

Scavenger Hunt Design Plan

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Abstract

The purpose for our Design Plan is to show what we want we want to do for the final project, being our goal for having a working Scavenger Hunt that First Years can use to find their way around Campus. What our Affordances and Signifiers are; along with who are our Stakeholders are or could be for the project. The project is made for our CS474 Course, Human Computer Interaction[2].

I. WHAT WE WANT TO DO

We propose to make a scavenger hunt for First Years/Transfer students at Ursinus. Each Building/location will be an achievement to get during the scavenger hunt. Once the scavenger hunt is completed, you get a time of how long it took you to find all the locations. This will be made up in an app with the end goal of integrating it with the MobileU app.

i. Achievements



1



2

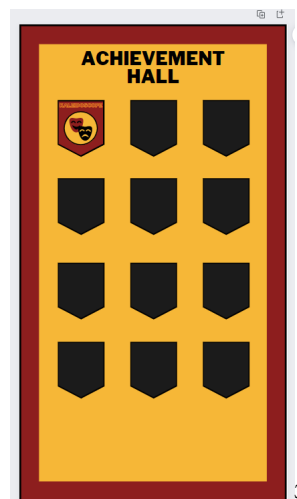
The goal for the Scavenger Hunt to find all the building and collecting all the achievements in the Hunt. For example the Bomberger Achievement is gained through scanning and

¹Bear Legend Achievement

²Bomberger Achievement

finding Bomberger Hall. While the Bear Legend Achievement is gained through getting all the Achievements[1] in the Scavenger Hunt.

II. OUR AFFORDANCES AND SIGNIFIERS



3

During our project we will look into what the Affordances and Signifiers are. If their are undesirable ones then we will try and fix them

³Achievement Page

by using our stakeholders to test our software. Our interface will pretty simple to follow along with the main menu having readable text and easy follow along buttons. Where one will take you to the Scavenger Hunt, another to the Achievement Page, and the Leaderboard.

- [2] Bill Mongan. *Human Computer Interaction: Course Page*. URL: <https://www.billmongan.com/Ursinus-CS474-Spring2022>. (accessed: 03.31.2022).

III. ABOUT OUR STAKEHOLDERS

There are a couple of Stakeholders that we could think of as a group. Starting off with The College (Ursinus College) as the being the biggest Stakeholder as they will be using to teach the First Years about finding their way around the campus in a safe and speedy manner. As First Years and Transfer Students can get themselves lost around campus or not know where or what each building is, The College would be very interested in fixing that problem. Another Stakeholder would be the actual First Year or Transfer Student as they are trying to find themselves around campus and would like to know where to go and not get lost. As they are the ones who interact the most with the Scavenger Hunt, we need their feedback to make sure that it is; one not that complex to use or download, and two have them actually want to/ find the time to use the Hunt as a resource to find their way around the campus.

IV. CONCLUSION

In this Design Plan, we talked about what we propose to do for the project, our stakeholders, a little bit about the design of the app, and a little about the Achievements that are planned. The Scavenger Hunt should help First Years and Transfer Students get around campus. Our main two stakeholders are The College and the Students using the app.

REFERENCES

- [1] Arthur Artene. *Handmade Achievements by Arthur*. Mar. 2022.