**Scorecard**

The functional requirements and quality attributes, with weights we have derived are below. The way we derived it is through discussion within the team to come up with a game that could equally entertain and educate the user. These are the top priority as we would like the game to cater to younger audience as depicted in our User personas.

To aid in replayability of the game, we have decided to allocate the rest of the weights to novelty and cost. This will allow us to dictate how the game will be implemented and increase the interaction with the user, while making the game accessible to most users.

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| --- | --- | --- | --- | --- | --- |
| **Functional Requirement** | **Quality Attributes (%)** | | | | **Total Weight (%)** |
| **Entertain user** | **Replayability (30%)** | **Interaction with other users (20%)** | **Duration of game (25%)** | **Visual Appeal (25%)** | **25%** |
| To ensure our concepts can be spread from people to people (via ~50% of those surveyed who would spread awareness on the issue, so they can play as if new. | *Over 50% would share appreciation of climate/landscape to friends* | So people would not get bored. | *71% find would be entertained by Earth design* |  |
| **Educate User** | **Use of knowledge in game (33.3%)** | **How concept is introduced (33.3%)** | **Difficulty of learning concept (33.3%)** | **Use of knowledge in game (33.3%)** | **40%** |
| *Majority (over 30%) would be interested in learning via a game* | *Almost 50% value raising awareness as a way to educate* | Should make it easy for our target audience to learn. | *Majority (over 30%) would be interested in learning via a game* |
| **Novelty of Game** | **Relatedness of theme (40%)** | **Physical Complexity (20%)** | **Uniqueness (40%)** | | **15%** |
|  | To be easy to set up, start, end and keep the game. | So people will be captivated by the game, especially pertaining to Earth | |
| **Cost** | **Time to design (50%)** | **Prototype making (20%)** | **Optimization Complexity (30%)** | | **20%** |
| Drawing/Sketching | Cost of prototype within $200 budget | To make the game mathematically and physically more enjoyable so players are balanced without too much emphasize on luck. | |