Project -week2 Journal

XP core value: Simplicit

This week after having being decided on the game we will be developing from CS unplugged activities, we wanted to come up with complete flow of the game so that everyone in the team gets clarity of what exactly we are going to do and how the game flow would be. We also discussed on the UI pages and the exact game flow. For e.g. There will be an URL from where the game/application can be accessed and it opens up a page which has Tutorial videos,Take Challenge quiz option and Login with instructions on taking Challenge quiz. Now, for a begginer who is visiting the website for first time will go through the tutorials to understand the concept of Binary number, how to convert from binary to decimal and vice versa and take some practise tests. Someone who has already visited the website can create a login and take challenge quiz to test his knowledge of Binary numbers. For playing the game, one can either create a login so that his performance is recorderd or he/she can play as a Guest user. Login is also required for capturing the best scorers in the challenge quiz.

Since, I was working on multiple-player game flow so it was important for the team to land on a clear underdstanding of multiple-player game flow. We are from different background so we had different opinion on same. The main blocker was whether we should create a session for players playing at the same time or not. One approcah was to create a session where students taking a challenge quiz will start at the same time and end at the same time. Another approach being, everyone gets a time say 10mins to take a quiz and at the end the scores are compared and recorded on scoreboard. First approach was more challenging to implement since we should take care of maintaining session between users, what if one user quits, should the game end for other users as well? Should we allow others to join the game once a session is in progress? We were getting deviated from the main requirement of developing a game to make children understand Binary Numbers. So, I suggested second approach which considering the time contraint is doable and serves the purpose; the team agreed on same.

During requirement analysis, I believe Simplicity and sticking to what is required plays a great role. Developing a Simple application is not same as developing an Easy application. The application should be simple enough for kids to understand the logic of Binary number at the same time interesting and compelling enough for them to come challenge themselves of their understanding. While discussing the game flow and UI screens, we came up with a very good game flow which was agreeable to all of the team members. However, when we brainstored more, we came to a conclusion that if we think from User(school children here) point of view, the flow was little lengthy and children might loose their interest, since it is for this generation kids, they have less patience than we do. So, we should develop a game which should be informative without being boring. Now that requirement is clear to team, we can divide the task and start working on it.