

# Project Pitch

Presented by Asian Persuasion (Team 35)



# Team members:

01

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# Jailbird

Project name

# Overview

Implementation of Tamagotchi as a prisoner, with the end-user acting as a security guard taking care of his ward.

- Graphical user interface
- Character customisation
- Prison cell and prison yard
- Main users: kids (6+)
- Stakeholders: production team, parents, end-user, mentor, professor

# How it Works?



# Functional Features

ID	Short name	Description	Champion
F1	Commands/ Buttons	<p>The player can play by clicking buttons and upon clicking give a confirmation on what the player is going to do. The available buttons are placed on the right side of the prisoner/screen with the following buttons:</p> <ul style="list-style-type: none"><li>- clean</li><li>- feed</li><li>- sleep</li><li>- HP</li><li>- go outside / mini-game</li><li>- save</li></ul>	Alvaro
F2	Indicator	<p>The player should be able to track and display the level of hunger, mood, and cleanliness of a prisoner. All indicators will decrease over time. The HP moves according to the other vitals, and if it reaches 0, the Character dies.</p>	Mahmoud
F3	Customization	<p>During first start, the player can choose between a selection of characters or "prisoners" with different names, races, and styles.</p>	Evan
F4	Death	<p>If the user didn't play for a long period of time and the indicator reaches zero, the character could die, and the player is forced to restart the whole game.</p>	Miguel

# Quality Requirements

ID	Short name	Quality Attribute	Description
QR1	Self-explanatory buttons and indicator	Usability	When the player wants to do a specific action through a button, the buttons should include text to provide enough information. Buttons are labeled based on F2. Indicator should also include numbers to make more clarity.
QR2	Saving data	Reliability	The player should be able to store data locally on the user's device by pressing "save/quit" button such that progress is not lost.
QR3	Instantaneous results	Responsiveness	When the player clicks a button, the result of the activities shall be available within 0.5 seconds
QR4	Handle updates	Maintainability	The game is independent of the features, with options to add new vitals/inmate selection without restructuring the whole game.
QR5	Offline game	Availability	The game is fully functional without an internet connection which allowing the player to

## Time Log

Member	Activity	Week Number	Hours
Miguel Sadorra	Contract	1	1
Alvaro Maharto	Presentation	1	2
Evan Sutanto	Presentation	1	2
Mahmoud Ashtar	Time Log	1	1
Everyone	Conceptualization	1	3



# Signed contract

Link to Team Contract:

<https://docs.google.com/document/d/1p56SgF2d2BAEqoAPAmFycJLnraRx0g3zJ-ZBlaqCBFs/edit>

signed by all team members



# Thank you