

# Product Vision (draft) StandUp Game

30th April 2015

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# 1 Introduction

*(This is a general idea of what we want to talk about in the introduction. We do however first want to find some scientific literature that supports the statements we make. That's why we keep it short for now.)*

A large problem for companies, especially in offices, is the fact that the employees are often sitting for hours straight. Employees only move when they have to get some coffee or have a break. And even during those breaks the amount they actually move is little. Moving around regularly is however really good for your health for several reasons.

First of all, the human body is not originally made to sit in a single place for a long time, it increases the chance to blood clots, among other things.

Secondly, moving around for a brief moment refreshes your mind. This reduces stress and overall improves productivity.

This is why the game promotes employees to move around once every hour. But simply forcing users to move around is not ideal. That's why the game is made in a fun way that encourages people to take the initiative.

## 2 Target Group

### 2.1 General group definition

The game is played by fulltime employees in an office. Usually they sit in their chairs. The only times they move around is when they need something from a colleague, have a break or need some coffee.

### 2.2 Personas

*(To describe a few personas we want to ask some of the employees at the TU how they usually spend a normal day at work. Because we have not had the time to do so, we keep this empty for now.)*

## 3 Gameplay

Every hour, the player can go on a new stroll. When the player starts a new stroll, a 5 minute timer starts. While the player is walking during these strolls, there exists a chance that an event occurs. These events are small challenges that the player has to complete and for which he or she will be rewarded. The more challenges the player is able to complete during these five minutes, the bigger the reward. When the timer hits zero, the stroll ends and the player has to wait another hour before starting a new stroll.

## **4 MoSCoW**

### **4.1 Must have**

- A player can go on a stroll at maximum once per hour.
- Only during a stroll can a player receive an event.
- An event has to be playable.
- The player is rewarded for the events completed.
- The game must contain visual components.

### **4.2 Should have**

- A player should be able to see his/her rewards
- A player should be able to play collaborative with other players.
- The game should contain sound effects.

### **4.3 Could have**

- A player could reset his/her progress
- A player could play competitive against someone else.

### **4.4 Won't have**

- We won't use geo-location to find nearby players.

## **5 Definition of Done**

A feature of our game is considered to be done when:

- The feature behaves as defined in its requirements.
- Everything has javadoc.
- Code coverage that can be programmatically tested (non GUI) exceeds 75%.
- It has been reviewed by at least two people other than the creator.
- It should pass Checkstyle, PMD and FindBugs.

## 6 User Stories

- As a player;  
I want to be notified when I can play the game again.
- As a player;  
I want to be able press a button;  
So that I can go on a stroll.
- As a player;  
I want to be able able to play an event.
- As a player;  
I want to be receive some sort of reward; when I complete an event.
- As a player;  
I want to have some visual feedback on my received rewards.

*(More user stories will be defined once we have determined the exact idea for the game.)*

## Glossary

**event** A small challenge that the player has to complete. 2

**stroll** A 5 minute walk. 2