TestGame1

Table 1 Test Game 1

|  |  |  |
| --- | --- | --- |
| Identifier | Test Game 1. |  |
| Purpose | Initialize, Start, Play and End the Game. |  |
| Uses Acts | Act 1.  Straight Cut into, out of Act 1. |  |
| Learning objectives | Not Present. |  |
| Style | Bitstrips cartoon. |  |
| Characters |  |  |
| Player | Default player character.  Player Character: name is TBD.  Meta-model type: Protagonist.  **Profile** options:   |  |  | | --- | --- | | Resume Photo | C:\Users\kcooper\Dropbox\ SimSYS\Graphics\Characters\Player Characters\Untitled.png | | Title | Intern, Software Engineering Student | | Skills | Software engineering, Unified Process, agile methods, project management, OO programming, IDE, configuration management, UML case tool, UM notation. | | Years of Experience | 0 | | Communication | Good | | Leadership | Good | | Teamwork | Good | | Demographics | Male, Caucasian | | Availability |  | | Attendance |  | | Degrees | None |   **Note. Display Character Profile**  **Size: LARGE**  **Location: OSR**  Rewards  Points: 1000  Trophies: none  Certificates: none  Promotion: none  Hint: none  Behavior  level of engagement: positive | <gameElement xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance xsi:type="PLAYER">  **<location>OSR</location>**  **<size>LARGE</size>**  **<!-- -->**  **<!-- The profile of the player starts here -->**  **<!-- -->**  **<profile>**  **<name> Default Player </name>**  **<type> Protagonist </type>**  **<title> Intern, Software Engineering </title>**  **<skills> Software Engineering, Project Management, Configuration Management </skills>**  **<experience> 0 </experience>**  **<communication> Good </communication>**  **<leadership> Good </leadership>**  **<teamwork> Good </teamwork>**  **<demographics> Male, Caucasian </demographics>**  **<degrees> NONE </degrees>**  **</profile>**    **<reward>**  **<certificates>0</certificates>**  **<hint>0</hint>**  **<!-- -->**  **<!-- The player initally has 1000 points -->**  **<!-- -->**  **<points>1000</points>**  **<promotions>0</promotions>**  **<trophies>0</trophies>**  **</reward>** |
| Non-player | Not Present. |  |
| Behaviour  state machine description:  Current  Transition  event  condition  output  Next | Initial state for the Game  INITIALIZE Game  **Note. The entire game script is loaded.**  START Game  PLAY Game  END Game  Final state for the Game |  |
| Alternate flow of events | If an error occurs, then end the game. |  |

Table 2 Act 1

|  |  |  |
| --- | --- | --- |
| Identifier | Act 1. |  |
| Purpose | Start, Play, and End Act 1. |  |
| Learning objectives | Not present. |  |
| Uses Scenes | Scene 1 Game Welcome.  Straight Cut into, out of Scene 1. |  |
| Behaviour  state machine description:  Current  Transition  event  condition  output  Next | Initial state for the Act  START ACT 1  PLAY ACT 1  END ACT 1  Final state for the Act |  |
| Alternate flow of events | If an error occurs, then end the game. |  |

Table 3 Act 1, Scene 1 Game Welcome

|  |  |  |
| --- | --- | --- |
| Identifier | Act 1, Scene 1. |  |
| Purpose | Start, Play, and End Screen 1 and Screen 2.  Straight Cut into, out of Screen 1 and Screen 2. |  |
| Learning objectives | Not present. |  |
| Uses Screens | Screen1 PlayToWin Button Screen.  Screen 2 You have won Screen. |  |
| **Backdrop** | BlueSky. | <sceneStructure>  <!-- -->  <!-- The scene has a BlueSky backdrop and is identified as scene1 -->  <!-- -->  <Identifier>  <id> scene1 </id>  </Identifier>  <timer>NONE</timer>  **<Backdrop>**  **<!-- -->**  **<!-- The backdrop is presented -->**  **<!-- -->**  **<name>BlueSky.png</name>**  **</Backdrop>**  **…………………….**  </sceneStructure> |
| Behaviour  state machine description:  Current  Transition  event  condition  output  Next | Initial state for Scene 1  START SCENE 1  PLAY SCENE 1  END SCENE 1  Final state for Scene 1 |  |
| Alternate flow of events | If an error occurs, then end the game. |  |

Table 4 Act 1, Scene 1, Screen 1 Play to Win Button Screen

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | **Screen 1.** | |  | …  **<screenStructure>**  **<!-- -->**  **<!-- The below properties are identified as screen1 -->**  **<!-- -->**  **<timer>NONE</timer>**  **<gameElement**  **xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"**  **xsi:type="prop">**  **<gameElement**  **xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"**  **xsi:type="Identifier">**  **<id>screen1</id>**  **</gameElement>**  **<!-- -->**  **<!-- Following behavior is similar to MATLAB Scripting**  **and is in format Model.Action.Parameter -->**  **<!-- -->**  **<behavior>Reward.AddPoints.5000</behavior>**  **<!-- -->**  **<!-- The button1 is displayed as a button and will HIDE on a 'click' -->**  **<!-- -->**  **<type>**  **<typeName>Button1</typeName>**  **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEIN</animation>**  **<time>QUICK</time>**  **</event>**  **<event>**  **<eventName>CLICK</eventName>**  **<animation>FADEOUT</animation>**  **<time>QUICK</time>**  **</event>**  **<!-- -->**  **<!-- This game element is present on screeen1 -->**  **<!-- -->**  **</type>**  **<color>YELLOW</color>**  **<location>UC</location>**  **<size>MEDIUM</size>**  **<!-- -->**  **<!-- The below text is displayed on button1 -->**  **<!-- -->**  **<text>Play to Win!</text>**  **<textSize>12</textSize>**  **<font>Aerial</font>**  **…** |
| Purpose | **Present a play to win button to the player, which awards points.** | |  |
| Learning Objectives | Not present. | |  |
| Declarations, initialization | | | |
| Challenge | Not present. | |  |
| Characters | | | |
| Player | Default Player. | |  |
| Non-player characters | Not present. | |  |
| Setting (visual) | | | |
| Props | | | |
| Generic interaction | |  |  |  | | --- | --- | --- | | Button 1  Text: Play to Win!  Size: MEDIUM  Location: UC  Default color, font size, font style |  |  | | | |
| Set Decorations | Not present. | | |
| Audio | | | |
| Music | Not present. | |  |
| Challenge | Not present. | |  |
| Game Play | | | |
| Start of Screen | 1) Backdrop BlueSky.  (defined for the scene) |  | |
| Interactions  (normal flow of events) | **Note. A button is presented to the player. When the player clicks it, they are rewarded with 5000 points.**  Start Screen 1  Play Screen 1  FADE IN the Button 1 as a QUICK  EFFECT  **When the player clicks the button, they are rewarded with 5000 additional**  **points**.  **FADE OUT the Button 1 as a QUICK**  **EFFECT**  End Screen 1  **Note. At the end of the screen, the game needs to remove the visual setting from the display.** | Play to Win! | |
| Alternate flow of events | If an error occurs, then end the game. | | |
| End of Screen |  |  | |

Act 1 , Scene 1 , Screen2 You have won screen

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Identifier | **Screen 2.** | |  | …  **<screenStructure>**  **<!-- -->**  **<!-- The below properties are identified as screen1 -->**  **<!-- -->**  **<timer>NONE</timer>**  **<gameElement**  **xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"**  **xsi:type="prop">**  **<gameElement**  **xmlns:xsi="http://www.w3.org/2001/XMLSchema-instance"**  **xsi:type="Identifier">**  **<id>screen2</id>**  **</gameElement>**  **<!-- -->**  **<!-- Following behavior is similar to MATLAB Scripting**  **and is in format Model.Action.Parameter -->**  **<!-- -->**  **<behavior> Reward.GetPoints </behavior>**    **<type>**  **<typeName>Information Box1</typeName>**  **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEIN</animation>**  **<time>QUICK</time>**  **</event>**  **<event>**  **<eventName>CLICK</eventName>**  **<animation>FADEOUT</animation>**  **<time>QUICK</time>**  **</event>**  **<!-- -->**  **<!-- This game element is present on screeen2 -->**  **<!-- -->**  **</type>**  **<color>YELLOW</color>**  **<location>UC</location>**  **<size>MEDIUM</size>**  **<!-- -->**  **<!-- The below text is displayed on Information Box1 -->**  **<!-- -->**  **<text>You Won!!! Your current points are </text>**  **<textSize>12</textSize>**  **<font>Aerial</font>**  … |
| Purpose | **Present feedback about their points and a button to end the game.** | |  |
| Learning Objectives | Not present. | |  |
| Declarations, initialization | | | |
| Challenge | Not present. | |  |
| Characters | | | |
| Player | Default Player. | |  |
| Non-player characters | Not present. | |  |
| Setting (visual) | | | |
| Props | | | |
| Generic interaction | |  |  |  | | --- | --- | --- | | Information Bubble1  Text: You Won!!! Your current points are <points>!  Size: MEDIUM  Location: UC |  |  | | | |
| Set Decorations | Not present. | | |
| Audio | | | |
| Music | Not present. | |  |
| Challenge | Not present. | |  |
| Game Play | | | |
| Start of Screen | 1) Backdrop BlueSky.  (defined for the scene) |  | |
| Interactions  (normal flow of events) | **Note. A button is presented to the player. When the player clicks it, they are rewarded with 5000 points.**  Start Screen 2  Play Screen 2  FADE IN the Information Box 1 as a QUICK  EFFECT  **Information Box with 6000 points is displayed**.  **FADE OUT the InformationBox 1 as a QUICK**  **EFFECT**  End Screen 2  **Note. At the end of the screen, the game needs to remove the visual setting from the display.** | You won!!! current poinrs are 6000 | |
| Alternate flow of events | If an error occurs, then end the game. | | |
| End of Screen |  |  | |

**TestGame2**

Table 1 Test Game 2

|  |  |  |
| --- | --- | --- |
| Identifier | Test Game 2. |  |
| Purpose | Initialize, Start, Play and End the Game. |  |
| Uses Acts | Act 1  Act 2  Act 3  Straight Cut into, out of Act 1, Act 2 and Act 3. |  |
| Learning objectives | Not Present. |  |
| Style | Bitstrips cartoon |  |
| Characters |  |  |
| Player | Default player character  Player Character: name is TBD  Meta-model type: Protagonist  **Profile options:**   |  |  | | --- | --- | | Resume Photo | C:\Users\kcooper\Dropbox\ SimSYS\Graphics\Characters\Player Characters\Untitled.png | | Title | Intern, Software Engineering Student | | Skills | Software engineering, Unified Process, agile methods, project management, OO programming, IDE, configuration management, UML case tool, UM notation. | | Years of Experience | 0 | | Communication | Good | | Leadership | Good | | Teamwork | Good | | Demographics | Male, Caucasian | | Availability |  | | Attendance |  | | Degrees | None |   **Note. Display Character Profile**  **Size: LARGE**  **Location: OSR**  **Rewards**  Points: 0  Trophies: none  Certificates: none  Promotion: none  Hint: none  Behavior  level of engagement: positive | <gameElement xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance xsi:type="PLAYER">  **<location>OSR</location>**  **<size>LARGE</size>**  **<!-- -->**  **<!-- The profile of the player starts here -->**  **<!-- -->**  **<profile>**  **<name> Default Player </name>**  **<type> Protagonist </type>**  **<title> Intern, Software Engineering </title>**  **<skills> Software Engineering, Project Management, Configuration Management </skills>**  **<experience> 0 </experience>**  **<communication> Good </communication>**  **<leadership> Good </leadership>**  **<teamwork> Good </teamwork>**  **<demographics> Male, Caucasian </demographics>**  **<degrees> NONE </degrees>**  **</profile>**    **<reward>**  **<certificates>0</certificates>**  **<hint>0</hint>**  **<!-- -->**  **<!-- The player initally has 1000 points -->**  **<!-- -->**  **<points>1000</points>**  **<promotions>0</promotions>**  **<trophies>0</trophies>**  **</reward>** |
| Non-player | Not Present. |  |
| Behaviour  state machine description:  Current  Transition  event  condition  output  Next | Initial state for the Game  INITIALIZE Game  **Note. The entire game script is loaded.**  START Game  PLAY Game  END Game  Final state for the Game |  |
| Alternate flow of events | If an error occurs, then end the game. |  |

Table 2 Act 1

|  |  |
| --- | --- |
| Identifier | Act 1 |
| Purpose | Start, Play, and End Act 1. |
| Learning objectives | Not present. |
| Uses Scenes | Scene 1  Scene 2  Scene 3  Straight Cut into, out of Scene 1, Scene 2, Scene 3. |
| Behaviour  state machine description:  Current Scene  Transition  event  condition  output  Next Scene | Initial state for the Act  START ACT 1  PLAY ACT 1  END ACT 1  Final state for the Act |

**Table 3.2 Act 1, Scene 1**

|  |  |
| --- | --- |
| Identifier | Scene 1 |
| Purpose | Start, Play, and End Screen 1, Screen 2, Screen 3 with a White backdrop. |
| Learning objectives | Not present. |
| Uses Screens | Screen 1  Screen 2  Screen 3  Straight Cut into, out of Screen 1, Screen 2, and Screen 3. |
| Backdrop | White |
| Behaviour  state machine description:  Current screen  Transition  event  condition  output  Next screen | Initial state for Scene 1  START SCENE 1  PLAY SCENE 1  END SCENE 1  Final state for Scene 1 |
| Alternate flow of events | If an error occurs, then end the game. |

Table 4 Act 1, Scene 1, Screen 1

|  |  |  |  |
| --- | --- | --- | --- |
| Identifier | **Screen 1** | **<screenStructure>**  **<!-- -->**  **<!-- The below game elements represent the Screen1 Scene1 in Act1 -->**  **<!-- -->**  **<gameElement xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance xsi:type="prop">**  **<type>**  **<typeName>InformationBox1</typeName>**  **</type>**  <id> Screen1 </id>  <name>LightBlue.png</name>  **<color>YELLOW</color>**  <location>UC</location>  <size>MEDIUM</size>  </gameElement>  </screenStructure> | |
| Purpose | **Present an information box with yellow color** |  | |
| Learning Objectives | Not present. |  | |
| Declarations, initialization | | | |
| Challenge | Not present. |  | |
| Characters | | | |
| Player | Default Player. |  | |
| Non-player characters | Not present. |  | |
| Setting (visual) | | | |
| Props | | | |
| Generic interaction | |  |  |  | | --- | --- | --- | | **Information Box 1**  **Text: none**  **Size: MEDIUM**  **Color: Yellow**  **Location: UC** |  | **<type>**  **<typeName>InformationBox1**  **</typeName>**  **</type>**  **<id> Screen1 </id>**  **<name>LightBlue.png</name>**  **<color>YELLOW</color>**  **<location>UC</location>**  **<size>MEDIUM</size>** | | | |
| Set Decorations | Not present. | | |
| Audio | | | |
| Music | Not present. | |  |
| Challenge | Not present. | |  |
| Game Play | | | |
| Start of Screen | 1) Backdrop White  (defined for the scene) | |  |
| Interactions  (normal flow of events) | **Note. An information box is presented to the player; the information box fades in and then fades out.**  Start Screen 1  Play Screen 1  **FADE IN Information Box 1 as a QUICK EFFECT**  **FADE OUT Information Box 1 as a QUICK EFFECT**  End Screen 1  **Note. At the end of the screen, the game needs to remove the visual setting from the display.** | | **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEIN</animation>**  **<time>QUICK</time>**  **</event>**  **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEOUT</animation>**  **<time>QUICK</time>**  **</event>** |
| Alternate flow of events | If an error occurs, then end the game. | | |
| End of Screen |  | |  |

**Table 5 Act 1 Scene 1 Screen 2**

|  |  |  |  |
| --- | --- | --- | --- |
| Identifier | **Screen 2** | **<screenStructure>**  **<!-- -->**  **<!-- The below game elements represent the Screen2 Scene1 in Act1 -->**  **<!-- -->**  **<gameElement xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance xsi:type="prop">**  **<type>**  **<typeName>InformationBox1</typeName>**  **</type>**  <id> Screen2 </id>  **<name>LightBlue.png</name>**  **<color>WHITE</color>**  <location>UC</location>  <size>MEDIUM</size>  </gameElement>  </screenStructure> | |
| Purpose | **Present an information box in medium blue with White background**. |  | |
| Learning Objectives | Not present. |  | |
| Declarations, initialization | | | |
| Challenge | Not present. |  | |
| Characters | | | |
| Player | Default Player. |  | |
| Non-player characters | Not present. |  | |
| Setting (visual) | | | |
| Props | | | |
| Generic interaction | |  |  |  | | --- | --- | --- | | **Information Box 1**  **Text: none**  **Size: MEDIUM**  **Color: WHITE**  **Location: UC** |  | **<type>**  **<typeName>InformationBox1**  **</typeName>**  **</type>**  **<id> Screen2 </id>**  **<name>LightBlue.png</name>**  **<color>WHITE</color>**  **<location>UC</location>**  **<size>MEDIUM</size>** | | | |
| Set Decorations | Not present. | | |
| Audio | | | |
| Music | Not present. | |  |
| Challenge | Not present. | |  |
| Game Play | | | |
| Start of Screen | 1) Backdrop White  (defined for the scene) | |  |
| Interactions  (normal flow of events) | **Note. An information box is presented to the player; the information box fades in and then fades out.**  Start Screen 2  Play Screen 2  **FADE IN Information Box 1 as a QUICK EFFECT**  **FADE OUT Information Box 1 as a QUICK EFFECT**  End Screen 2 | | **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEIN</animation>**  **<time>QUICK</time>**  **</event>**  **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEOUT</animation>**  **<time>QUICK</time>**  **</event>** |
| Alternate flow of events | If an error occurs, then end the game. | | |
| End of Screen |  | |  |

**Table 6 Act 1, Scene 1, Screen 3**

|  |  |  |  |
| --- | --- | --- | --- |
| Identifier | **Screen 3** | **<screenStructure>**  **<!-- -->**  **<!-- The below game elements represent the Screen3 Scene1 in Act1 -->**  **<!-- -->**  **<gameElement xmlns:xsi=http://www.w3.org/2001/XMLSchema-instance xsi:type="prop">**  **<type>**  **<typeName>InformationBox1</typeName>**  **</type>**  <id> Screen3 </id>  **<name>DarkBlue.png</name>**  **<color>BLUE</color>**  <location>UC</location>  <size>MEDIUM</size>  </gameElement>  </screenStructure> | |
| Purpose | **Present a dark blue information box with blue background**. |  | |
| Learning Objectives | Not present. |  | |
| Declarations, initialization | | | |
| Challenge | Not present. |  | |
| Characters | | | |
| Player | Default Player. |  | |
| Non-player characters | Not present. |  | |
| Setting (visual) | | | |
| Props | | | |
| Generic interaction | |  |  |  | | --- | --- | --- | | **Information Box 1**  **Text: none**  **Size: MEDIUM**  **Color: BLUE**  **Location: UC** |  | **<type>**  **<typeName>InformationBox1**  **</typeName>**  **</type>**  **<id> Screen3</id>**  **<name>LightBlue.png</name>**  **<color>BLUE</color>**  **<location>UC</location>**  **<size>MEDIUM</size>** | | | |
| Set Decorations | Not present. | | |
| Audio | | | |
| Music | Not present. | |  |
| Challenge | Not present. | |  |
| Game Play | | | |
| Start of Screen | 1) Backdrop White  (defined for the scene) | |  |
| Interactions  (normal flow of events) | **Note. An information box is presented to the player; the information box fades in and then fades out.**  Start Screen 3  Play Screen 3  **FADE IN Information Box 1 as a QUICK EFFECT**  **FADE OUT Information Box 1 as a QUICK EFFECT**  End Screen 3  **Note. At the end of the screen, the game needs to remove the visual setting from the display.** | | **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEIN</animation>**  **<time>QUICK</time>**  **</event>**  **<event>**  **<eventName>NONE</eventName>**  **<animation>FADEOUT</animation>**  **<time>QUICK</time>**  **</event>** |
| Alternate flow of events | If an error occurs, then end the game. | | |
| End of Screen |  | |  |

The Scene 2 has the same functionality with three screens and with the following colors:

MediumGrey backdrop

Screen 1: Light Turquoise information box

Screen 2: MediumTurquoise information box

Screen 3: DarkTurquoise information box

The Scene 3 has the same functionality with three screens and with the following colors:

Black backdrop

Screen 1: LightPurple information box

Screen 2: MediumPurple information box

Screen 3: DarkPurple information box

ACT 2 has the same functionality as ACT 1 with the following scenes:

The Scene 1 has the following screens with a white backdrop and the screens being displayed in **MODERATE** amount of time

Screen 1: LightRed information box

Screen 2: MediumRed information box

Screen 3: DarkRed information box

The Scene 2 has the following screen with a LightGrey backdrop and the screens being displayed in **MODERATE**  amount of time

Screen 1: LightPink information box

Screen 2: MediumPink information box

Screen 3: DarkPink information box

The Scene 3 has the following screen with a Black backdrop and the screens being displayed in **MODERATE**  amount of time

Screen 1: LightOrange information box

Screen 2: MediumOrange information box

Screen 3: DarkOrange information box

ACT 3 has the same functionality as ACT 1 with the following scenes:

The Screen 1 has the following screens with a White backdrop and the screens being displayed in **LONG** amount of time

Screen 1: LightYellow information box

Screen 2: MediumYellow information box

Screen 3: DarkYellow information box

The Scene 2 has the following screen with a DarkGrey backdrop and the screens being displayed in **LONG** amount of time

Screen 1: LightPeach information box

Screen 2: MediumPeach information box

Screen 3: DarkPeach information box

The Scene 3 has the following screen with a Black backdrop and the screens being displayed in **LONG** amount of time

Screen 1: LightOrange information box

Screen 2: MediumOrange information box

Screen 3: DarkOrange information box