Project Pitch

Presented by Asian Persuasion

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Team members:

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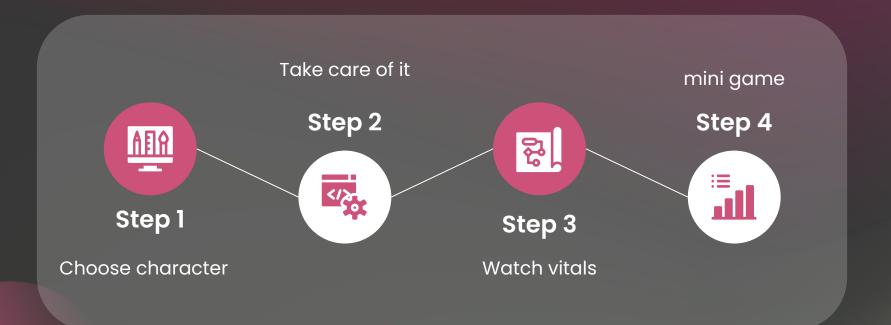m.a.sadorra@student.vu.nl

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?

Take care of it

mini game

Step 2

Step 4

Step 1

Step 3

Choose character

Watch vitals

Functional Features

ID	Short name	Description	Champion
F1	Commands/ Buttons	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: - clean - feed - sleep - go outside / mini-game - save	Alvaro
F2	Indicator	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.	Mahmoud
F3	Customization	During first start, the player can choose between a selection of characters or "prisoners" with different names, races, and styles.	Evan
F4	Death	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.	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
Mahmoud Ashtar	Complete Class Diagram	3	2
Miguel Sadorra	State Machine Diagram	3	3
Evan Sutanto	Object Diagram	3	2
Alvaro Maharto	Sequence Diagram	3	3
Everyone	Write-ups and Descriptions	3	4
Miguel Sadorra	User Interface	5	4
Evan Sutanto	Demo Video	5	1
Mahmoud Ashtar	SonarLint Activity	5	1
Alvaro Maharto	Game Features	5	8
Mahmoud Ashtar	Game Features	5	3
Evan Sutanto	Game Features	5	3

Signed contract

Link: <u>Team Contract</u>
signed by all team members

Thank you