



ReasonED: Formal Demo

Team Crystal

Emily Louk
Alysha Morgan
Areeb Nabi
June Troyer
Dakota Dawe
Nolan Marchionie
Daniel Cielinski

Biographies



Emily Louk



Emily is a senior undergraduate at ODU. She has an Associate degree in Information Systems and will pursue software engineering after earning her B.S.C.S.. At ODU, she has interned with the Game Studies program as a programmer and participated in a research project. She is interested in developing educational tools, video games, and mobile apps.

Dakota Dawe



Dakota is still finishing his Associates degree at LFCC while working through the remaining courses at ODU for his Bachelors. Dakota is currently working as a games programmer selling plugins on the Unreal Engine marketplace as well as a contract programmer for Small Indie Company developing their upcoming title “We The People”.

Areeb Nabi



Areeb is a senior at Old Dominion University pursuing his undergraduate degree in Computer Science. He recently completed a 10-week summer internship with Automatic Data Processing (ADP), honing his skills as a Full-Stack Developer. Areeb specifically enjoys front-end development, and working with JavaScript libraries such as React, Express, and Node.js.

June Troyer



June is a senior Computer Science undergraduate at ODU in the linked Master’s program. She has an associate degree in Science from Piedmont Virginia Community College. She enjoys helping others explore new topics and improve their skills and reasoning.

Biographies cont.



Alysha Morgan



Alysha is a undergraduate Senior at Old Dominion University, currently working towards her Bachelor's degree in Computer Science with a minor in Cybersecurity. With a deep passion for technology, she is actively honing her skills to become a software engineer.

Nolan Marchione



Nolan is an undergraduate senior at Old Dominion University, aiming for a Bachelor's degree in Computer Science. He enjoys listening to music, and is interested in using his skills to develop video games and open-source software tools.

Daniel Cieslinski



Daniel is a senior at ODU and is pursuing a bachelor's degree in CS. He had previously obtained an associate's degree of Engineering at TNCC (now VPCC) and had also worked at NVIDIA for an internship. In his free time, he enjoys fighting games, MMOs, and tabletop games.

Problem

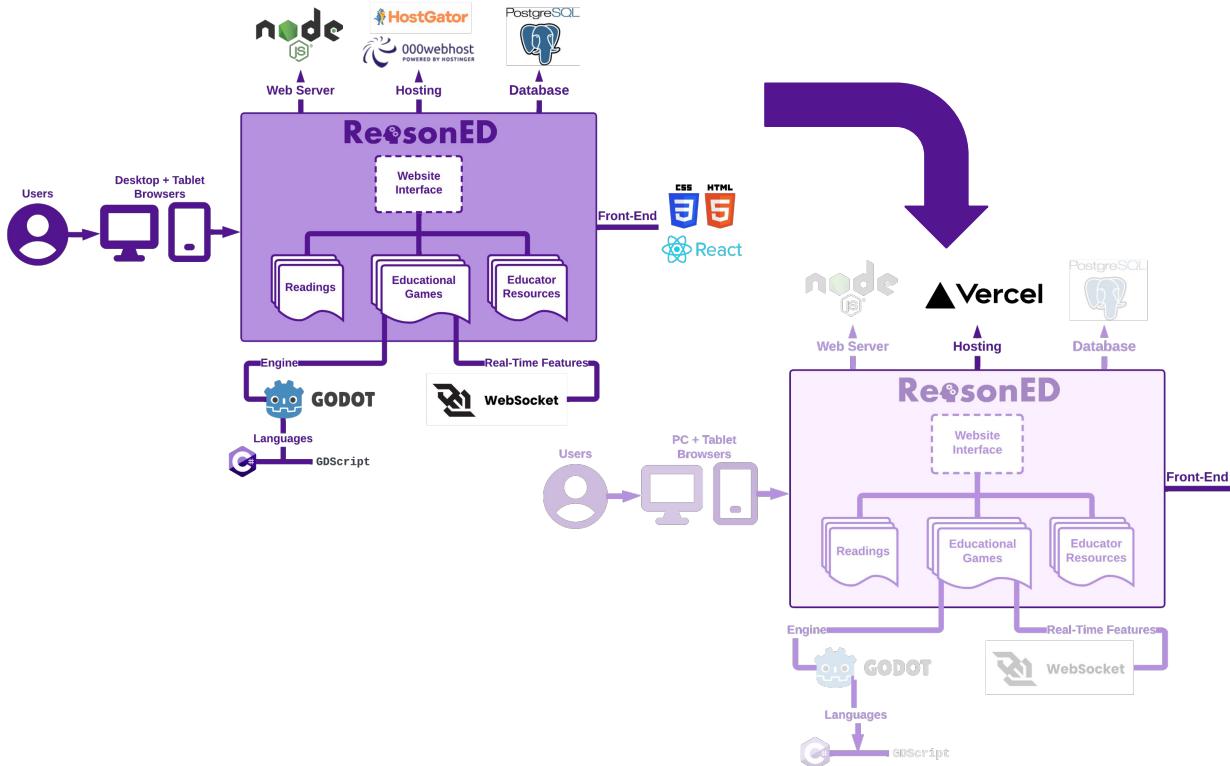
**High school graduates
are not prepared with
the skills necessary to
identify logical fallacies
in an increasingly
online world.**

Solution

**Game-based learning
website that improves
the ability of users to
identify logical fallacies
through engaging,
age-appropriate video
games.**



MFCD Changes



Website Changes

Planned	Actual
Account Creation and Login	✓
Personal Profiles for Students and Teachers	✓
Printable Graphics	
Progress Tracking and Leaderboard	

Straw Manny Changes



Planned	Actual
Player (Manny) can navigate training fields to find scattered knights and abilities	Knights scattered, abilities not. Players can move around freely.
Knights present random claims, player can choose from 3 responses for each	Knights present random claims, player can choose from 3 responses for each
Manny can attack Knight if a valid response is chosen, by clicking and using abilities	Players can click to basic attack and use 2 combat abilities to attack knights
Manny attacks strawman, lose 1 life if wrong answer selected	Manny attacks strawman, lose 1 life if wrong answer selected
Players progress to next level after 5 enemies defeated, lose if 3 lives lost	Progression not yet implemented - repeats level 1 for higher levels

Hasty Harry Changes



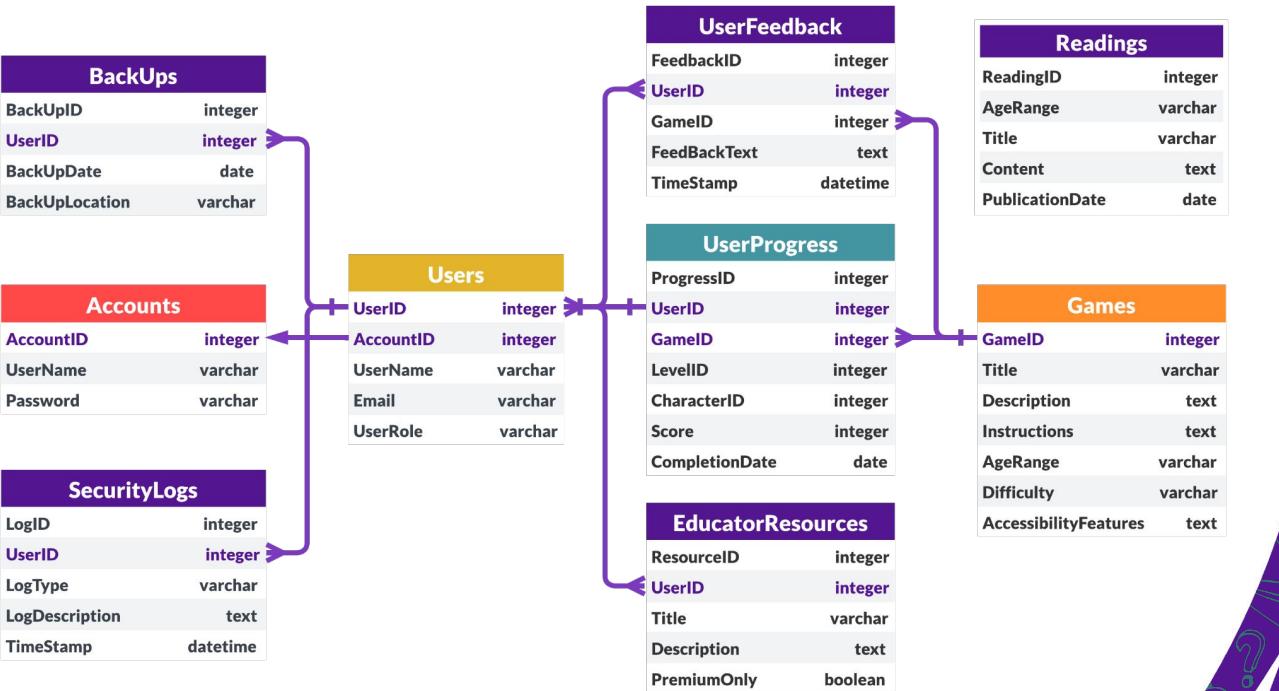
Planned	Actual
Player can navigate different planets to find scattered artifacts	Player can navigate three levels, currently there are no level transitions.
Players return to the spaceship once 6 artifacts are collected	Players return to the spaceship once 6 artifacts are collected
Harry types a report about the planet. Occasionally, he types a hasty generalization about a specific aspect of the planet.	N/A
Players must click a button indicating that the claim is a fallacy and choose the artifact from their backpack that disproves Harry's claim	N/A

Slope Sadie Changes

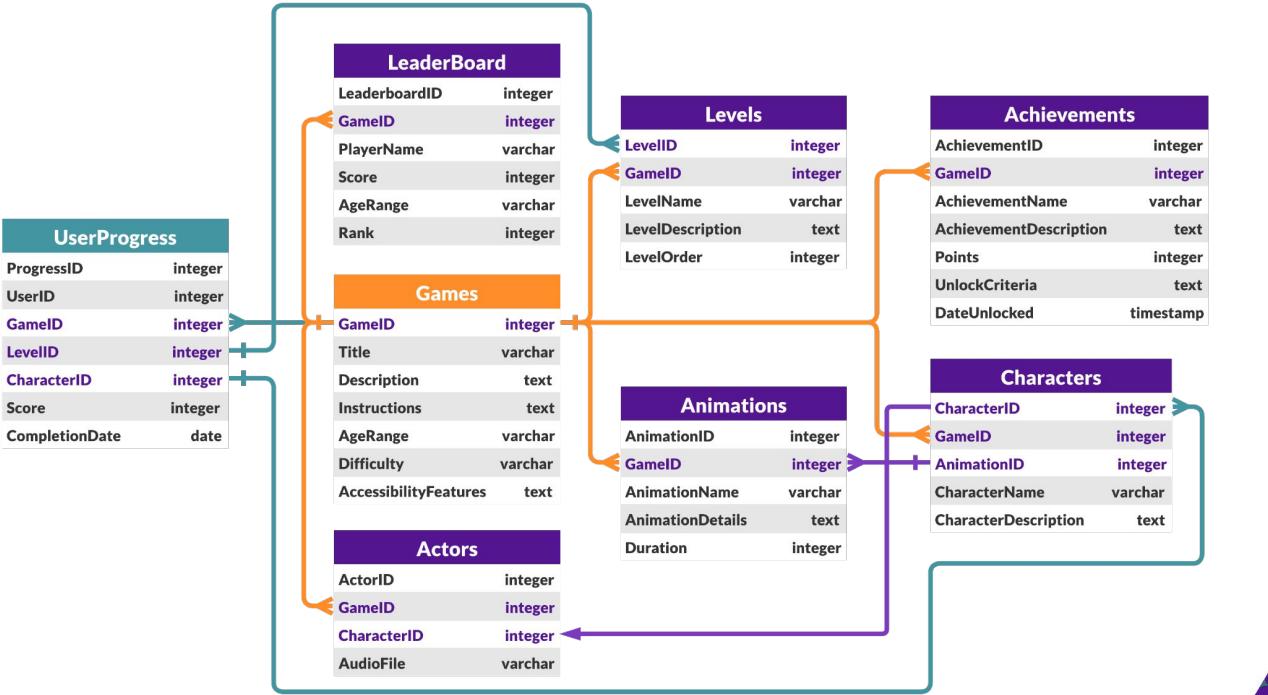


Planned	Actual
Auto-runner Platformer, players control Sadie	N/A
Sadie makes exaggerated claims or predictions that represent the slippery slope fallacy	N/A
Players presented with responses to choose from, only one addresses the fallacy	N/A
Select correct response before reaching a critical point on the slope. Choosing correctly helps Sadie continue down the slope, otherwise she slips and falls.	N/A

Database Changes



Database Changes



RWP vs. Prototype

Features & Functionality	RWP Features	Planned Prototype	Actual Prototype
PC & Tablet compatibility	✓	✓	PC
Account Creation	✓	✓	✓
Accessibility Features	✓	Text-to-Speech	Text-to-Speech
Educator Tools	✓	Printable Graphics, Progress Tracking	
Paid Features	✓		
Games for k-12+	✓	3 games, scaled for 3 general age groups	2 partial games scaled for 2 different age groups

Takeaways

Emily

- Godot- Scripting
- Godot- Scene, Node Structure
- Debugging
- Utilizing React
- Utilizing Tailwind
- API routes
- Version Control familiarity
- Animation

Alysha

- Godot- Scripting
- Utilizing React
- Utilizing Tailwind
- API Routes
- Database Management
- Debugging

Dakota

- Godot- Scripting
- Godot- Intended Workflow
- Godot- Scene Management
- Godot- Ui
- Debugging
- Sprite Art

Takeaways

Areeb

- Utilizing React
- Utilizing Tailwind
- API Routes
- Account Verification
- Strong Security
- Async Programming
- UI Design

June

- Godot Scripting
- Godot Scene Structure
- Godot UI
- React
- GitHub Wiki

Nolan

- Godot Scenes
- Godot Tilemapping
- Godot Scripting
- Game Content Creation
- Debugging

Takeaways

Daniel

- Godot Scripting
- Godot Scene Design
- Debugging
- Version Control
- UI Design
- Async Programming