Introduction

Why is it built?

This program is built to test users’ personality and let users learn some moral value such as rational and helpful. Throughout the story, users will know that every decision users made will affect the flow of the story negatively or positively. In detail, users have to be considerate, think of the current situation and be responsible to the every decision they made.

What kind of program is this?

This is a story game type program. Users are allowed to experience a real situation and cause the users more attracted to the story.

Who will be the user of this program?

a) Teenagers

b) Gamer

Member’s role in this project group?

a) Analyse the Requirements

Kew Feng Shun

b) Design Solution

Flowchart: Choy Yoong Hong

Algorithm:-

i. Navigation part – Nicholas Ho

ii. Storyline – Lim You Qian

iii. User Authentication – Choy Yong Hoong

iv. Records – Kew Feng Shun

c) Validate Design

Everyone, lead by Nicholas Ho

d) Implement Design

i. Navigation part – Nicholas Ho

ii. Storyline – Lim You Qian

iii. User Authentication – Choy Yong Hoong

iv. Records – Kew Feng Shun

e) Test Solution

Everyone, lead by Nicholas Ho

d) Document Solution

Choy Yong Hong

Lim You Qian