To Implement:

* Add Button “OK, got it” that onClick increments the state variable of ProjectorSceneLabel class.
* Add Button low-left which redirects the user to the PMBOK;
* Add Game Script, which controls the whole game logic: Point System, Player-attributes, etc. ;
* Add Layout with Chapter Name top-left, Player Name top-center and points on top-right.

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The two features that a serious game must have are: story and reward structure.

-**Story**(maybe explained by a speech bubble from a character on the first/second page) (Look the mock-up):

“ The company “Company Name here” (something related to the AR-Chair) is looking for its next manager, which will help in conceptualizing of software projects and supervise their progress. You are one of the candidates. Through a series of lectures, you and your colleagues will learn the principles of managing IT projects(as taught by PMBOK). The teachings are divided in chapter, and for each one of them you get an explanation (e.g. on the projector). On each chapter you collect points, which will then decide if you get the job or not. GOOD LUCK ☺ “

-**Reward Structure**:

Here I have no idea how it is going to be implemented. (We have discussed that it should not contain quizzes). After each chapter the user gets a certificate. But the points needed and how are they going to be collected is not yet defined. Ask Christian and Adnane.

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Ask Christian and Adnane about:

1. Things that are Must-Have (and focus hard on implementing those).
2. About nice-to-have functionalities

So that I can create a 1.0 version in 3-4 weeks **tops**.