult With a Friend

Before completing a mission the user can consult with one or more of her friends (only registered users)

The user can attach a question to the original mission text.

The friend's reply will be a part of the mission communication thread.



The interface for consulting with a friend is enclosed in a rectangular frame. At the top left, the title "Consult with a friend" is displayed. Below the title is a large, light gray rectangular box labeled "Mission Description". Underneath this box is a smaller, light yellow rectangular box labeled "Write your question". Below the yellow box is a horizontal row of three square profile picture placeholders. The middle placeholder contains a small blue checkmark icon. At the bottom right of the frame is a purple button labeled "Send(7)".

11. Open Missions

This screen displays all of the current missions the user took and did not complete.

The screen can hold up to 4 concurrent missions, one from each category.

Clicking on a mission will open the mission page.



The "My Open Missions" interface is enclosed in a rectangular frame. At the top left, the title "My Open Missions" is displayed. Below the title are two stacked, light purple rectangular boxes. The top box is labeled "Mission 1 Brief(12)" and the bottom box is labeled "Mission 2 Brief(12)". At the bottom right of the frame is a purple button labeled "Close(7)".

12. Mission page

After clicking on a mission in the open missions list the user will be directed to one of three possible screens depending on the mission type.

Each mission page has a different method for completing the mission. Image upload, free text and multi options question.

On the right side of the page the user can see his friends list. She can select friends to share the mission with.

At the bottom of the screen there is the communication thread. All the communication in the game at this stage is revolving the missions. Each mission has a list of friend's comments attached to it.

After pressing "done" the mission will be transferred to the completed missions list, The Love bug tokens counter will be updated accordingly and the category of the mission slice in the circle of happiness will grow.

Type I

The screenshot shows the 'Mission (Type I)' page. On the left, there is a 'Mission Description' text box, a 'Write some text' text box, and an 'Upload IMG' button. On the right, there is a vertical list of three friend avatars. The first avatar is a simple silhouette. The second and third avatars have a blue checkmark icon in the bottom right corner. Below the avatars is a 'Done (7)' button. At the bottom of the page, there is a 'Friends Comments' section with a small avatar icon on the left and a large text box on the right.

Type II

Mission (Type II)

Mission Description

Question text

a

Answer

b

Answer




c

Answer

d

Answer

Done (7)



Friends Comments




Type III

Mission (Type III)

Mission Description

Write Free text

Done (7)

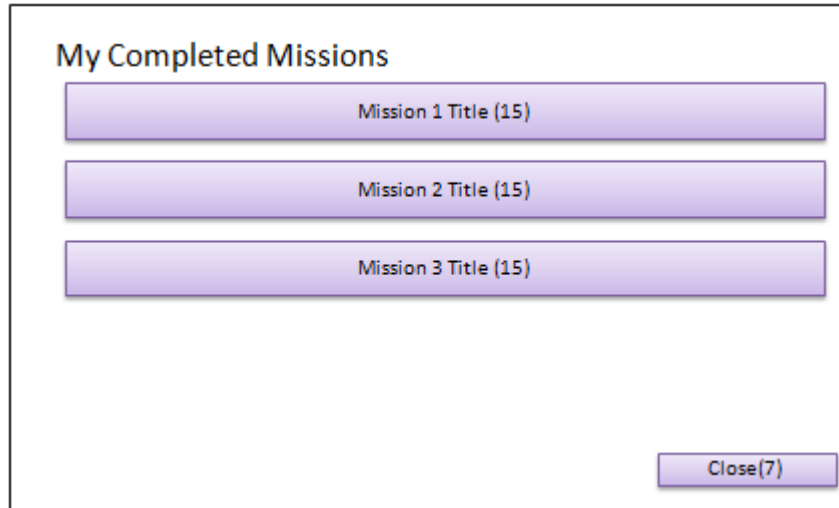


Friends Comments

13. Completed Missions

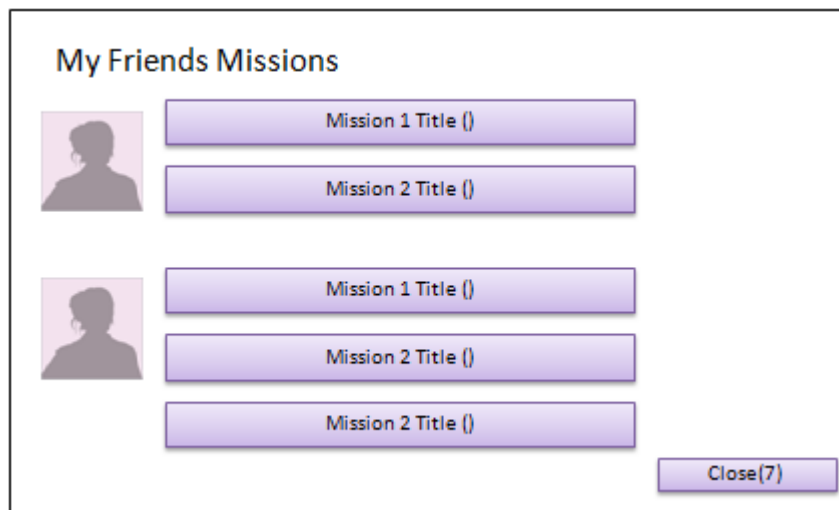
At any time the user can open her missions history and go over her old missions.

Clicking a mission will open the completed mission page.



14. Friends Missions

Friends missions list is a list that contains only shared missions, meaning missions that the user's friends chose to share with her or consult with her about.



15. A Completed Mission

This is a mission that was completed by the user in the past. She cannot edit anything.


Completed Mission

Mission Description

Total Tokens earned from mission

Your Answer

Close(7)



Friends Comments

16. A Friend's Mission

Looking at a friend's mission, the user can add a comment to the mission communication thread or respond to a user that requested consulting.

A Friend's Mission



Mission Description

Friend's Text

Your Comment

Close(7) Send(7)



Friends Comments

17. Edit Profile

This page contains all of the users data of the game. The user can edit her details except for her username. She will be able to edit her wish list and friends list through this page.

Edit Profile



Upload

First Name	Last Name
Password	Birthday

Edit wish list (4)

Edit Friends list (5)

Close (7)

18. Tip Bank

All of the tips previously given to the user during the game.

Clicking on a tip will show HTML formatted text.

Tip Bank

<Tip Title> from <Coach Name>

<Tip Title> from <Coach Name>

<Tip Title> from <Coach Name>

Close(7)

Scalability and Modularity

Scalability

The W Game is intended for massive numbers of concurrent users.

The implementation should include an easy way to enlarge the capacity of concurrent users, which means as little as possible software tweaks for adding more hardware.

The system can be hosted on the Google/Amazon cloud to support this behavior.

Another option is to build the system as self maintaining nodes that can be reproduced in order to support more users.

Modularity:

The functionalities described in this document are only but a small part of the whole application.

It is necessary to build the foundations as general as possible.

It has to be built in a form of modules that can be attached and detached from the system.

Modularity of the framework:

The W Game is a varied game with no main theme or flow.

The parts of the game can be very different from each other which require a modular framework.

In the future we are planning on adding more and more flows and sections to the game including a diary, casual games, webcasts and more.

The implementation should include a robust framework that is flexible for changes and add-ons.

Modularity of the content:

The content presentation and storing should be generic.

For example we would like to have the ability to add more mission types to the game or add more categories to the circle of happiness.

Glossary

Categories:

The subjects in the user's life managed by the W Game. Currently the subjects are:

"Self fulfillment", "Love and romance", "Family" and "Money"

Circle of Happiness:

The Graphic representation of the categories and the percentage they take in the user's life.



Love Tokens:

The currency in the W Game



Tip Bank:

A collection of coaching tips bought (With love tokens) by the user during the game

Wish list:

A list of wishes the user creates in the beginning of the game. Can be shared or edited during the game

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