

**FeedMe**

**Contextual Inquiry Report**

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## **Introduction**

In this modern world Era, people turn to take care themselves in doing exercises, but problem is sometimes people are lazy to do. Even there are many types of doing exercise, we focus on running because it is easy to do without using any sports equipment while running, using only your own effort, and runners will also go outside to meet other people. We took advantage from this issue that people want to do exercise along with have fun. So, we decided to do the game for everyone who were bored indoor exercise so that people will have fun while running. In this game, lots of technologies are required in order to complete the project. In order to track location of players, we will use Mapbox which is an open source mapping platform for custom designed maps. For our virtual characters inside the game, we use Maya which is 3D computer animation software with powerful modeling, rendering, simulation, texturing, and animation tools for artists, modelers, and animators. Then, we combined these technologies together and build the game in unity. This game will be able to work on android mobile. The game will get the players location from phone's location. Using Maya will make the character's animation become possible. That will make the game more interesting.

## **Scope**

Our system will be built to encourage people to run for their health. It is sometime hard for us to go and run in the morning. We often get distracted by something like movies etc. Running often not my first priority in our daily life. Using this system which is a game that the user will have to run and collect kilometers in order to buy food and water to feed their pets or else it going to die. The game will also have multiplayer mode in case that you can play it with your friends. If one of you are faster, it will make he or she to go another specified route which is out of the main route given by the system in order to slow them down, so that the others can catch up. However, this system can only be used within CMU. Multiplayer mode also accepts only 5 people per room. These are some limitations in the game.

## **Features**

- Run with location track
- Cloths changing of player
- Buying cloths / Food / Water
- Feeding the pets
- Multi players mode (play with friends), Single player mode (play alone)

## **Feature that we select**

Buying cloths feature

## User Studies

#1 Mr. Abu works in faculty of engineering

He is working in computer department of faculty of engineering. He is given a task to buy virtual cloth in the game in changing cloth page. He notices that there is a lot of dropdown lists in the page which might confused user whether does those dropdown lists involve with the shop button or not. This guy represents a basic user that when we he gets to this page that could make him confused

#2 Mr. Kara works in faculty of engineering

He is also working in computer department of faculty of engineering. He is also given a task to buy cloth in the game. In the shop page, he notices that there is no money show on that page. So, he doesn't know how much coin he has left at that time. In this situation he has to go back to the profile page to find out how much money he has left in the game.

#3 Mr. Kerry works in faculty of engineering

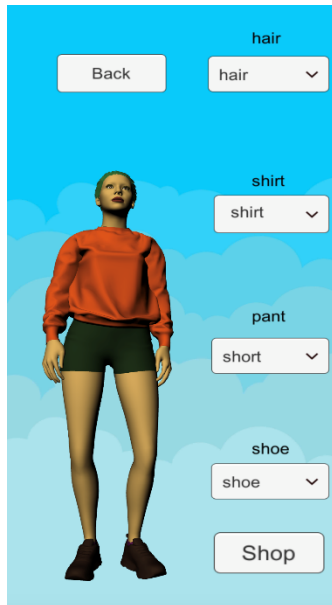
She is a student in department of engineering. She is also given the same task as those above. She says that in the shop page and the change has some minor UI problem that the character and the icon so not match each other. So, it looks a little bit strange.

## Task Analysis

Who are the users and what they do	Players who play Feedme game will buy the cloths in the shop. He / She will be able to buy if they have enough money.
What tasks they do now and how	Players click the shop button and then select a type of cloth that they want to buy. After that they can select cloths as much as they want and buy those cloths.
What tasks they desire to do and how	Players want to buy correct cloths that they chose.
What they must know to perform the tasks	<ul style="list-style-type: none"><li>-How to play game</li><li>-The processes to buy cloths</li><li>-The tools that support in this case is android mobile.</li></ul>

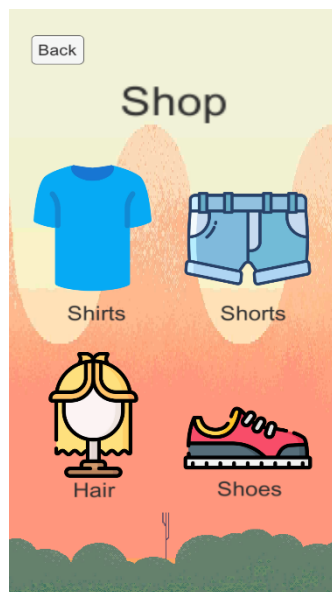
## Prototype

1.



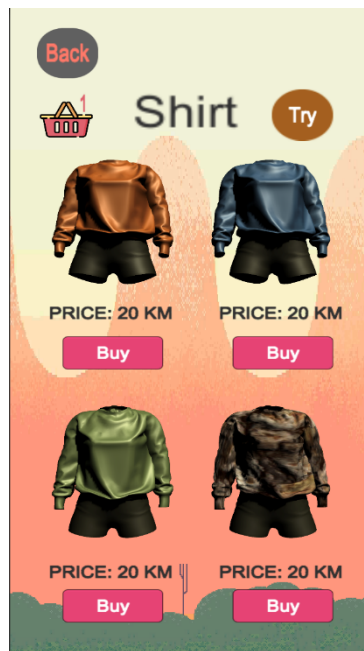
Click shop button to go to shop scene.

2.

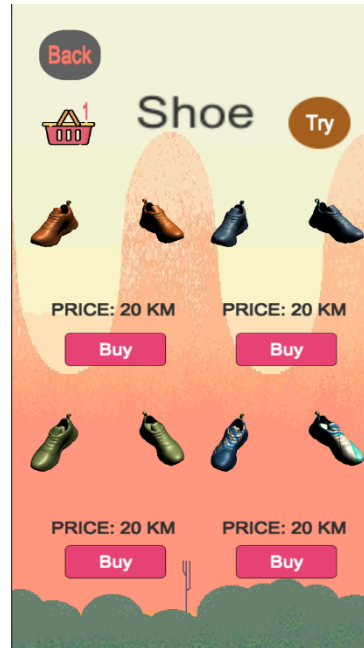
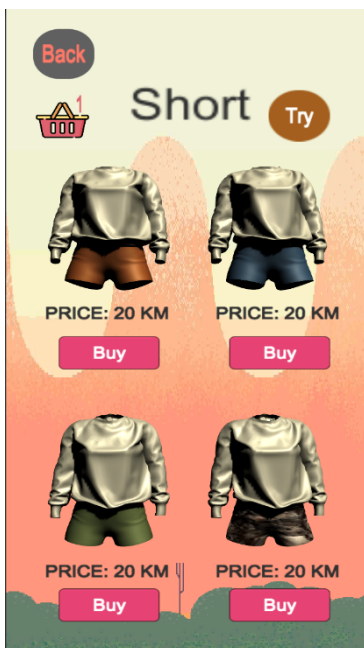


In shop scene users can select type of cloths

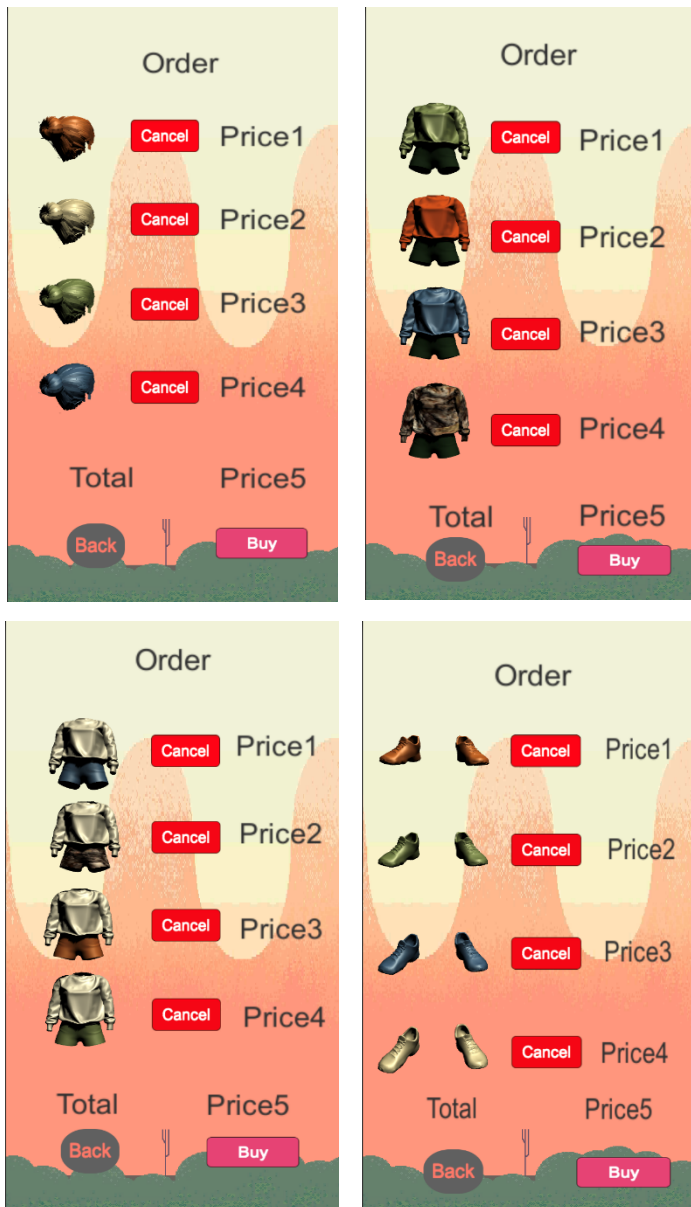
3.



When users click each type from 2.



4.



When users click basket button from 3. Then it brings users to this scene. So, users can see orders and cancel orders before clicking on buy button.

## Recommendation

1. Mr. Abu recommended to change buttons selection from dropdown list to normal button and decorate those buttons with interesting look.
2. Mr. Kara recommended to have a number of kilometer that users received from playing game, it should display above on the top right position to tell whether users have enough kilometers to buy any stuffs from the shop.
3. Mr. Kerry recommended to add a button that is checkout button when users click this button then it brings users to checkout page and then pay for the cloths later.