

Informe de Tarea 1 - Juego Skynet

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1 Goals and Objectives

- ARG
- Ease-of-use
- Tracking

2 Requirements

- Functional
- Non-Functional

3 Use Case Diagram

- Actors
- Cases
- Relationship between Cases

Goals and Objectives

Develop an active Alternate Reality Game

- **Goal:** Promote exercise among users
- Players must disable all robots to survive.
- They must explore the game area to find robots and items.

It should be very easy to adopt

- **Goal:** Active interfaces
- Users should be able to start playing right away.
- No need for training.
- Active interfaces are designed to be used while playing instead of bothering with buttons and menus.

It should track everything

- **Goal:** Study robot performance and stats
- Track robot type, performance and fight-or-flight response.
- Track players, scores, items and perks.

Functional

- Robots
- Teams
- Explore
- Items
- Setup
- Views
- Map
- Augmented Reality

Non-Functional

- Endgame
- Logs/Score
- Top Player/Team

- Player
- Robot
- Item
- Game-Master
- Team

Player discovers **Robot**

Player discovers **Item**

Player uses **Item**

Robot is disabled by **Item**

Robot attacks **Player**

Player manages **Team**

Game-Master configures

- A Game-Master sets up a new game.
- A player discovers a robot and disables it using a previously-found item.
- The game finishes because all robots are disabled.