



Iteration Analysis & Design Report

Iteration 3

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Executive Summary

There is a growing concern for the future sustainability of the planet. As humans, we are responsible for ensuring that the earth is sustainable and liveable for many decades to come. As such, it is important for the current generation to instil beliefs and knowledge of sustainability and sustainable practices to future generations. Sustainability is a large field and there are a lot of problems that we can tackle as individuals to contribute to a more sustainable planet.

The problem that we want to address in particular here is the lack of awareness among young kids about being sustainable by encouraging them to plant their own plants to promote food sustainability and reduce CO2 emissions in the earth. Our team, Aztecs, aim to bring about sustainable thinking in children by building web game with a friendly user interface that introduces the process of gardening to children.

This report gives detailed information about our project, the functionalities that would be present in the iterations along with acceptance criteria and usability test of the project.

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1. Introduction

Attaining a sustainable future requires people to embrace distinct values, beliefs, methods, and procedures that are developed and reinforced at an early stage of life. Teaching kids to be sustainable at a young age helps them build an understanding about the place they have in the web of life. This means they have a better understanding of the existence of things that are required for living a decent life in terms of pure & clean water and air, the food we eat and the clothes we wear. Thus, through our project, we wish to educate young kids to be able to inculcate sustainable practises in their daily lives.

The children and the youth of today are the future and would grow up to be potential decision makers, consumers and influencers of the world over the next couple of decades. The education provided to them will then not only will impact their lives but also the future of the world. Encouraging children to explore the garden and getting their hands muddy in a playful manner contributes to a learning experience which they also love. Children enjoy the experience of the food growing outdoors, making them interested in the process and thus using it to be more connected to nature and its inhabitants.

Our main motivation for the project is to teach new generations how to be sustainable, it is mainly targeted at kids aged 5-9. Kids are usually energetic in accepting new knowledge and enthusiastic about participating in various activities. It inspired us in a way that this project can be made into a virtual activity that allows kids to participate in the process of planting trees. The activity flow will follow the pattern of an education simulation game, and it belongs to the category of frequent tasks, which can attract kids and is easy to follow. From this activity, kids will understand more about how to plant a tree in the real world according to the process of the game and they will be cultivated to be aware of the importance of being sustainable.

2. Project Overview

2.1 Problem statement

As a parent who feels frustrated about the lack of awareness their child has about sustainability and needs to teach their child about sustainable practices but does not have a media that is engaging to do so.

2.2 Project Description

Team Aztecs is keen on creating a web-based game which not only serves as an entertaining game for kids, but also educates them about the process of growing various plants and ways to be sustainable. Since many parents do not have big gardening spaces in their residences, it is difficult to teach kids about the process of planting a tree. This game ensures that the child learns about the process of how to grow a plant to negate CO2 emissions which ultimately contributes to the sustainability of the planet. The game will also show fun facts about the plant to help children gain more knowledge on the plants they are growing.

An important part of our approach to designing an interactive game website Bunny's Garden is to make it as user centred as possible; in this case we want to make the game interface as friendly as possible, so it is easy for kids aged 5-9 years to use. The PACT Analysis consisting of the following factors: People, Activities, Contexts, Technologies help as a useful framework for thinking about a design situation in relation to an interactive system. From the analysis, we were able to sketch the target audiences and their interactions with our system. Following is the result of PACT analysis:

People

The target audience for our project are basically children from the age of 5-9 years. We want to make sure that our website will be as kids friendly as possible, with many colourful pictures so that the children are attracted towards the website and encouraged to play the game regularly. We assume that the kids of the age range 5-9 years are not able to go through the usual process of register/login by themselves. Thus, we designed the game to store the progress users have made on their plant without any need to register or login. Since, most of the kids would be using our website, we tend to keep the interface very simple and easy to understand. Along with the above characteristics, we wish to make the website very responsive and interactive.

Activities

The main activities that needs to be considered for this project is that we aim for the children to interact with the game on a regular basis. The interface of the website is as simple as possible. Since, it's a website for the kids, we tend to use many colourful pictures and graphics. The main activity on the website would be the game that the child would play. Subsequently, we would be having an information/fun facts section where the child can read the fun facts about the plant, he/she would be planting. Besides, this game will represent the process of planting and taking care of a plant as done in reality which includes watering the plant at regular intervals, checking the health of the plant, and lastly gaining bonus rewards in the end.

Context

The context for this project would be more of educating the kids about being sustainable in nature. Thus, the website could be accessed from various distinct places like home, educational institutions, child day cares, to name a few. As mentioned earlier, the website is targeted for kids, the support required for the website would be as simple and easy to understand with no complicated functionalities that the kid wouldn't understand.

Technologies

The technologies used for this website are to have a URL that can be accessed through web browsers like Google, Internet Explorer, Safari, Mozilla Firefox etc. The child can login via the login page where the child can then access the game and can come back to the game at any point by using the username given at the time of registration.

2.4 Potential stakeholders

As the project is focusing on the virtual experience of planting various trees and raising the awareness of sustainability in new generations, it is mainly targeting at the kids at age 4-8 years, as well as their parents and teachers who can assist them using this web application. Thus, the stakeholders, or target audience, are kids, parents, and teachers.

The final goal of this project is to teach kids to be more sustainable, which is definitely relating to the benefit of kids, hence, kids as main stakeholders are selected. Their parents, as their guardian and teacher at home, have strong relationships with the kids, are selected as stakeholders as well. The teachers that educate kids are also considered as stakeholders because they can provide knowledge by explaining the process but cannot really provide practical learning about it.

2.5 Potential sponsors

1. Association for Childhood Education International (ACEI)

The mission of ACEI is to promote and support in the global community the optimal education, development and well-being of children. Optimal education and well-being development are all including sustainability education. Thus, ACEI is one of the potential sponsors.

2. United Nations Education, Scientific and Cultural Organization (UNESCO)


The aim of UNESCO is committed to a holistic and humanistic vision of quality education worldwide, the realization of everyone's right to education and the belief that education plays a fundamental role in human, social, and economic development. Additionally, UNESCO also helps solving the problem of poverty, which may possibly cause by running out of food or water in some areas. They may be one of the potential sponsors because what this project is going to build can help solve this problem in the earliest phase.


3. Kids for Saving Earth


This organization provides parents and educators many documents and resources in saving earth. However, they do not have any game-style education material so far, hence, they may be a potential sponsor as well.

3. Proposed epics/user stories

3.1 Personas

Name	Natalie John
Photo	
Age	26 years
Job Title	Kindergarten teacher
Description	Natalie John is a local kindergarten teacher in Caulfield, Melbourne and she is passionate to nurture kids. She wants the kids to be aware of the sustainable practices and also wishes to gain additional information about children friendly sustainable habits. However, she is unable to grow plants in the classroom for years due to lack of space.
Goal	Her main goal is to find online resources for children friendly gardening practises which involve fun activities so that children can understand the importance of sustainability and give them insights on how to grow their own plants easily.

Name	Charlie Dickens
Photo	
Age	7 years
Job Title	Student
Description	Charlie Dickens is a 7-year-old boy. He likes to play simulation games on the Internet. He is well acquainted with the internet and the games available for kids. He lives with his parents and dog. He goes to school regularly and is fascinated by nature. He is sporty and loves playing outdoors.
Goal	He hopes to find an interesting and engaging game that gives him insightful real-world information about nature. He wishes to learn more about plants and wishes to know certain facts about them as well.

Name	Sarah Parker
Photo	
Age	35 years
Job Title	Accountant
Description	Sarah Parker is an accountant by profession and lives in Melbourne CBD. She is married and is a mother to a 5-year-old daughter and a 7-year-old son. Sarah and her family live in a very beautiful apartment in the city and no backyard as that of the residences in the suburb areas to have plants around. She wishes to teach her kids about basic gardening skills but is unable to do so due to lack of space available.
Goal	Since her kids love playing games over the internet, she wants to find an easy gardening game that allows them to plant trees virtually. This is not only help them educate about planting trees but also give them fun facts to know nature better.

3.2 Epics and User Stories

1. Epic: As a teacher, Natalie wants her students to play a fun and interactive game that also teaches them the process of growing a plant.

Iteration one			
Sr. no.	User story	Functionality	Date of completion
1	Natalie wants her students to be able to choose different plants so that they can share their unique experiences in the class.	Creating an interface that will allow the user to choose from the different available plants to start planting.	10 th August 2019.

Iteration three			
Sr. no.	User story	Functionality	Date of completion
1	Natalie wants her students to be able to learn new facts about the plant so that they'll be able to increase their knowledge about the plant and might urge them to grow plants on their own.	Creating tip bubbles that will show fun facts about the all plants.	10 th October 2019.
2	Natalie would like her students to know more accurately about what tools can they use so that they will have a clearer understanding in the right way of growing plants.	Add scissors and pesticide as additional tools (similar to the water pot and fertilizer).	10 th October 2019.
3	Natalie would like to let her students to see days changing in the plant scene so that they can actually see the time passes like in real life.	Add day and night background for the plant. The background changes between day and night according to the plant's growing process.	10 th October 2019.

2. Epic: Charlie wishes to see realistic aspects inside the game so that he can learn what it is like to grow a plant.

Iteration one			
Sr. no.	User story	Functionality	Date of completion
1	Charlie wants to water and fertilize his plant just like taking care of a plant in the real world.	Add function that allow user to water and fertilize the plant.	10 th August 2019.

Iteration two			
Sr. no.	User story	Functionality	Date of completion
1	Charlie wants to change to another plant when he has successfully grown his current plant.	Add a function that allows user to go back to the select plant page.	19 th September 2019.
2	Charlie doesn't like reading texts when playing games. He wants to listen to the instructions and tips about his plant rather than read them.	Add audio in game rather than only put colourful text. After clicking on the watering and fertilizing icon and the audio for the instruction will be played accordingly.	19 th September 2019.
3	Charlie wants to see his plant grow visibly over time.	Add a function that automatically make the plant will visibly grow over time.	19 th September 2019.
4	Charlie would like to know more information about his current plant such as total days to grow, preferred soil and weather conditions, so that he could get instructions and get a general understanding of this plant.	Add a function that if the user clicks on the plant, the plant will start introducing itself. The introduction will be shown in both textual and audio form.	19 th September 2019.
4	Charlie wants to see the water level rises when he is watering the plant so that he would be eager about growing a plant by himself.	Add a water bar that shows the boost of water level after the user watered the plant.	19 th September 2019.
5	Charlie wants to see the fertilizer level rises when he fertilizes the plant so that he would be eager about growing a plant by himself.	Add a fertilizer bar that shows the boost of water level after the user fertilize the plant.	19 th September 2019.

Iteration three			
Sr. no.	User story	Functionality	Date of completion
1	Charlie would want to know if the plant is healthy so that he can know if he is following the right steps to grow the plant.	Add a new attribute called "health" to show the plant's current health condition. The value of health for a plant will be shown on the game page.	10 th October 2019.
2	Charlie would like to have some instruction and guidance in and across the pages to tell him what he can do and what to do next, so that he can follow the instruction flow and will not easily get lost.	Add a cartoon character bunny to show all the instructions in a comprehensible way and easy for the user to follow.	10 th October 2019.
3	Charlie would like to know which phase is his plant in, where has his plant reached so far and how many days left, so that he can always acquire the latest information about his plant.	Add a progress bar for the plant, showing the current phase and days left.	10 th October 2019.
4	Charlie would like to save his progress of the plant that he has taken care of so that the plant can only belong to him and he can see the plant changes over time.	Use local storage in the client's browser to store a key to authenticate users to the server and retrieve their plant's growth progress.	10 th October 2019.

3. Epic: As a mother, Sarah wants to see some educational values implemented inside the game so my child can also gain more knowledge on plants and sustainability while playing

Iteration one			
Sr. no.	User story	Functionality	Date of completion
1	Sarah wants her children to know what sorts of plants are available in the game and the difference between them so that they can learn information about the different plants.	Creating a page that shows the available plants to choose from.	29 th August 2019.
2	Sarah wants her kids to care for the plants just like the real plant so that it gives them an understanding of taking care of a real plant.	Enabling the kids to water the plant as per the required amount.	29 th August 2019.

Iteration two			
Sr. no.	User story	Functionality	Date of completion
1	Sarah wants her children to know the benefits of growing a species of plants so that they will gain their general knowledge by reading such facts.	Clicking the plant in the game will give small tips about this plant to the user.	19 th September 2019.

4. Assumptions

The following are the assumptions for this project:

1. Assumptions to Users

- Kids are able to read basic texts or understand pictures to use the system.
- Kids are assisted by their parents or teachers to login into the system to keep coming back to the game.
- Kids are in good physical condition without physical disability or colour blindness.

2. Assumptions to Parents

- Parents will provide enough support to help kids to use the system, like providing the game login page by entering the URL and other information required for the kid to use the game.
- Parents should have an up-to-date electronic device for their kids to use the game.

5. Risk

The risks that are associated with this project are listed below:

- Login and register section will ask for some information to identify a unique user. Although the information will be basically non-relevant to user's real life, it to some extent does gather personal information from the user, which may rise a privacy issue.

6. Security Aspects

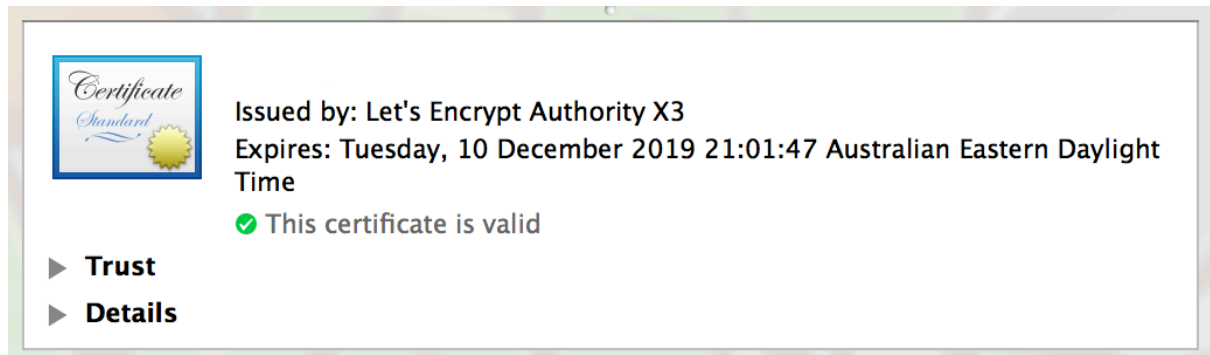
As it is a web-based project, to make sure the system can run properly and safely, Aztecs has done a lot of work as the system's security components.

1. Secure Sockets Layer (SSL)

SSL (Secure Sockets Layer) is the standard security technology for establishing an encrypted link between a web server and a browser.



The SSL Certificates used by the system is provided by Let's Encrypt. After installing certificates provided by Certbot, the http server has also been configured which forces every http request to the https (443) protocol to ensure the safe 443 port is the only available port to all users. Thus, all traffic between any possible visitor and the system are encrypted.



2. Permissions Control

Apache server uses /var/www/html as their default web folder. The default permission for that folder is 555 which allows visit only but write is not allowed. For uploading files, the permission must be changed to 777 at the time of uploading, but after finishing modifying, the permission has been changed back to 755 to ensure visitors have the permission to visit web pages (and their resources like js files, css files, pictures and videos).

3. Security Groups

AWS provides very handy security functions inside their EC2 dashboard. We've configured that according to our needs for security. We only allow necessary ports to be available to protect the system, like 443 for secure visiting, 22 for SSH remote login and 21 for FTP, all unnecessary ports are blocked like 80 and 8080 to ensure the security.

In Iteration 3, we changed our strategy since blocking port 80 may have some problems when user is using a browser that won't automatically jump to https port if http port is unavailable. We opened both 80 and 443 port, and if a user tries to visit via http protocol, it will force jumping to https port to ensure the secure transport.

Edit inbound rules

Type ⓘ	Protocol ⓘ	Port Range ⓘ
SSH ▾	TCP	22
SSH ▾	TCP	22
Custom TCP I ▾	TCP	21
Custom TCP I ▾	TCP	21
HTTPS ▾	TCP	443
HTTPS ▾	TCP	443

4. Publish Key for SSH

As the website is hosted on AWS server, it is necessary to visit it remotely to configure and manage it. AWS allows SSH for remote access. We generated private key using Putty with the certificate generated by AWS to ensure only team member with the key can access the host.

Also, we created passphrase with the public key file to ensure even if the key file is lost, no one would use the key without knowledge of the passphrase.

7. Current Iteration

In this iteration we will have the following user stories and features as described below:

ITERATION 3		
User stories no	User Story	Feature
1	Charlie would want to know if the plant is healthy so that he can know if he is following the right steps to grow the plant.	Add a new attribute called "health" to show the plant's current health condition. The value of health for a plant will be shown on the game page.
2	Charlie would like to have some instruction and guidance in and across the pages to tell him what he can do and what to do next, so that he can follow the instruction flow and will not easily get lost.	Add a cartoon character bunny to show all the instructions in a comprehensible way and let user easy to follow.
3	Charlie would like to know which phase is his plant in, where has his plant reached so far and how many days left, so that he can always acquire the latest information about his plant.	Add a progress bar for the plant, showing the current phase and days left.
4	Charlie would like to save his progress of the plant that he has taken care of so that the plant can only belong to him and he can see the plant changes over time.	Add a basic local storage that allows the user to save plant progress.
5	Natalie would like her students to know more accurately about what tools can they use so that they will have a clearer understanding in the right way of growing plants.	Add scissors and pesticide as additional tools (similar to the water pot and fertilizer).
6	Natalie would like to let her students to see days changing in the plant scene so that they can actually see the time passes like in real life.	Add day and night background for the plant. The background changes between day and night according to the plant's growing process.

System Flow

The user will first see a game banner and a start button on the first page of www.bunnysgarden.ga. On clicking the start button, the user will then be taken to another page where the user will be given a choice to choose among the three available plants to start planting. The user can then click on the preferred plant. Once clicked, the user will be taken into the main game page. This game page will include the screen with the selected seed plant in a glass bowl ready to start planting. At the bottom of the page, we have four icons of watering can, fertilizer, scissors and pesticide respectively. The user can click on the watering can to water the selected plant as per the information popped up for that particular plant. Similarly, with the other icons, the user can click on the fertilizer icon and provide fertilizers to the plant as per the information pop up. The scissors icon can be clicked to cut the weeds around the plant. The pesticide icon can be clicked to kill the injurious insects.

Furthermore, we then have an information tab called as Tips. The user will be able to learn all the fun facts about plants here. Along with this, we have an audio feature, which will allow the user to click on the audio button to hear the fun facts about the plant.

8. Acceptance Form

Following is the acceptance form for the Iteration 1 and Iteration 2 functionalities, specifying the acceptance criteria and allowing for feedback after testing these functionalities.

Epic: As a teacher, Natalie wants her students to play a fun and interactive game that also teaches them the process of growing a plant			URL: www.getgardening.ga	
Iteration one				
User story		Acceptance Criteria	Y/N	Feedback
1	Natalie wants her students to be able to choose different plants so that they can share their unique experiences in the class	<ul style="list-style-type: none">On entering the select plant page, an interface with three plants will be shown.On clicking on one specific plant, the user will enter the game page for that plant accordingly.	√	

Epic: As a teacher, Natalie wants her students to play a fun and interactive game that also teaches them the process of growing a plant			URL: www.bunnysgarden.ga	
Iteration three				
User story		Acceptance Criteria	Y/N	Feedback
1	Natalie wants her students to be able to learn new facts about the plant so that they'll be able to increase their knowledge about the plant and might urge them to grow plants on their own	<ul style="list-style-type: none">● On entering the fun fact page, an interface with bubbles will be shown.● On clicking one specific bubble, the user will be shown the texts and the audio will be played automatically.	√	
2	Natalie would like her students to know more accurately about what tools can they use so that they will have a clearer understanding in the right way of growing plants.	<ul style="list-style-type: none">● On clicking the scissors, the weeds around the plant will be cut.● On clicking the pesticide, the injurious insects on the plant will be eliminated.	√	
3	Natalie would like to let her students to see days changing in the plant scene so that they can actually see the time passes like in real life.	<ul style="list-style-type: none">● Upon entering the game page, the day/ night background will be shown behind the plant.● The day and night changes twice per day.	√	

Epic: Charlie wishes to see realistic aspects inside the game so that he can learn what it is like to grow a plant.			URL: www.getgardening.ga	
Iteration one				
User story		Acceptance Criteria	Y/N	Feedback
1	Charlie wants to water and fertilize his plant just like taking care of a plant in the real world.	<ul style="list-style-type: none">● Upon entering the game page, the user is able to water and fertilize the plant.● On clicking on the water pot, the plant will be watered.● On clicking on the fertilizer bag, the plant will be fertilized.	√	

Epic: Charlie wishes to see realistic aspects inside the game so that he can learn what it is like to grow a plant.			URL: www.getgardening.ga	
Iteration two				
User story		Acceptance Criteria	Y/N	Feedback
1	Charlie wants to change to another plant when he has successfully grown his current plant.	<ul style="list-style-type: none">On clicking on the game label on the left top of the page, user will be able to go back to the select plant page.On selecting a new plant, the user will enter the game page again, with the selected plant.	√	
2	Charlie doesn't like reading texts when playing games. He wants to listen to the instructions and tips about his plant rather than read them.	<ul style="list-style-type: none">Upon entering the game page, colourful and instructive text will be shown on the icons than are clickable.After clicking on the watering and fertilizing icon and the audio for the instruction will be played accordingly.	√	
3	Charlie wants to see his plant grow visibly over time.	<ul style="list-style-type: none">Once a plant has been planted by the user, it automatically grows over time visibly.The growing time of the plant is rescaled to a shorter period in proportion.	√	
4	Charlie would like to know more information about his current plant such as total days to grow, preferred soil and weather conditions, so that he could get instructions and get a general understanding of this plant.	<ul style="list-style-type: none">On clicking on the plant, the plant will start introducing itself.The introduction will be shown in both textual and audio form.	√	
6	Charlie wants to see the water level rises when he is watering the plant so that he would be eager about growing a plant by himself.	<ul style="list-style-type: none">Upon entering the game page, a water bar that shows the water level will be shown.On clicking on the water pot, the water level in the water bar will rise.	√	
7	Charlie wants to see the fertilizer level rises when he fertilizes the plant so that he would be eager about growing a plant by himself.	<ul style="list-style-type: none">Upon entering the game page, a fertilizer bar that shows the fertilizer level will be shown.On clicking on the fertilizer, the fertilizer	√	

		level in the fertilizer bar will rise.		
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Epic: Charlie wishes to see realistic aspects inside the game so that he can learn what it is like to grow a plant.			URL: www.bunnysgarden.ga	
Iteration three				
User story		Acceptance Criteria	Y/N	Feedback
1	Charlie would like to save his progress of the plant that he has taken care of so that the plant can only belong to him and he can see the plant changes over time.	<ul style="list-style-type: none">● Upon entering the website, the user will click play game button to start game.● On clicking on start game button, the user will login automatically to save plant progress.	√	
2	Charlie would want to know the health condition of his plant so that he can know if he did it right in growing the plant.	<ul style="list-style-type: none">● Upon entering the game page, the user can see the health value of the current plant.● The health will be deducted when the plant is not watered/ fertilized/ weeded/ de-insected well.● The health will rise again when the plant is taken care of nicely for the next few days.	√	
3	Charlie would like to have some instruction and guidance in and across the pages to tell him what he can do and what to do next, so that he can follow the instruction flow and will not easily get lost.	<ul style="list-style-type: none">● Upon entering the website and clicking on start game button, a bunny will appear and provide an introduction for the game.● After the introduction, there is a brief tutorial for the user to follow.	√	
4	Charlie would like to know which phase is his plant in, where has his plant reached so far and how many days left, so that he can always acquire the latest information about his plant.	<ul style="list-style-type: none">● Upon entering the game page, a progress bar will be shown at the bottom of the plant.● The progress bar will show the current phase and days left.	√	

5	Charlie would like to save his progress of the plant that he has taken care of so that the plant can only belong to him and he can see the plant changes over time.	<ul style="list-style-type: none"> • If the user is a first-time user, the website will record the key to authenticate users to the server and retrieve their plant's growth progress. • If the user has used the website before, the website will fetch the user's progress automatically. 	√	
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Epic: As a mother, Sarah wants to see some educational values implemented in the game so my child can also gain more knowledge while playing.			URL: www.bunnysgarden.ga	
Iteration one				
User story		Acceptance Criteria	Y/N	Feedback
1	Sarah wants her children to know what sorts of plants are available in the game and the difference between them	<ul style="list-style-type: none">● On clicking on the start game button, a page that allow user to select plants will be shown.● On clicking on one specific plant, the game page will be planting that specific plant.	√	
2	Sarah wants her kids to care for the plants just like the real plant.	<ul style="list-style-type: none">● On clicking on the water icon, the plant can be watered, and watering animation will be shown.● The plant can be watered as per the required amount depends on the specific type of plant.	√	

Epic: As a mother, Sarah wants to see some educational values implemented in the game so my child can also gain more knowledge while playing.			URL: www.getgardening.ga	
Iteration two				
User story		Acceptance Criteria	Y/N	Feedback
1	Sarah wants her children to know the benefits of growing a species of plants so that they will gain their general knowledge by reading such facts.	<ul style="list-style-type: none">● On clicking the plant in the game some small tips about this plant will be shown to the user.● On showing the tips, the audio of the content will be played at the same time.	√	

9. Data Source(s) Details

The datasets that we will utilise for this project are chosen to support the functions of our system. The aim of using these datasets are to create an immersive experience in the game, that mimics the real world, so that the intended target audience will be engaged in our web application and also be able to learn about the process of growing a plant in the real world. The details of the open data sources are listed below:

Names	Physical Access	Frequency of source updates	Frequency of iteration system updates	Granularity	Copyright / Licensing details
Plants Nurturing Guidelines https://www.kaggle.com/rameshgupta74/plant-nurturing-guidelines	CSV download	N/A	N/A	Nurturing guidelines for each type of plant	

10. Testing Details

The testing details are given below:

Iteration one		
No. of hours spent (On this iteration) UX Testing (Test Video Link) https://drive.google.com/drive/u/1/folders/1Y_NZAXMFA25DDMHMwt0c4nWFsScfMdWq	Who tested: Charlie	Methods used: Usability testing Type of testing: User Testing Details: Charlie tested our system and gave us feedback about the experiences he had.

Iteration two		
No. of hours spent (On this iteration) UX Testing (Test Video Link) https://drive.google.com/drive/u/1/folders/0AKtqBHquIybUk9PVA	Who tested: A friend called Amanda	Methods used: Usability testing Type of testing: User Testing Details: Amanda tested our website and gave several advices to improve our website.