

## **SE Team Gold Documentation**

<https://github.com/jrgreenway/SE-Team-Gold>

### **Introduction to documentation:**

#### Documentation Conventions

The Document is laid out in week long sprints with a week start sprint and sprint end retrospective. The week start comprises a process and product section except for the first sprint as we had yet to have a user interview by that point. The retrospective comprises only a process section as it sufficiently covers and references the product that has been worked on in the week prior.

The document includes a contents page below with hyperlinks to each week. Within the Product section there are 4 subsections:

- The overview of each week gives a brief rundown of what happened and what was discussed
- Meeting Record gives notes and tasks outside of coding tasks assigned during the meetings we had each sprint
- Backlog covers either the new coding tasks added that sprint or the ones completed
- Exception Handling covers any exceptional circumstance we may of faced

Within the Process section there are 5 subsections:

- Interview Q and A is a verbatim transcript of the interview itself
- Interview Analysis is a breakdown of the interview with a digestible paragraph describing what was discussed and what we took away from the meeting
- User Stories are desired features taken from the interview Q and A written out and broken down
- Test Cases are documentation of the tests used to check if a feature (found in the user stories) is working and sufficiently achieves its goal.

#### What could be handled differently

We followed the format desired as listed in the deliverables exactly, discussions in the documentation meetings requested we split process and product but given the length and redundancy in this document we

believe documentation would have been better handled by splitting it between multiple types that are coherently linked with less repeated use of certain aspects. For example the trello board was very effective at keeping us on task and aware of what needed to be done and was often the main thing that was updated during meetings and referenced during work. While the board lacks description its ease of access and format made it much better for use during actual development. The bloated nature of this document meant the user stories were often never referred to. Even with the addition of hyperlinks the User stories' extra detail did not offer anything useful toward the development, only the recording of said developed features.

Another issue we faced was the Transcript. In the first few weeks we were unprepared to record and thus recorded the interview with a phone taking a video. As a result the transcripts were difficult to produce and were often just large blocks of text, later we began using apps that could transcribe and separate speakers but ran into the same issue of length. Overall the transcripts were just too big. If spaced out with listed speakers some of the transcripts would reach over 10 pages, yet as a block of text they are still less comprehensible. Perhaps it would have been best to keep the interviews as audio stored separately for reference with only the analysis as written text so the documentation is more digestible.

Of course this also follows for meetings in the first few weeks, since we did not have a convention on how they should be recorded the information from them was often recorded in varying formats with varying amounts of description, thus adding extra work to reformatting and adding/removing from the information in them to match the information already found in this document.

A few weeks in we decided upon a team composition of 4 coders and 2 documenters, with Sabina, Paul, Manisha, and James coding and Max A and Max W documenting. The worked to relative success as it meant the two teams were more concise in development and could stay up to date on those developments. We felt splitting all the work evenly would result in conflict due to all 6 people requiring knowledge of the majority of both the codebase and the documentation. The only issue we found this truly presented was recording User stories and Test cases but with a combined effort from one teammate from documentation and one from development working together we easily covered the missing material effectively.

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**18/10/2023 Week Start Sprint****Process****Overview**

This was the first week and as such was mainly focusing on getting to know the teams and brainstorming ideas for the game.

**Meeting Record (Attendance, Notes, Task Assignments)**

Attendance: All Present

Notes: Ice breaker session performed to get to know the team

Task Assignment: All Teammates were asked to come up with game ideas to present to each other in the following weeks.

**Backlog (New Tasks)**

<b>Record meeting with potential customer on the 25 th</b>	<b>Come up with backlog for next sprint + future</b>	<b>Sprint Review based on recorded meeting with customer about pitched ideas</b>	<b>Come up with 3-4 ideas for potential games to pitch on the 25th</b>
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**Exception Handling**

It was noted that Paul Petan would not be present for most of the time during development. To accommodate for this, a Whatsapp chat and Microsoft Teams chat was created in order to facilitate meetings and communicate ideas.

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Meetings were scheduled with the team including Paul twice every week at a minimum, with extra meetings added as necessary.

## **24/10/2023 Week End Retrospective**

### **Process**

#### Overview

This retrospective was spent discussing the ideas we had come up with.

#### Meeting Record

Attendance: All Present

Notes: Group discussed game ideas and settled upon presenting 3 in the following meeting.

Task Assignments: None

#### Backlog (Completed Tasks)

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#### Exception Handling

Nothing of note

## **25/10/2023 Week Start Sprint**

### **Process**

#### Overview

This week was spent deciding upon and refining the game ideas we wished to pursue

#### Meeting Record (Attendance, Notes, Task Assignments)

Attendance: All Present

Notes: After the Interview the team decided the avatar style game and the MBTI style game were the most interesting and reasonable to produce.

Task Assignments: Paul and Max tasked to further develop the MBTI game idea and Sabina, Manisha, Max and James were tasked with further developing ideas for the Avatar game.

#### Backlog (New Tasks)

<p><b>Come up with core Requirements to present to the meeting</b></p> <p><b>Soft Eng CW 2</b></p> <p><b>Sprint 2 Complete 25/10/23 - 1/11/2023</b></p> <p><b>Customer Related, Doc Specific</b></p> <p><a href="https://trello.com/c/SD8cMeBq/87-come-up-with-core-requirements-to-present-to-the-meeting">https://trello.com/c/SD8cMeBq/87-come-up-with-core-requirements-to-present-to-the-meeting</a></p>	<p><b>Expand two of the ideas from previous week and find some sources and references to support them</b></p> <p><b>Soft Eng CW 2</b></p> <p><b>Sprint 2 Complete 25/10/23 - 1/11/2023</b></p> <p><b>Doc Specific, Customer Related</b></p> <p><a href="https://trello.com/c/64hPxU94/88-expand-two-of-the-ideas-from-previous-week-and-find-some-sources-and-references-to-support-them">https://trello.com/c/64hPxU94/88-expand-two-of-the-ideas-from-previous-week-and-find-some-sources-and-references-to-support-them</a></p>
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### **Product**

#### Interview Q and A

Um so we're we've got like three ideas that we want to pitch Everyone. You're a pains in like that two ambitious or not ambitious enough so to speak. I've just realised I need my phone so I'm recorded as long as you're okay. Um, So, First one is. Um, we'd use other games as context to like help describe them.

So first one is inspired by this game called Dave the Diver which has two specific sections And to phases. So, Um for us, we wanted to have it. So we have a cooking phase and a gathering phase. So obviously the focus is mainly on cooking and recipes and that's what stuff but also on time management because the idea would be is you'd have a set time slot.

For example, you say you have four times thoughts, or you could make it a literal time like 10 minutes and then The gathering phase lasts for as long as you want it to, but if you use so many times slots, you can't use those on the cooking. Um and

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then yeah and then you'd move on to cooking phase and it that paths the game would be about teaching you recipes specifically salsa first idea.

Um, second one was an avatar based game, so kind of like a Tamagotchi or other games and similar vein, where you have something that you have to take care of and the idea would be, it would be teaching you. If as along with time management skills just general management skill.

So like the player base would typically be like teenagers who are you know, Just figuring out. How's it live? Life sort of thing? And the idea is you have to take care of the avatar. And there'd be maybe a few mini games based on the activities that you need to do to take care of them.

And there'd be resources assigned to the avatar. So it has like a resource for happiness and a resource for money in a resource, etc. Um, Yeah. Anything you want to add to that? That's not good. Yeah, it's essentially meant to teach life skills to like Like young adults and teenagers.

So it's going to not be it's not going to be. So like gaming, more focus on making sure to do things like laundry and eating through times a day and also the consequences of not doing those things isn't going to be something like Tom gotchi where they're just getting sad.

They'll actually be like consequences as in. You have less money or you won't be able to and pay rent something like that. So it really is those management skills more than just being a game. Of the and then the last one trying to give it. Yeah, I can know what it, the last ones are simulation, hypothesis testing type of game which would aim to teach people about the personality profiles.

So the five main ones in the percentages of each. So the idea behind it would be to have a group of avatars or blobs, will call them blobs each of them, assigned by user input in the beginning, with a certain personality type percentage is in each of the five aspects.

Of Then you could give different generic scenarios, like blob Acts speech, is this idea? And then the other blobs would react to this scenarios based on that personality percentage because and for each reaction blowbacks would get a feeling like a feedback which could be positive or negative. And then based on this, you could quantify them.

If you manage to, we would try to model them in very simple terms, quantify them depending on the input scenario and the personality types of the group, you can see the final value of the group as a team, how it behaves. So you could test out the different combinations of personality types.

People would learn up, And would you realise in which scenarios these personalities work well together. These don't It's a little bit, something like that. Okay? And that's usually ideas. So Right. It's just starting with what he said. The first one was cold. Oh, it's Inspired by getting called Dave the diver but Luke quite loosely.

So be honest as in A, what's it called? Been diving. Oh, maybe I don't know. Anyways, I think you know what kind of driving was involved. Oh, it's scuba diving. So, he's scuba dives for food and then collects it for a restaurant and then you serve the things. I think maybe it was diving into the bins outside.

Here. Because I thought, where where's the? Liz the aspect. Yeah. It. Okay, for that one, I guess, I think like, in general, they're tends to be a lot of cooking games. It's kind of a common thing And I get kind of maybe the unique aspect is the resource gathering and time management and stuff, But with it kind of, what do you see being the engaging factor and how do you see kind of it reinforcing the decisions they make and how that's going to teach them.

So like what kind of feedback would they be receiving? So, I think Issues with The like, Yeah. What their specifically learning but I think when it comes to the engagement with it I find that like for me personally I find it a time management games to be engaging simply because you're trying to fight like reach a goal within a time and the added stress of it you know like Makes you want to achieve it.

I guess. I don't know. That's probably analysed that, but I find that like finding the optimal solution. Yes, right them. One. So I can see like that's where the engagement would come from for me and then like the other side of it would be. I I hope because the idea is we'd be using recipes.

That would be you know, easily manageable but nutritious and good things like good to learn sort of thing. Up. So it's like you're gain it, you're gaining good knowledge from paying a game that's fun because you want to find this optimal solution if that makes sense. Would you think it like, would it be replayable?

Because at a certain point of they have? Yeah, I think in terms of like, well, this links into the feedback, I think we have like, probably like time units, right? And because they would be going up in difficulty. Maybe that would make it a little more replayable. Maybe adding new kind of features as they go along.

Essentially, add more complicated, recipe is with harder level, So it could be that, like, one playthrough or easy has basic recipes and then on medium, you would have harder recipes. So, there's that, at least be like a desire to replay a few times, tighter time, constraints as well. And even on the resource management part you have, I don't know, have a enemy involved in it.

So you've got a avoid and enemy. We've got go through amaze or something to try and something to make more gaming. Oh, yeah, during the, yeah, colouring face. There's the get over the right. So that's getting hot. So this is in sometimes it's time boxed. Cooking. Exactly. Don't want to time box, looking of chicken.

It might be consequence. Yeah. Okay, okay. Number two, number two. Yeah, so I'm the theme communicates, worldwide saying well, yeah, it's time. I've got you like but you've got some Other factors in there, which I think I'm making it more interesting, rather than you say, it's not just about 10 of what you said.

Yeah, but it's More general things about welfare and and the environment and in which you are, So that need that probably needs some development but that's a nice ideas that nice potential. That would that be it? An animal you're taking care of or a human. I think it'd be human and I think it'd be more in the realistic side, okay?

Obviously the human would be like that pixel or something. Yeah. But it would be more less like kind of just oh feed them and they make a noise and more like you want to have like a proper meal or you want to how like do something like go to work and and money and things like that.

So it's a bit more. Yeah, I think what you're seeing about like the money or they can't pay rent and would be good. Even like with the feeding, let me consider how it impact. Their health long term and like it lessons. Kind of about that something like a good interesting.

Just make, sure it kind of reinforces what they're deciding again. Yeah, instead of them just deciding and them not getting feedback, what that actually causes. And in more, that one of three, I think we're good on that one. Yeah. This is intriguing because it are. You think about the Bob's functioning as teams?

Yeah. That right. Okay. That's what that's what I got from it so that's good. Like what? What I'm necessary about is what what kind of scenarios you might put forward. In order to see what their reactions might be. Yes. So that need to be a very clear set of different scenarios.

For example, one, I gave was pitch idea X and then the other ones are so A blob offers an idea says something. He has a suggestion and it can be very generic. That's the whole thing suggestion, if you don't really need to get into specifics of what that's suggestion is no.

And then the other blobs can react like approve this approved. No comment and maybe approving some yeah percentages You definitely got to abstract. Yeah always you on so abstractive and be able to quantify based on the percentages of

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their reaction. So that would be one. The other one would be For example, instructions blob X tells blob Y do something.

And what is the reaction to that things? So it would we need to find scenarios that simulate the what happens in a team and for that with possibly be able to have some sort of hardworking, the blah blah. Leading up the theme manager of the product manager who tells other blocks, what to do stuff like that, I think we're pretty much every time but that one I think just needs a lot more development on what everyone had actually be doing and So with all that kind of in mind, I think they're all good ideas.

Take those thoughts and kind of requiring them further see if you like one best and then come back next week I don't know check one. So all right so next week you will decide which will help you We'll have you inside okay. But we so like we want to be kind of reaching a conclusion of which one we want to do by next week but not be.

So the point of this conversation is trying to help you refine those ideas and take you towards. Yeah, that's amazing. Making that choice, Cool. Okay You might find a platform called net logo, interesting to the cut. Okay. Yeah, thank you. Thank you.

### Interview Analysis

This customer meeting centred around us pitching our top 3 game ideas to the customers. The first game idea was a cooking and gathering game based loosely on the existing game Dave the Diver, where the user has to gather resources to cook with and then cook using the collected resources. The focus of the game would be to teach different recipes whilst engaging players with the resource collection part of the game. The second idea we pitched was an avatar based life skills game, similar to how Tamagotchi is played but with a Pokemon like game layout. The main idea of the game is for the user to take care of an avatar through interactions and minigames all with consequences and effects on metrics, such as health and money. The idea is to emphasise consequences of action and improve time management skills, since a timer will be ever present in the game. The last idea was a personality profile simulation game, in which different personality types can be assigned to avatars and then these avatars would be placed in different scenarios with other avatars to see how they react. The behaviour would then be quantified and presented to teach the player how different personality types interact with one another. The feedback we received was for the first game to have more complexity, for the second game to consider more metrics than just money and health, and to have some specific scenarios for the third game. We ended the meeting by saying we would refine the three games based upon the customers feedback and present them again next week

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to finalise which idea is best. One of the customers also recommended a programming language called NetLogo to help in the simulation game.

### User Stories

No User Stories are included this week as the core game concept was yet to be decided upon. Tasks set can be found in the Meeting Record and Backlog

## **31/10/2023 Week End Retrospective**

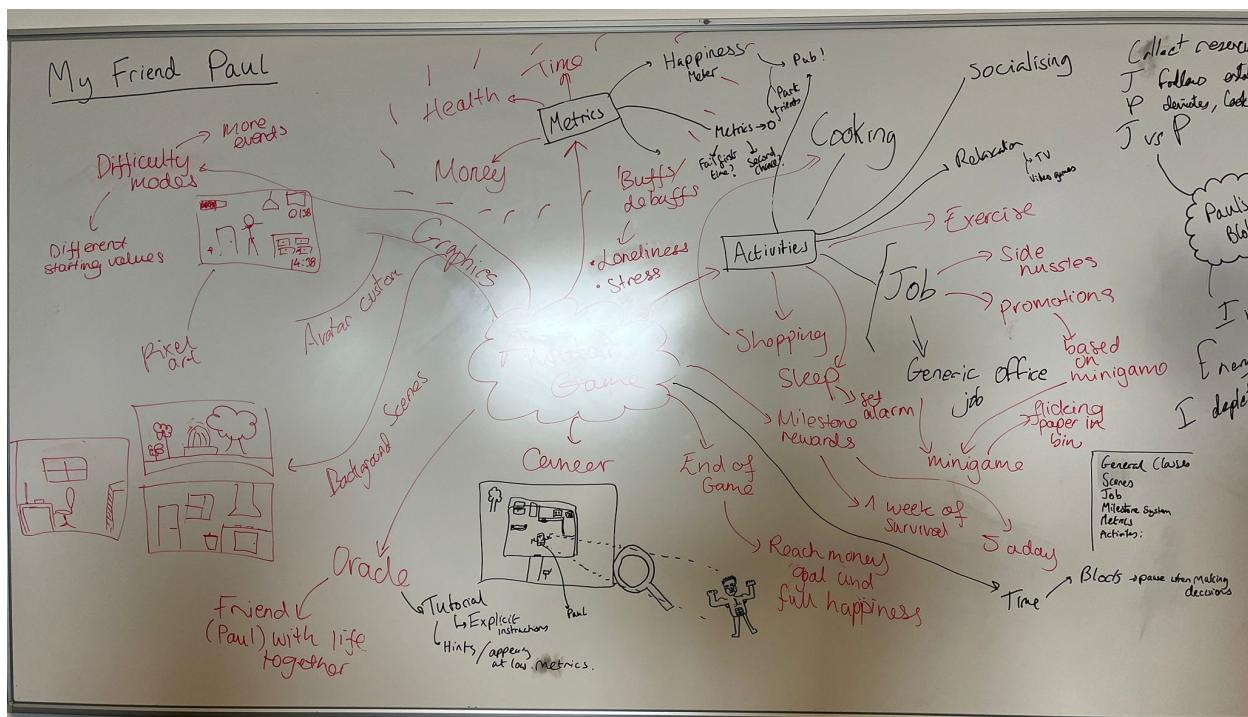
### Overview (Connect Product and Process)

This retrospective was spent reviewing our ideas and further adding to them before the Q and A of the next day

### Meeting Record (Attendance, Notes)

Attendance: Manisha, Max A, Max W, James, Sabina

Notes: We reviewed the Summary of the 2 game write ups we had produced and had a stand-up session to further improve upon the Avatar Game. The Stand-up session resulted in the following mind map:



### Backlog (Completed Tasks)

<p><b>Come up with core Requirements to present to the meeting</b></p> <p><b>Soft Eng CW 2</b></p> <p><b>Sprint 2 Complete 25/10/23 - 1/11/2023</b></p> <p><b>Customer Related, Doc Specific, Done</b></p>	<p><b>Expand two of the ideas from previous week and find some sources and references to support them</b></p> <p><b>Soft Eng CW 2</b></p> <p><b>Sprint 2 Complete 25/10/23 - 1/11/2023</b></p> <p><b>Done, Doc Specific, Customer Related</b></p>
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<https://trello.com/c/SD8cMeBq/87-come-up-with-core-requirements-to-present-to-the-meeting>

<https://trello.com/c/64hPxU94/88-expand-two-of-the-ideas-from-previous-week-and-find-some-sources-and-references-to-support-them>

Core requirements described below

### **MBTI Game**

Energy: Introvert vs Extrovert

- Introvert:

- \* Prefer Solitary Activities
- \* Get exhausted by social interaction

- Extrovert:

- \* Prefer Group Activities
- \* Get energised by social interaction

- Game solution:

\* Each character has a stamina bar which depletes at a constant rate  $r$  and a percentage of I vs E called  $q$  ( $q\%$  introvert). Whenever in a group, a bonus of  $(.5 - q) * r$  is added to the stamina. This causes Introverts to lose stamina quicker when doing group activities and Extroverts to lose it slower.

Mind: Observant vs Intuitive

- Observant:

- \* Practical, pragmatic
- \* Strong habits, focus on current events and past events

- Intuitive:

- \* Imaginative, Open minded, curious
- \* Prefer novelty over stability => future possibilities

- Game solution:

\* Implement the explore vs exploit problem. Assume gathering resources from different ores / locations with an unknown extraction rate. Obs will prefer exploiting a location with a good enough known extraction rate. Int will prefer exploring new locations due to the possibility of a better extraction rate.

Nature: Thinking vs Feeling

- Thinking:

- \* Objectivity, rationality
- \* Logic > Emotions, Efficiency > Cooperation

- Feeling:

- \* Sensitive, emotionally expressive
- \* Emphatic > Competitive, Focus on Social Harmony and Cooperation

- Game Solution:

\* Each character gets a reward whenever returning a resource to base. The reward bar of each character also depletes at a constant rate. A sensitive character can choose to share a resource with a different character which will give them a smaller reward. They will choose to do this when meeting a character with a small reward bar based on the percentage of how sensitive they are.

#### Tactics: Judging vs Prospecting

##### - Judging:

- \* Decisive, Thorough, Organised
- \* Structure, Planning > Spontaneity

##### - Prospecting:

- \* Improvising, Flexible
- \* Prefer spotting opportunities

##### - Game solution:

\* At the start of each day, every character is given a plan by the game logic. Can be random. In the form of "Go to location X", "Interact with Y", "Gather for Z units of time", "Return to Base". Depending on their percentage of J vs P they can choose to follow this plan or deviate from it at any point and choose a random action. "Instead of Location X I will go to Location Y".

\* NOTE: Each location has multiple sources of resources. This is to allow the O vs I behaviour to happen even if the character is in a single location.

#### Identity: Assertive vs Turbulent

##### - Assertive:

- \* Even-Tempered, Resistant to Stress
- \* Don't worry too much

##### - Turbulent:

- \* Sensitive to Stress
- \* Success driven, perfectionists

##### - Game Solution:

\* Every character has a quota to fulfil for the day. Depending on this, at the end of the day their reward bar gets a bonus or minus regarding their A vs T percentage which carries over to the next day. - should showcase the psychological effect of achieving goals.

#### GAME OVERVIEW:

##### - Map: 2D Area with the following components:

- \* Grid based Locations
- \* Resource exploitation points randomly allocated in each Location
- \* Base in the centre

##### - Exploitation Points:

- \* Contain unlimited resources

\* Each hotspot has an extraction possibility. 40% chance to gather a resource when performing the extraction action.

\* Extraction possibility is always unknown and is reported by each character. I. e. I hit 20 times and gathered 6 resources. - the others know this has a 30% extraction possibility as reported by this character but in reality it is 40%. This uncertainty enables the explore vs exploit scenario of Observant vs Intuitive

- Base:

\* Start and end points for each character throughout a day.

\* Resting spot for those with a low stamina bar.

\* Deposit point for resources gathered

\* Introvert vs Extrovert behaviour does not apply here - stamina depletion

- Character:

\* Is characterised by 5 percentages: ie, oi, tf, jp, at based on their personality. 100% means 100% first letter.

\* Has a stamina bar

\* Has a reward bar

\* Has a daily quota to fulfil in terms of resources

\* Has a personal plan to follow for the day

- Stamina bar:

\* Depletes at constant rate  $r$  when alone and at rate  $r(0.5 + q)$  when in a group.

\* When stamina gets below a certain threshold the character returns to base to rest

\* Replenishes at a constant rate  $re$

- Reward bar:

\* Reflects happiness level

\* Starts full each day and depletes at a constant rate.

\* Each resource deposited (not gathered) replenishes it in a constant amount. - can go over 100%

\* If the quota at the end of the day is fulfilled, the reward bar is increased for the following day.

\* If the quota at the end of the day is not fulfilled, the reward bar does not start full at the start of the next day. - suggests sadness which can encourage feelings to share resources.

- Plan to follow:

\* Is assigned by the game logic at the start of each day to each character

\* Consists of the following actions:

- Go to Location X

- Stay at Location X for Y units of time - will automatically gather resources

- Interact with character Z for Q units of time - go near them - cannot exploit during this time

- Return to Base

\* Each plan can have multiple of the same actions as long as the time does not go over the units of time in a day.

\* Every character can choose to change actions from the plan based on the jp percentage. The actions need to be the same but the values can be changed: X, Y, Z, Q.

\* If a character's stamina bar is low they override the plan and return to base. When the bar is replenished, they continue their plan from where they left it.

- Overall reward:

\* At the end of each day the team (all characters) gets a reward based on all resources gathered in relation to all quotas summed up. Also, the team's happiness state consists of all reward bars from each character averaged. For example, three characters whose rewards bars are at 70%, 65% and 120% have an overall happiness of 85%

### **Avatar Game**

Serious games idea: Avatar game

Description: Focus of the game is to look after a human avatar, making sure to make time for all essential activities e.g., healthy eating, going to work, exercise, socialising, etc.

Purpose: To teach children and young adults how to manage limited time and resources to ensure the wellbeing of their avatar, as well as what are important things to do to ensure their own wellbeing.

How the game will work:

- Players will select a (customisable?) avatar.
- There will be several bars corresponding to health, happiness, etc as well as a figure representing money.
- The avatar wakes up and does a series of activities throughout the day dictated by the player.
- There will be a clock in the corner showing the time of the day and tasks will take a certain amount of time so the player must keep track of the time.
- Some tasks must be done every day, some once a week, etc.
- Include minigames for certain tasks to make the game more engaging.
- Include rewards for certain milestones.

### Exception Handling

Nothing of Note

## **01/11/2023 Week Start Sprint**

### **Process**

#### Overview

This week was spent setting up the various workspaces we needed and deciding upon the final idea we were going to pursue and refining it.

#### Meeting Record

Attendance: All Present

Notes: We decided upon further pursuing the Avatar game and thus developing ideas for the next meeting

Task Assignments: Sabina tasked with drawing art and storyboards. Max W and A were tasked with starting Documentation, James, Manisha and Paul were tasked with Setting up the Github and Trello and laying down the base architecture for the game.

#### Backlog (New Tasks)

<b>Create GitHub Repo</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b>  <b>Code Specific</b> <a href="https://trello.com/c/zzp6P8lb/6-create-github-repo">https://trello.com/c/zzp6P8lb/6-create-github-repo</a>	<b>Create Shared Workspace Environment for Doc</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b>  <b>Doc Specific</b> <a href="https://trello.com/c/len12IDI/5-create-shared-workspace-environment-for-doc">https://trello.com/c/len12IDI/5-create-shared-workspace-environment-for-doc</a>	<b>Create Player Class</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete 25/10/23 - 8/11/23</b>  <b>Code Specific</b> <a href="https://trello.com/c/UDB48Zwv/12-create-player-class">https://trello.com/c/UDB48Zwv/12-create-player-class</a>
<b>Create module architecture for the game</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b> <b>Paul Petan</b> <b>Code Specific, Doc Specific</b> <a href="https://trello.com/c/UvyGQmA7/10-create-module-architecture-for-the-game">https://trello.com/c/UvyGQmA7/10-create-module-architecture-for-the-game</a>	<b>Come up with core Requirements to present to the meeting</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b>  <b>Customer Related, Doc Specific</b> <a href="https://trello.com/c/uIzVFLJY/7-come-up-with-core-requirements-to-present-to-the-meeting">https://trello.com/c/uIzVFLJY/7-come-up-with-core-requirements-to-present-to-the-meeting</a>	<b>Create Storyboard and Art for upcoming Meeting</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 1/11/23 - 8/11/23</b> <b>Sabina Garip Art</b> <a href="https://trello.com/c/U9MwU7mt/89-create-storyboard-and-art-for-upcoming-meeting">https://trello.com/c/U9MwU7mt/89-create-storyboard-and-art-for-upcoming-meeting</a>

## **Product**

### Interview Q and A

So which was? MBTI. Right. So it expanded on that quite nicely. We want to quickly give you like a snapshot of it, which is good. So it's still the same ideas as before, but like expanded on. So, for example, the judging perspective, right? So an example would be during the day for blocks, we'll have to go to my location and gather a certain resource, right? Yes, okay. Sorry. It's actually the wrong thing. Thank you. So every now, so location, have any other details that you require? Working back, then there's other locations that have a ramp. So you could get 50% of the results required to get 45% of the resources required, either set time is what I'm trying to say here. And the idea is, is that based on whether based on the percentage of observant, observant to intuitive, they would change the mind, they would change their decisions, right. So if you are 100%, observant, for example, you would just go to the ones that have defied high yield rule, if you are hunted, the truth is, you would just try new ones, because you can get more. So the idea is, then your sense, and then you've got a sense that has to go to an already established high yield before. And then you've got the remaining circumstance to go to a lab, like a randomised field. So it could be higher, could be lower. And the idea is that of course, you've got relation, and you can check for. So five, we have been discussing further and we like it, it's very clever. But that's already quite complex. And it will get even further complicated, by the way that those systems have to interact as well as coding themselves, right? So we are kind of sitting at crossroads between which ones do I want to give us advice on which so the other one we're doing is the Avatar. So we kind of expanded a bit. So essentially, the game is based on what you have, at the time, money resources. So we have those four sets of metrics. That was the most important part is again, based on the metrics and the key thing one is. And then like, you can set goals, that completion state would be setting goals, and getting one of those was that amount of money, and time so far, and happiness. And that time is something like because obviously a bit more complex, but we do have things like sort of, like faster feedback. So while these aren't like actual metrics, effect, metrics, and metrics we have the real like the ideas, and that we thought were quite simple to code. I mean, it'd be good to expand upon as well. So for example, you could like one of the things would be if you quit job takes off eight hours and 30 minutes, but then you gain a certain amount of money, right? So that's how it affects the metrics. And then if we can get that code, if we can successfully decode a bunch of events, so a job shopping. Then we can expand them again further if we have wouldn't be done by adding mini games for example the doctor just something like managing another thing feeds into the gamification is just like the intellect at least conceptually like step back quite easy to code and can then be expanded upon to simpler okay yeah yeah yeah yeah yeah all kind of agreed on that as well because it's just such a fascinating to explore right so what we're going through the tutorial the advices various methods so for example your happiness you need to do this exercise to increase your happiness so the whole point is that when

you're in the game you have no idea told directly but then as the game goes on beyond this tutorial the whole point is that Oracle is purely a hinge device where they say hey you've been feeling quite badly and you came by sadly and that would be akin to the you look you're happy it's probably getting low and we're making it not annoying yeah yeah yeah super friendship yeah I really like that the whole point is on his or her opportunity to kind of if someone doesn't actually know how to properly manage themselves, that's the whole point. So they're teaching themselves so like, if you say how are you considered kind of bound to play themselves have to think what would cheer me up Yeah, Yeah, yeah yeah yeah yeah happy to have it as an option you can find on your phone at some point Yeah, yeah. Okay

\*Audio quality for this recording was low so some of the transcript may be lost.

### Interview Analysis

The goal of this customer meeting was to finalise our game idea, by pitching our 2 favourite game ideas, which we pitched the week prior, but this time in much more detail. We started the meeting by describing the MBTI game and how it would work. We explained how the MBTI game would work to the customers, like it is explained in the box above on the previous page. Although the customers seemed to like this idea, noting that the game was clever, a dilemma arose, which was that the customers believed that potential complexity of the interactions and simulations which would occur, could potentially make this task too much to handle in such a short period of time. We then pitched our second game idea, the Avatar game, in which the user controls an avatar, which has 4 metrics, money, health, happiness and time, and all of these metrics need to be balanced with the interactions the user makes in the avatar's daily life. We explained how the metrics are the key component of the game, and balancing them would teach time management and resource management skills, to enforce the serious game concept. We explained how interactions with assets in the world would alter your metrics, this could be by going to the gym or taking part in mini games, like at the office for example, where you would earn money. We then brought up how the oracle would appear in the game, saying that the oracle would appear as a friend rather than just as a computer bot, and if your happiness was low the oracle would say something like, 'I see you're feeling low, how about you try ...'. As the meeting closed, we felt the customers definitely leaned more towards preferring the avatar game.

### User Stories

No User Stories are included in this week as in the interview we had yet to decide upon which game we were pursuing. Therefore we had no guidance from the users what they would specifically want that week in the game. Tasks are again found in the meeting and Backlog.

## **07/11/2023 Week End Retrospective**

## Overview

This retrospective was spent looking over the ideas we had in preparation for the upcoming interview

## Meeting Record

Attendance: All Present

Notes: Reviewed the material developed for the meeting and decided upon what to present.

Task Assignment: None

## Backlog (Completed Tasks)

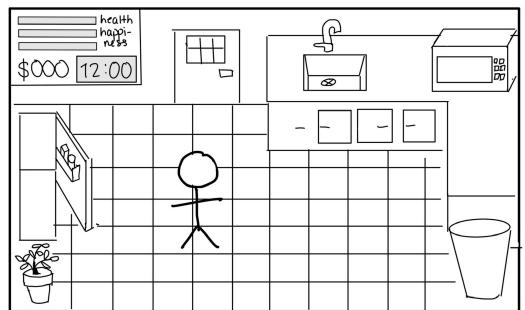
<b>Create GitHub Repo</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b>  <b>Code Specific, Done</b> <a href="https://trello.com/c/zzp6P8Ib/6-create-github-repo">https://trello.com/c/zzp6P8Ib/6-create-github-repo</a>	<b>Create Shared Workspace Environment for Doc</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b>  <b>Doc Specific, Done</b> <a href="https://trello.com/c/len12IDI/5-create-shared-workspace-environment-for-doc">https://trello.com/c/len12IDI/5-create-shared-workspace-environment-for-doc</a>	<b>Create Player Class</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete 25/10/23 - 8/11/23</b>  <b>Code Specific, Done</b> <a href="https://trello.com/c/UDB48Zwv/12-create-player-class">https://trello.com/c/UDB48Zwv/12-create-player-class</a>
<b>Create module architecture for the game</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b> <b>Paul Petan</b>  <b>Code Specific, Doc Specific, Done</b> <a href="https://trello.com/c/UvyGQmA7/10-create-module-architecture-for-the-game">https://trello.com/c/UvyGQmA7/10-create-module-architecture-for-the-game</a>	<b>Come up with core Requirements to present to the meeting</b>  <b>Soft Eng CW 2</b> <b>Sprint 2 Complete</b> <b>25/10/23 - 8/11/23</b>  <b>Customer Related, Doc Specific, Done</b> <a href="https://trello.com/c/uIzVFLJY/7-come-up-with-core-requirements-to-present-to-the-meeting">https://trello.com/c/uIzVFLJY/7-come-up-with-core-requirements-to-present-to-the-meeting</a>	<b>Create Storyboard and Art for upcoming Meeting</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 1/11/23 - 8/11/23</b> <b>Sabina Garip</b>  <b>Done, Art</b> <a href="https://trello.com/c/U9MwU7mt/89-create storyboard-and-art-for-upcoming-meeting">https://trello.com/c/U9MwU7mt/89-create storyboard-and-art-for-upcoming-meeting</a>

-Assets created:



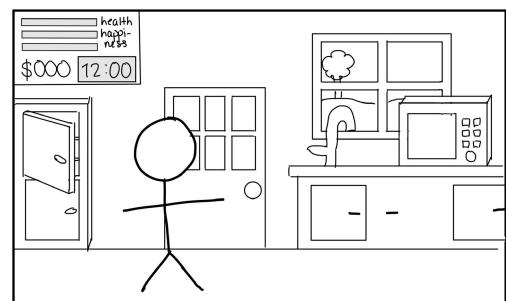
-Storyboard created:

Option 1: Top-down view



Player avatar moves up, down, left & right using [W] [A] [S] [D]

Option 2 : Side view



Player avatar moves only left & right.

### Exception Handling

Nothing of Note

## **08/11/2023 Week Start Sprint**

### **Process**

#### Overview

This week we decided on the general team composition we wanted to hold for the rest of development and began setting up the first few basic coding tasks based on the interview Q and A.

#### Meeting Record

Attendance: All present

Notes: Meeting decided the main priority of team members for the coming few weeks

Task Assignments: Max W and Max A were assigned to keeping documentation up to date

Sabina and Max A were assigned to art and Paul, Sabina, James, and Manisha were assigned to Coding. Specific tasks within the coding can be found in the backlog for all upcoming weeks

#### Backlog (New Tasks)

<b>Find Soundtracks</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 8/11/23 - 15/11/23</b> <b>Manisha Mehra</b> <b>Art</b> <a href="https://trello.com/c/joyt69iP/27-find-soundtracks">https://trello.com/c/joyt69iP/27-find-soundtracks</a>	<b>Animate the player</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 8/11/23 - 15/11/23</b> <b>Sabina Garip</b> <b>Code Specific, Art</b> <a href="https://trello.com/c/WPfB81Cm/15-animate-the-player">https://trello.com/c/WPfB81Cm/15-animate-the-player</a>
<b>Implement Time attribute and make it decrease constantly as the character is moving</b>  <b>UC 1.1</b> <b>UC 1.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>James Greenway</b> <b>Code Specific</b> <a href="https://trello.com/c/QHjIkvdF/20-implement-time-attribute-and-make-it-decrease-constantly-as-the-character-is">https://trello.com/c/QHjIkvdF/20-implement-time-attribute-and-make-it-decrease-constantly-as-the-character-is</a>	<b>Create Basic Control movements</b>  <b>UC 2.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>James Greenway</b> <b>Code Specific</b> <a href="https://trello.com/c/WBTzliuE/11-create-basic-control-movements">https://trello.com/c/WBTzliuE/11-create-basic-control-movements</a>
<b>Draw a nice background of a tiled floor in pixel art</b>	<b>Draw some pixel art for an oven and a sink</b>

<b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Max Atherton</b> <b>Art</b> <a href="https://trello.com/c/XVvrQIzZ/18-draw-a-nice-background-of-a-tiled-floor-in-pixel-art">https://trello.com/c/XVvrQIzZ/18-draw-a-nice-background-of-a-tiled-floor-in-pixel-art</a>	<b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Max Atherton</b> <b>Art</b> <a href="https://trello.com/c/QsRDvb3e/19-draw-some-pixel-art-for-an-oven-and-a-sink">https://trello.com/c/QsRDvb3e/19-draw-some-pixel-art-for-an-oven-and-a-sink</a>
<b>Create Start Screen</b>  <b>UC 3.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/bCvqnAlb/16-create-start-screen">https://trello.com/c/bCvqnAlb/16-create-start-screen</a>	<b>Load a Scene with Objects from json</b>  <b>UC 5.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/AGMcl26s/22-load-a-scene-with-objects-from-json">https://trello.com/c/AGMcl26s/22-load-a-scene-with-objects-from-json</a>
<b>create pause screen</b>  <b>UC 3.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/mh3laJSc/26-create-pause-screen">https://trello.com/c/mh3laJSc/26-create-pause-screen</a>	<b>Add save / load functionality</b>  <b>UC 4.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/0F0xMMyK/17-add-save-load-functionality">https://trello.com/c/0F0xMMyK/17-add-save-load-functionality</a>

## Product

### Interview Q and A

Are you recording it yet? James, we are talking about getting it out since last week where we were saying, get an idea of how you're going to look. So we come up with Sabina came up with the top down view, which is this option. Wait, wait for that. To switch the camera. Yes, so So Selena did some sketches for us, and basically got two options for how we want the game to look. So we've got this top down view, where you're basically looking down on this as the main house. And then the other one is for the top right, just a side view. So you're looking at the side of the house, right? So the idea is, is in the top down view, the character, which we've got sprites over, if you want to show the sprites, you can move the character around. And the whole point is, the character would, for example, walk into the door or walk off the bottom of the screen. And then it would take you to a more general view, which we have here is just a bad drawing. And the idea is that

each one of these little blocks is obviously a location that the character can go to, and perform actions at, right. So the home is the one described there. And then there's a shop for buying food and leisure area for which might have a few options within it. And then like a work area, for example. So we need to define specifically which light places we want, but those are the general ones we've got right now. So obviously, that's one version, or going back to the other one the side view, with the side view, it really should just be a change of scene. So you start in the home, and you and then you get a pop up and you say you click on shop, and then the scene were to change to a shop where you would just immediately shift to it. So we're the first thing is deciding between those two types. Right now we are leaning towards the top down view where you can and you'd like that because because it seems more interactive. To me, if they can move around and pick where they want to consider menu just popping up and taking somewhere. Yes. Again, more of a sense of time passing makes it potentially makes it that little bit more immersive actually leads into one of the things we want to ask you about. Like, how are we going to manage the resources. Because originally, we were talking about having everything just be a part of time. So you go to the shops, and that's always going to take two hours and take certain amount of money and get yourself out of items. For example, say for work, you go for seven hours gets your money. But now we've discussed the idea of having a continuous time. Because if we were in that top down view, we had the idea of when you're outside, it takes away time how long you spend outside. So the whole point is that say you if you run straight to work, then it's an it takes five seconds for you to work, or five minutes of your time. So hopefully the work is five minutes away. And then work because the work is a block of time. But other activities like shopping, for example, could be continuous time where you have to go around the shop and pick up the items that you bought and choose specifically what you're going to buy, as opposed to always getting the same amount of items. So this is obviously adds to the complexity. But we thought it'd be more engaging and interesting. So I think that that could be good. I would make sure that you scale kind of the time well, so like when they go shopping. They don't feel like they have to like speed around the room. Yeah. Not too much time, like not that every second counts as a minute, because that'll be crazy. Yes, yeah. Yeah, that's the thing that that was a placeholder. But we haven't decided that we wanted to like that day of whether we do blocks of time, or the mix of contiguous blocks of time, if that makes sense. I mean, will continuously be nice skills and making it feel a bit more immersive. Same with the top down. I think that it makes it feel more lifelike in a way yeah. Yeah, it's kind of the idea of like an open world map, you feel very part of the world, because you feel more disconnected. So that'd be kind of the same here. Yeah. Stop Time to stop time turners? Yeah, and I think basically just thinking now whether or not you're not sure if this is not the customer asking, Where would be best to start? Would it be just kind of some sort of art and the ideas and scripts and things like that, or it'd be getting straight to code from getting a brief sort of, I think that's got some elements of customer rather than process question in there. So yeah, happy to talk about it. I'm telling you, what you've learned essentially

about agile so far as you tried to do, or that you're trying to progress everything. Yeah. So some people can work on something, other people work on other things. But you do need to say well, which things are going to help us progress to our next stage and really, by next week, it will be good to have the basic game working, you can lose the start, you can start playing the game and you can finish playing the game you will not be able to do anything much in between that so that will be what I would suggest. Which means you need to have a repo set up and you got got got your platform sorted out. Yeah. Oh, that was it. We do want to say that was definitely we're using Python and pi name. Is that okay? Common popular, reasonable choice. So that sounds like what I'd say then is, would it be good for us to? So we're obviously already working on the art. And we're trying to delegate a few people to doing the Pixlr. So I guess the best thing to do would have, by next week, a few animation, like the background and a few animation loops coded, so then you can move your character around in a scene. That's right. That's a good goal for next week. So like, the Start button, GameOver scene, or something like that. You start with it, look at it like that. It's easy to then add into the middle. Okay. Yeah, that makes sense. How only thing with that, how would we go about doing that if we've got? Like, our days for end goals, for example, would be like, what if you max out one of the resources, so you get like, 1000 money or something like that? So would you say, Would you say it's best that we have the resources coded by next week as well, like? And like, you know, it's a functional states? It's possible. But it's nice to have is a question of priorities. Do we talk about Moscow with us, as well with other people? Not sure. I could have could have would have? No. He just talked about Moscow and Wikipedia or find it. It's just a simple way of deciding what you're going to do next isn't mean? I mean, something on the word have, you might bring it back into the could have later data, but there are things that you want to get done for next week. Okay, yeah. Assets is maybe could have rather than a must. Right, right. Yes. Or at least where automation isn't. starts going into the master in scrims and game of x is a game of gaming for winning. Two different screens set up. 40 seconds left. Probably one of the best prepared well we see plenty of interaction. Oliver hadn't quite enough from you, you realise that we were clever. And I was he was pulling spin not being seen as ill. But she was working on the art and Paul has certainly put his input in so far. Yeah, so we said we're just moving data. So one thing we say we need to sort out next because we've got teams now set up. Would it be okay with him being on a video call? itself and we had to do it entirely like that. Yeah okay.

### Interview Analysis

This customer meeting begins with us discussing the visual aspects and basic mechanics of the game. We first explained how we have explored two visual concepts, a top-down view and side on view; we then show basic computer sketches for both. We then explain how the two views would work, with the top-down view involving a sprite moving around scenes, interacting with objects in different scenes represented by blocks, where we describe some potential

scenes like a gym, house and workplace. The side view on the other hand would transition between scenes when selecting an object or activity. We then expressed that we were leaning towards the top down view a bit more, since we felt it would offer a more interactive experience, since it allowed for more freedom of movement. We then started to discuss how time management would work within the game, with us debating between a continuous ticking time system or fixed blocks of time for the activities. The customers seemed to prefer the continuous time idea, since they said it would feel more life-like and thus more immersive, especially when paired with the top down view, and this can be seen with UC 1.1. The customers then emphasised the fact that by next week we would need to have the basics of a working game, where we express our intention to use Python and Pygame which the customers agreed would be a sensible choice. We then share our aims for next week, in that we aim to have the animation for movement coded, as well as the start buttons and game over scenes, these can be seen in UC 2.1 and UC 5.1. The customers emphasised putting priority on the main skeleton of the coding for this week, and to concentrate on the art assets towards the middle of the project.

### User Stories

User story Timer	Requirements Use Case	Design Use Case: UC 1.1 Flow of Events for the Timer Use Case
As a <b>user</b> , I want there to be a visible timer, so that the game is more challenging and engaging.  Acceptance Criteria: A timer bar will be made visible to the user.	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Timer</li> <li>• <b>Scope:</b> Main game</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> A timer needs to be added into the game, to act as what the user is playing against. This is to teach the user time management skills.</li> <li>• <b>Frequency of occurrence:</b> The timer bar will always be visible to the user in the main game screen, and will only not be visible in the pause screen/oracle screen/</li> <li>• <b>Open Issues:</b> Will the timer always tick downwards, or will it</li> </ul>	<p><b>Scope:</b> UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> Internal logic  <b>Description:</b> A timer bar which is visible to the user in the main game screen  <b>Dependencies:</b> N/A  <b>Assumptions:</b> The user knows they are playing against the clock  <b>Preconditions:</b> N/A  <b>Main Flow:</b> The user will enter the main game screen and see the timer bar, which will tick down, and go down in blocks of time with object interactions.  <b>Subflows:</b> N/A  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> The timer will tick down constantly, and will also decrease in blocks of time after object interactions.  <b>Frequency of Occurrence:</b> The timer bar will always be visible to the user in the main game screen, and will only not be visible in the pause screen/oracle screen/</p>

	<i>only go down in blocks of time with interactions?</i>	<i>Open Issues: Will the timer always tick downwards, or will it only go down in blocks of time with interactions?</i>
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User story Character Movement	Requirements Use Case	Design Use Case: UC 2.1 Flow of Events for the Character Movement Use Case
<p>As a <b>user</b>, I want to <b>be able to move my avatar around, so that I can explore new game scenes and move to objects to interact with them.</b>  <b>Acceptance Criteria:</b> The user can move their avatar in the game.</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Character movement</li> <li>• <b>Scope:</b> Game scenes</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> The user needs to be able to move in the game to explore scenes, and go up to objects to interact with them.</li> <li>• <b>Frequency of occurrence:</b> The user will always be able to move when in the main game screen.</li> <li>• <b>Open Issues:</b> How quick should the user be able to move? Should we use arrow keys or WASD?</li> </ul>	<p><b>Scope:</b> UI/UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> The user can move their avatar using WASD  <b>Dependencies:</b> The user presses an input key of WASD  <b>Assumptions:</b> User has access to the keyboard and is on a game scene  <b>Preconditions:</b> The user presses an input key of WASD  <b>Main Flow:</b> The user will press an input key (WASD) and the avatar will move corresponding to the input key that was pressed.  <b>Subflows:</b> N/A  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> N/A  <b>Frequency of Occurrence:</b> The user will always be able to move when in the main game screen.  <b>Open Issues:</b> How quick should the user be able to move? Should we use arrow keys instead of WASD?</p>

User story Start/Pause Screens	Requirements Use Case	Design Use Case: UC 3.1 Flow of Events for the Start/Pause Screens Use Case
<p>As a <b>user</b>, I want to <b>be able to access the start screen to start the game and the pause screen to pause my progress</b></p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Start screen appearing, Pause screen appearing on button press</li> <li>• <b>Scope:</b> Start of game and during gameplay</li> <li>• <b>Level:</b> Start level and all main levels</li> </ul>	<p><b>Scope:</b> UI/UX  <b>Level:</b> Start Level and all main levels  <b>Primary Actors:</b> User  <b>Dependencies:</b> The User presses the pause button  <b>Assumptions:</b> the user has access to the pause buttons and their mouse</p>

<p>Acceptance Criteria: There will be a start screen when the game is started and a pause screen when a pause button is pressed</p>	<ul style="list-style-type: none"> <li>• Context: Currently the game opens directly into gameplay with no way to pause it</li> <li>• Frequency of occurrence: Every time the game starts and every time the pause button is pressed</li> <li>• Open Issues: N/A</li> </ul>	<p><i>Preconditions:</i> the game is started or a game scene is currently open  <i>Main Flow:</i> the game is opened  <i>Subflows:</i> N/A  <i>Alternative Flows:</i> the pause button is pressed  <i>Post Conditions:</i> The game screen appears when exited  <i>Frequency of Occurrence:</i> Every startup and every pause button press  <i>Open Issues:</i> N/A</p>
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User story Save/Load Functionality	Requirements Use Case	Design Use Case: UC 4.1 Flow of Events for the Save/Load Functionality Use Case
<p>As a <b>user</b>, I want to <b>be able to save and load the game, so that I can resume any progress I have made.</b></p> <p>Acceptance Criteria: There will be a save and load button in the pause menu, for the user to save and load the game.</p>	<ul style="list-style-type: none"> <li>• Use Case: Save/Load functionality</li> <li>• Scope: Main game scenes</li> <li>• Level: Pause Screen</li> <li>• Context: Currently, there is no way to save or load the game, so by adding in save functionality, the user can save their progress and load it at a later date.</li> <li>• Frequency of occurrence: The functionality will be present throughout the whole game, but will only save when the user clicks the save button.</li> <li>• Open Issues: How many saves will be stored?</li> </ul>	<p><i>Scope:</i> UI/UX  <i>Level:</i> Pause screen  <i>Primary Actors:</i> User  <i>Description:</i> A save button and load button will be added to the pause menu for the user to save or load their game progress.  <i>Dependencies:</i> The save and load buttons  <i>Assumptions:</i> The user has access to the save and load buttons  <i>Preconditions:</i> the game is paused and on the pause or start screen  <i>Main Flow:</i> The user will click the save button, saving the game. The user will then return at a later date, click the load button and click on the save they want to use. This will put the user into the game with the game being the same as when it was saved.  <i>Subflows:</i> N/A  <i>Alternative Flows:</i> N/A  <i>Post Conditions:</i> After pressing save, that save will be stored, and after pressing load, and selecting a save file the game will resume to when the save file was made.  <i>Frequency of Occurrence:</i> The functionality will be present throughout the whole game, but will only save when the user clicks the save button.  <i>Open Issues:</i> How many saves will be stored?</p>

User story Main Game Screen	Requirements Use Case	Design Use Case: UC 5.1 Flow of Events for the Game Scene Use Case
As a <b>user</b> , I want there to be a main game screen, so that I can play the game, where I can move around my avatar and interacting with objects  Acceptance Criteria:	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Main Game screen</li> <li>• <b>Scope:</b> Main Game</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> A main game screen is needed, where the user can move the avatar, and where all the game scenes can be placed.</li> <li>• <b>Frequency of occurrence:</b> Present outside of all other screens, those being the start, pause and end game screens</li> <li>• <b>Open Issues:</b> <i>How will the scenes be layered on top? How will we transition between scenes on the game screen?</i></li> </ul>	<p><b>Scope:</b> UI/UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> Game Scenes  <b>Description:</b> The base Screen that the game scenes will be placed upon  <b>Dependencies:</b> Load game or start game buttons  <b>Assumptions:</b> user has access to required buttons  <b>Preconditions:</b> The user presses one of the required buttons  <b>Main Flow:</b> User starts a new game  <b>Subflows:</b> User loads a game  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> Game scene opens on top of the screen  <b>Frequency of Occurrence:</b> Whenever the start or load game button is pressed  <b>Open Issues:</b> N/A</p>

### Test cases

User Story Timer			
Test Case	Expected Behaviour	Actual Behaviour	Result
Display Time Metric	The user can see the time left in a day as a progress bar.	The user can see a bar at the top left with how much time is left in the day.	Pass
Constantly Decrease Time Metric	Bar decreases constantly when the game is running.	The user can see the bar slowly decreasing as the game is running.	Pass
Time	Metric doesn't	The metric doesn't change if the	Pass

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Metric is constant when in Pause Screen	change if the game is Paused.	pause screen is displayed.	
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User Story Character Movement			
Test Case	Expected Behaviour	Actual Behaviour	Result
Move Character	Character moves on the screen using WASD	Character moves on the screen using WASD	Pass
Animate Character while moving	Animations are playing depending on the direction the character is moving in.	Character is animated moving in all 4 directions (N, S, E, W).	Pass
Avoid collisions	Character cannot walk over objects or out of screen.	Character walks over objects and out of screen.	Fail
Face last direction of movement	When stopped, the character is left facing its last direction of movement.	When stopped, the character is left facing its last direction of movement.	Pass

User Story Start/Pause			
Test Case	Expected Behaviour	Actual Behaviour	Result
Start Game Button	Navigate to Create Avatar Screen.	Navigate to Create Avatar Screen.	Pass
Load Game Button	Display a list of buttons with all saved games.	Display a list of buttons with all saved games.	Pass
Exit Button	Close the game.	Close the game.	Pass
Create	Display a screen	The user can enter a character name	Pass

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Avatar	where the user can enter their character name and select the character gender.	and toggle between Male and Female. Sprite Icons are displayed based on gender.	
Pause Screen	Display the Pause Screen when hitting "Esc"	Pause Screen is displayed when hitting "Esc".	Pass

User Story Save/Load Functionality			
Test Case	Expected Behaviour	Actual Behaviour	Result
Save Game Button	When the game is paused, display a "Save Game" button which saves the game.	When the game is paused, display a "Save Game" button which saves the game.	Pass
Load a Game	Click a button from the list of saved games and load the state of that game and of that character.	The state of the game is loaded but not that of the character.	Fail

User Story Game Scene			
Test Case	Expected Behaviour	Actual Behaviour	Result
Store Scenes in json	Scenes are stored in a json file according to a preset format.	All scenes are stored in a single json file according to format.	Pass
Load scenes from json file.	Scenes are loaded from the json file and built accordingly.	Scenes are loaded from the json file and built accordingly.	Pass
Objects in scenes can be positioned relative to other objects	Objects can specify a relative position to other objects.	Objects can be positioned relative to other objects using either of the directions N, S, E, W.	Pass

Objects can be positioned using an absolute position.	Objects can specify an absolute position using x, y coordinates and be placed there in the scene.	Objects are placed according to their absolute (x, y) coordinates.	Pass
Scenes can be saved as game state	Scene can be saved using its json format.	Scenes are saved using their json format in a separate file and associated with the game state.	Pass
Scene Texture	A texture can be specified for a scene and be applied to it.	A single tile texture can be specified which is then repeated and consists of the background of the entire scene.	Pass
Object Texture	Textures can be specified and applied to objects.	Objects can have a 1 tile texture applied to them.	Pass

## **14/11/2023 Week End Retrospective**

### Overview

This retrospective was spent looking at what we had achieved in terms of functionality and discussing what we wished to put forward in the interview Q and A.

### Meeting Record (Attendance, Notes, Task Assignments)

Attendance: All present

Notes: As the game was in a functional state we spent the meeting all looking at the features that had been implemented so far and some of the more important parts of the code. We then decided upon presenting the game in the upcoming user Q and A and also upon a few features we thought best to next look into adding: these being the oracle, the interactable objects and the metrics

Task Assignment: None

### Backlog (Completed Tasks)

<b>Find Soundtracks</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 8/11/23 - 15/11/23</b> <b>Manisha Mehra</b> <b>Art, Done</b> <b><a href="https://trello.com/c/joyt69iP/27-find-soundtracks">https://trello.com/c/joyt69iP/27-find-soundtracks</a></b>	<b>Animate the player</b>  <b>Soft Eng CW 2</b> <b>Sprint 3 Complete 8/11/23 - 15/11/23</b> <b>Sabina Garip</b> <b>Code Specific, Art, Done</b> <b><a href="https://trello.com/c/WPfB81Cm/15-animate-the-player">https://trello.com/c/WPfB81Cm/15-animate-the-player</a></b>
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<p><b>Implement Time attribute and make it decrease constantly as the character is moving</b></p> <p><b>UC 1.1</b> <b>UC 1.2</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>James Greenway</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/QHjIkvdF/20-implement-time-attribute-and-make-it-decrease-constantly-as-the-character-is">https://trello.com/c/QHjIkvdF/20-implement-time-attribute-and-make-it-decrease-constantly-as-the-character-is</a></p>	<p><b>Create Basic Control movements</b></p> <p><b>UC 2.1</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>James Greenway</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/WBTzliuE/11-create-basic-control-movements">https://trello.com/c/WBTzliuE/11-create-basic-control-movements</a></p>
<p><b>Draw a nice background of a tiled floor in pixel art</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Max Atherton</b> <b>Art, Done</b> <a href="https://trello.com/c/XVvrQIzZ/18-draw-a-nice-background-of-a-tiled-floor-in-pixel-art">https://trello.com/c/XVvrQIzZ/18-draw-a-nice-background-of-a-tiled-floor-in-pixel-art</a></p>	<p><b>Draw some pixel art for an oven and a sink</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Max Atherton</b> <b>Art, Done</b> <a href="https://trello.com/c/QsRDvb3e/19-draw-some-pixel-art-for-an-oven-and-a-sink">https://trello.com/c/QsRDvb3e/19-draw-some-pixel-art-for-an-oven-and-a-sink</a></p>
<p><b>Create Start Screen</b></p> <p><b>UC 3.1</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/bCvqnAlb/16-create-start-screen">https://trello.com/c/bCvqnAlb/16-create-start-screen</a></p>	<p><b>Load a Scene with Objects from json</b></p> <p><b>UC 5.1</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 3 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/AGMcl26s/22-load-a-scene-with-objects-from-json">https://trello.com/c/AGMcl26s/22-load-a-scene-with-objects-from-json</a></p>
<p><b>create pause screen</b></p> <p><b>UC 3.1</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b></p>	<p><b>Add save / load functionality</b></p> <p><b>UC 4.1</b></p> <p><b>Soft Eng CW 2</b> <b>Sprint 4 Complete 8/11/23 - 15/11/23</b> <b>Paul Petan</b></p>

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<b>Code Specific, Done</b> <a href="https://trello.com/c/mh3laJSc/26-create-pause-screen">https://trello.com/c/mh3laJSc/26-create-pause-screen</a>	<b>Code Specific, Done</b> <a href="https://trello.com/c/0F0xMMyK/17-add-save-load-functionality">https://trello.com/c/0F0xMMyK/17-add-save-load-functionality</a>
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Exception Handling

Nothing of note

## **15/11/2023 Week Start Sprint**

### **Process**

#### Overview

This week was spent adding to the game based on the interview ideas presented which mainly focused on making the game more understandable.

#### Meeting Record

Attendance: All present.

Notes: Following the advice from the meeting we assigned tasks specific to making the game more understandable. Team structure stayed the same.

#### Backlog (New Tasks)

<b>Create Oracle</b>  <b>UC 7.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete</b> <b>15/11/23 - 22/11/23</b> <b>Paul Petan</b> <b>Code Specific, Art</b> <a href="https://trello.com/c/SzdJ1kNF/31-create-oracle">https://trello.com/c/SzdJ1kNF/31-create-oracle</a>	<b>Interactable Objects</b>  <b>UC 8.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete</b> <b>15/11/23 - 22/11/23</b> <b>James Greenway, Max Atherton</b> <b>Code Specific</b> <a href="https://trello.com/c/50WJDeV3/28-interactable-objects">https://trello.com/c/50WJDeV3/28-interactable-objects</a>	<b>Visually display metrics as bar charts together - top left/right</b>  <b>UC 6.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete 15/11/23 - 22/11/23</b> <b>Paul Petan</b> <b>Code Specific, Art</b> <a href="https://trello.com/c/IYL4RN5h/30-visually-display-metrics-as-bar-charts-together-top-left-right">https://trello.com/c/IYL4RN5h/30-visually-display-metrics-as-bar-charts-together-top-left-right</a>
<b>Create end screen for when time runs out</b>  <b>UC 9.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete</b> <b>15/11/23 - 22/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/rhifdHmy/21-create-end-screen-for-when-time-runs-out">https://trello.com/c/rhifdHmy/21-create-end-screen-for-when-time-runs-out</a>	<b>Interact with an object</b>  Separate from interactable objects as this involves the player and affecting its metrics when interacting with an object.  <b>SUGGESTION:</b> before interacting, show how much the object will affect the metrics. For example when walking close to the oven show a text above it with the name and metrics effect like:  time: -10 happiness: +2 money: 0	<b>UC 8.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete 15/11/23 - 22/11/23</b>

	<b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/1PGrVxbp/32-interact-with-an-object">https://trello.com/c/1PGrVxbp/32-interact-with-an-object</a>
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## **Product**

### Interview Q and A

Recording of Interview was lost. As a result we cannot provide the transcript. Despite this we have provided a brief overview of user stories relating to the tasks we set on the date which were based upon discussion in the meeting.

### Interview Analysis

The users ultimately

- Want to see the metrics as seen in UC 6.1
- Want to be able to ask the oracle for help as seen in UC 7.1
- Want to be able to see the metrics and watch them change, this needs the UI to represent the change.
- Want to be able to see the time as seen in UC 1.2
- Want to be able to interact with objects to affect the metrics as seen in UC 8.1

### User Stories

User story Metrics UI	Requirements Use Case	Design Use Case: UC 6.1 Flow of Events for the Metrics Use Case
As a <b>user</b> , I want to <b>be able to see the metrics, so that I can track my progress.</b>  Acceptance Criteria: 1.See the metrics for health, happiness, money and time in the top corner of the screen	<ul style="list-style-type: none"> <li>• Use Case: Metrics UI</li> <li>• Scope: UI</li> <li>• Level: Main game screen</li> <li>• Context: The user needs a way of checking their progress throughout the game, and this will be done using metrics for health, happiness, time and money.</li> <li>• Users can load the game and see the metrics in the top corner of the screen. This will then influence what they interact with next, since it will affect the metrics.</li> <li>• Frequency of occurrence: Constantly present throughout the game,</li> </ul>	<p>Scope: N/A Level: Main game screen Primary Actors: User Description: User can see the metrics in the top corner of Dependencies: N/A Assumptions: User is familiar with what the metrics are Preconditions: N/A Main Flow: At the start of the game, the player will be introduced to what the metrics are, and how they are affected. The metrics then remain in the top corner throughout the game and can be seen to increase or decrease after interactions with objects. Subflows: Interacting with objects which affect the metrics, Alternative Flows: N/A</p>

	<p>except for end of day cycle screen</p> <ul style="list-style-type: none"> <li><i>Open Issues: Will the number for each metric be arbitrary? How will the metrics decrease/increase? What will affect the metrics? What happens when metrics hit maximum or minimum?</i></li> </ul>	<p><i>Post Conditions:</i> The metrics are displayed, and they are correctly changed after any corresponding activity for that metric.</p> <p><i>Frequency of Occurrence:</i> Constant</p> <p><i>Open Issues:</i> Will the number for each metric be arbitrary? How will the metrics decrease/increase? What will affect the metrics? What happens when metrics hit maximum or minimum?</p>
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User story Oracle	Requirements Use Case	Design Use Case: UC 7.1 Flow of Events for the Oracle Use Case
<p>As a <b>player</b>, I want to <b>be able to interact/speak to an oracle</b>, so that I can get help if necessary.</p> <p>Acceptance Criteria:</p> <ol style="list-style-type: none"> <li>1 Be able to speak to the oracle by clicking a phone icon when the player is stuck, and give the player clues or hints.</li> <li>2 Introduce the player to the oracle at the start of the game.</li> </ol>	<ul style="list-style-type: none"> <li><i>Use Case:</i> Oracle</li> <li><i>Scope:</i> N/A</li> <li><i>Level:</i> Oracle screen</li> <li><i>Context:</i></li> <li>Users can interact with the oracle whenever they feel they need help by interacting with an icon (phone icon). This will be made clear how it helps at the start of the game.</li> <li><i>Frequency of occurrence:</i> The oracle will only appear in the tutorial/introduction and then only when it is called upon throughout the rest of the game.</li> <li><i>Open Issues:</i> How will the oracle actually help, will it just be hints? Will the oracle appear only when asked for? Will the player be prompted to ask for the oracle when they seem stuck? How can we tell if they seem stuck?</li> </ul>	<p><i>Scope:</i> Screen, Text, Sprites</p> <p><i>Level:</i> Oracle screen</p> <p><i>Primary Actors:</i> User</p> <p><i>Description:</i> Users can interact with the oracle whenever they want, and the oracle will suggest an interaction when metrics get too low.</p> <p><i>Dependencies:</i> To have started the game and have affected the metrics</p> <p><i>Assumptions:</i> user needs the oracle, user knows how the oracle works, user knows how to interact with the oracle.</p> <p><i>Preconditions:</i> To have started the game and have affected the metrics</p> <p><i>Main Flow:</i> As the game starts, the oracle is available to interact with, and when metrics get too low, the oracle will suggest an interaction with it to give out hints/tips.</p> <p><i>Subflows:</i> If the user clicks on the oracle, a menu of hints/tips appears</p> <p><i>Alternative Flows:</i> N/A</p> <p><i>Post Conditions:</i> An oracle menu appears, giving hints/tips where necessary.</p> <p><i>Frequency of Occurrence:</i> when the oracle icon is clicked, or metrics get 'too low'</p> <p><i>Open Issues:</i> How will the oracle actually help, will it just be hints? Will the oracle appear only when asked for? Will the player be prompted to ask for the oracle when they seem stuck? How can we tell if they seem stuck?</p>

User story Interactable objects	Requirements Use Case	Design Use Case: UC 8.1 Flow of Events for the interactables Use Case
<p>As a <b>user</b>, I want to <b>know what objects are interactable so that I can interact with them to effect my metric scores.</b>  <b>Acceptance Criteria:</b></p> <ol style="list-style-type: none"> <li>1 The user can interact with objects.</li> <li>2 A pop up shows the user what objects are interactable</li> </ol>	<ul style="list-style-type: none"> <li>· <b>Use Case: Interactable objects</b></li> <li>· <b>Scope: Object Attributes and Icon on Game Screen</b></li> <li>· <b>Level: Main game screen</b></li> <li>· <b>Context: The user needs to know what objects they can interact with, so they can alter their metric scores.</b></li> <li>· <b>Frequency of occurrence:</b> The functionality will be ever present throughout the game. The pop ups for interactions will only appear when you get within a distance of said object. The pop up will present how it will affect every metric using a red/orange/green system.</li> <li>· <b>Open Issues:</b> How much will each interaction affect the metrics? Will there be rewards/buffs to metrics for reaching milestones? What will be the winning/losing metric scores?</li> </ul>	<p><b>Scope:</b> UI/UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> User can interact with objects, and see by how much each interaction affects their metrics. They can also then work out how to win/lose the game.  <b>Dependencies:</b> The user can move about the game to find objects to interact with. The user knows what they need to do to win the game  <b>Dependencies:</b> Player is close enough to an object to interact with it  <b>Assumptions:</b> The user can move around the game and has a keyboard  <b>Preconditions:</b> Player is close enough to an object to interact with it  <b>Main Flow:</b> As soon as the game starts, the player can move about the game, getting close enough to objects to interact with, and seeing with the pop up how this interaction will affect their metrics.  <b>Subflows:</b> The pop up will show each metric, with a red/orange/green square representing how it affects their metrics.  <b>Alternative Flows:</b> The player cannot interact with any objects, and/or the pop up for each object doesn't appear saying how it would affect each metric.  <b>Post Conditions:</b> An interaction with an object will affect the users metrics, corresponding to each object, and this change will be displayed.  <b>Frequency of Occurrence:</b> Whenever a user interacts with an object, and whenever a user gets close enough to an object for the pop up to appear.  <b>Open Issues:</b> How much will the interactions affect the metrics, how close do you need to be to see the pop up, do you have to face the object to interact with it.</p>

User story Timer Metric UI	Requirements Use Case	Design Use Case: UC 1.2 Flow of Events for the Time Metric Use Case
<p>As a user I want to know how much time has passed and how much time I have left for the day. This is so that I can prioritise what tasks I need to do.</p> <p>Acceptance Criteria:</p> <p>The user can see the timer bar</p>	<ul style="list-style-type: none"> <li>• Use Case: Time metric UI</li> <li>• Scope: Icon on Game Screen</li> <li>• Level: Main game screen</li> <li>• Context: users can see a timer bar in the corner of the screen, so they can decide what tasks to do with their time left. The timer will always tick continuously, but interactions with objects/tasks will reduce the timer by a block of time. The user will be made aware of how much time each interaction will use up.</li> <li>• Frequency of occurrence: The timer is always present on the screen, but the time taken for each interaction will be made aware as the user is about to interact, but this functionality will be added later.</li> <li>• Open Issues: How much time will each interaction take? How quickly will the timer continuously tick? Will the timer ever pause, say when the user is at home? What happens when the timer runs out, before player goes to sleep?</li> </ul>	<p>Scope: UI/UX</p> <p>Level: Main game screen</p> <p>Primary Actors: Objects, User</p> <p>Description: users can see a timer bar in the corner of the screen, so they can prioritise/decide on what tasks to do. The timer will always tick continuously, but interactions with objects/tasks will reduce the timer by a block of time. The user will be made aware of how much time each interaction will use up.</p> <p>Dependencies: N/A</p> <p>Assumptions: Game Loop exists</p> <p>Preconditions: The player has started the game and so the clock will start 'ticking' down.</p> <p>Main Flow: As the game starts the time continuously ticks down, with interactions with objects also taking time, meaning the user has to prioritise certain tasks to optimise their metrics.</p> <p>Subflows: Each interaction with an object, shows the user that time will be used up, and by how much.</p> <p>Alternative Flows: N/A</p> <p>Post Conditions: A timer is shown in the corner with the other metrics, and a pop up for interactions also shows how the timer is affected after interaction.</p> <p>Frequency of Occurrence: The timer is always present on the screen, but the time taken for each interaction will be made aware as the user is about to interact, but this functionality will be added later.</p> <p>Open Issues: How much time will each interaction take? How quickly will the timer continuously tick? Will the timer ever pause, say when the user is at home? What happens when the timer runs out, before player goes to sleep?</p>

User story End of Day Screen	Requirements Use Case	Design Use Case: UC 9.1 Flow of Events for the End of day Screen Use Case
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<p>As a <b>user</b>, I want to <b>be see an end of day screen</b>, so I can see the progress I've made in the day</p> <p>Acceptance criteria: A screen appears at the end of every day cycle, showing the metrics scores for the day.</p>	<ul style="list-style-type: none"> <li><b>Use Case:</b> End of day screen</li> <li><b>Scope:</b> New Screen</li> <li><b>Level:</b> End of day screen</li> <li><b>Context:</b> Currently when you end a day cycle there is no way to see your progress from that day, so the end of the day screen will show this.</li> <li><b>Frequency of occurrence:</b> this screen will appear at the end of every day cycle</li> <li><b>Open Issues:</b> Will the screen just show the metrics score, or will it have anything else?</li> </ul>	<p><b>Scope:</b> New Screen  <b>Level:</b> End of day screen  <b>Primary Actors:</b> User  <b>Description:</b> An end of day screen to show the user that day's metrics scores  <b>Dependencies:</b> User makes it to the end of the day  <b>Assumptions:</b> Day can end, Time Progression  <b>Preconditions:</b> User makes it to the end of the day  <b>Main Flow:</b> When the day cycle ends, a screen will appear showing the all of the user's metric scores  <b>Subflows:</b> Move to next day  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> the end of day screen will appear, then after clicking next day, the next day will start.  <b>Frequency of Occurrence:</b> this screen will appear at the end of every day cycle  <b>Open Issues:</b> Will the screen just show the metrics score, or will it have anything else?</p>
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### Test cases

User Story Metrics			
Test Case	Expected Behaviour	Actual Behaviour	Result
Display Metrics	Visually display three progress bars on the top left corner of the screen	The user can see three progress bars on the top left corner of the screen when playing the game.	Pass
Highlight progress using colours.	Progress bars follow a green, amber, red colour scheme to showcase the severity of the metric's level.	Each progress bar is coloured red when below 30%, amber when between 30% and 60% and green when above 100%.	Pass
Metrics are bounded	Progress bars have a fixed size which they cannot overcome.	Progress bars cannot go lower than 0% but can become greater than 100%.	Fail
Metrics	It is possible for the	It is possible for the progress in the	Pass

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can both decrease in time and blocks.	progress in the progress bars to change either constantly or in blocks.	progress bars to change either constantly or in blocks.	
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User Story Oracle Interaction			
Test Case	Expected Behaviour	Actual Behaviour	Result
Oracle Icon	Display an Icon of a Phone which triggers the Oracle.	An Icon of a Phone is displayed in the bottom of the screen which triggers the Oracle.	Pass
Oracle Questions	Display a list of questions which can be selected by the user and asked.	When clicking the Oracle Icon the game is Paused and a list of questions is displayed which the user can select and ask.	Pass
Oracle Answers	When clicking on a question, display the answer on the following screen.	If the user clicks on a question, the answer is then displayed on the following screen for that specific question.	Pass
Text is animated.	For answers the text needs to be animated one letter at a time.	The text is animated when an answer is being displayed to the user.	Pass

User Story Interactable Objects			
Test Case	Expected Behaviour	Actual Behaviour	Result
Specify Interactable	Specify if an object is interactable or not in the scenes.json file	Define objects as interactive or not in the json file by adding another attribute.	Pass
Load Interactable Attribute	Load objects according to their attribute from the json file.	Objects are loaded as either interactive or non-interactive and stored as such in the game logic.	Pass
Collide	The user cannot walk over objects.	The user can still collide with objects and walk on top of them.	Fail

User Story Timer Metric			
Test Case	Expected Behaviour	Actual Behaviour	Result
Timer Metric decreases constantly and in blocks.	The timer metric can decrease in blocks when interacting with an object.	Time metric decreases both constantly and in blocks if an interaction happens.	Pass
Time is displayed as hh:mm	Apart from the metric, the time is also displayed using the hh:mm format.	Time is also displayed in the top right corner using hh:mm format.	Pass

User Story End Screen			
Test Case	Expected Behaviour	Actual Behaviour	Result
Create an end screen	Create a screen which triggers at some ending point.	Created a day end screen which triggers every time the timer metric runs out.	Pass
Transition to next day	From the day end screen, transition to the next day of gameplay.	Click on the button "Next Day" on the Day End Screen and reset the game state for the following day.	Pass
Summary	When the screen is triggered, a summary of the metrics difference from the day is displayed.	The End Of Day Screen presents the user with information regarding how each of their metrics has been modified.	Pass

User Story Interact with Object			
Test Case	Expected Behaviour	Actual Behaviour	Result
Interact	The user can interact with objects and have their metrics affected.	Added one object, Oven, which the user can interact with and affect all their metrics.	Pass
Interaction keeps	Interacting too many times does	Interacting many times does not lower either metric below 0.	Pass

metrics bounded	not lower either metric below 0		
Player can interact when facing	To interact with an object, the character needs to be close enough and facing that object.	Player can interact with an object only when facing that object and is close enough.	Pass
The player can interact with only one object at a time.	Player interacts with the closest object it is facing.	Player interacts only with one object at a time.	Pass

## **21/11/2023 Week End Retrospective**

### Overview

This retrospective was again used to review the games state and prepare questions to be asked in the interview Q and A.

### Meeting Record

Attendance: All Present

Notes: Again we reviewed the game in its current state and decided upon what to present.

Task Assignments: None

### Backlog (Completed Tasks)

Create Oracle	Interactable Objects	Visually display metrics as bar charts together - top left/right
<b>UC 7.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete</b> <b>15/11/23 - 22/11/23</b> <b>Paul Petan</b> <b>Code Specific, Art, Done</b> <a href="https://trello.com/c/SzdJ1kNF/31-create-oracle">https://trello.com/c/SzdJ1kNF/31-create-oracle</a>	<b>UC 8.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete</b> <b>15/11/23 - 22/11/23</b> <b>James Greenway, Max Atherton</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/50WJDeV3/28-interactable-objects">https://trello.com/c/50WJDeV3/28-interactable-objects</a>	<b>UC 6.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 5 Complete 15/11/23 - 22/11/23</b> <b>Paul Petan</b> <b>Code Specific, Art, Done</b> <a href="https://trello.com/c/IYL4RN5h/30-visually-display-metrics-as-bar-charts-together-top-left-right">https://trello.com/c/IYL4RN5h/30-visually-display-metrics-as-bar-charts-together-top-left-right</a>

<p><b>Create end screen for when time runs out</b></p> <p><b>UC 9.1</b></p> <p><b>Soft Eng CW 2</b></p> <p><b>Sprint 5 Complete</b></p> <p><b>15/11/23 - 22/11/23</b></p> <p><b>Paul Petan</b></p> <p><b>Code Specific, Done</b></p> <p><b><a href="https://trello.com/c/rhifdHmy/21-create-end-screen-for-when-time-runs-out">https://trello.com/c/rhifdHmy/21-create-end-screen-for-when-time-runs-out</a></b></p>	<p><b>Interact with an object</b></p> <p><b>Separate from interactable objects as this involves the player and affecting its metrics when interacting with an object.</b></p> <p><b>SUGGESTION:</b> before interacting, show how much the object will affect the metrics. For example when walking close to the oven show a text above it with the name and metrics effect like:</p> <p>time: -10 happiness: +2 money: 0</p> <p><b>UC 8.1</b></p> <p><b>Soft Eng CW 2</b></p> <p><b>Sprint 5 Complete 15/11/23 - 22/11/23</b></p> <p><b>Paul Petan</b></p> <p><b>Code Specific, Done</b></p> <p><b><a href="https://trello.com/c/1PGrVxbp/32-interact-with-an-object">https://trello.com/c/1PGrVxbp/32-interact-with-an-object</a></b></p>
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Exception Handling

Nothing of Note

## **22/11/2023 Week Start Sprint**

### **Process**

#### Overview

This week's focus was mainly on the functionality of the main features of the game, this being the oracle and the interactable objects used to affect metrics. We also worked to iron out some of the issues the game faced and work towards adding more scenes to the game.

#### Meeting Record

Attendance: All present

Notes: As usual, tasks taken from the interview were written into the trello and assigned, team composition remained the same.

#### Backlog (New Tasks)

<b>Fix Oracle Questions / Answers</b>	<b>Oracle Question Frequency and trigger on metric threshold</b>	<b>Implement Day of the Weeks</b>
<b>UC 7.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/PAtkXxZs/36-fix-oracle-questions-answers">https://trello.com/c/PAtkXxZs/36-fix-oracle-questions-answers</a>	<b>On a low threshold of a metric, have the oracle call you.</b>  <b>UC 7.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/Cvnx6530/37-oracle-question-frequency-and-trigger-on-metric-threshold">https://trello.com/c/Cvnx6530/37-oracle-question-frequency-and-trigger-on-metric-threshold</a>	<b>UC 10.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete 22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/EIfp9lOm/56-implement-day-of-the-weeks">https://trello.com/c/EIfp9lOm/56-implement-day-of-the-weeks</a>
<b>Add a Bed object and initiate the Next Day Cycle Upon Interaction</b>  <b>UC 8.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific, Art</b>	<b>Collidable Objects SUGGESTION:</b> <b>Based on the current scene in the Game class we can get the objects and from each collidable object get the square / region it covers. We will then have a list of regions where the player is not allowed to walk into</b>	<b>Create Male Avatar animation sprite</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete 22/11/23 - 29/11/23</b> <b>Sabina Garip</b> <b>Art</b> <a href="https://trello.com/c/83UR7ESd/35-create-male-avatar-animation-sprite">https://trello.com/c/83UR7ESd/35-create-male-avatar-animation-sprite</a>

<p><a href="https://trello.com/c/X5gOx9aY/55-add-a-bed-object-and-initiate-the-next-day-cycle-upon-interaction">https://trello.com/c/X5gOx9aY/55-add-a-bed-object-and-initiate-the-next-day-cycle-upon-interaction</a></p>	<p>and we can pass these as a parameter to the move method of the player. Basically do not move unless you end up in a position which is valid.</p> <p><b>UC 11.1</b></p> <p><b>Soft Eng CW 2</b>  <b>Sprint 6 Complete</b>  <b>22/11/23 - 29/11/23</b>  <b>Sabina Garip</b>  <b>Code Specific</b>  <a href="https://trello.com/c/YMFBR2HH/29-collidable-objects">https://trello.com/c/YMFBR2HH/29-collidable-objects</a></p>	
<p><b>Refactor and Change Interactable Objects</b></p> <ul style="list-style-type: none"> <li>- Create Pop up when near object</li> <li>- refactor to use rects in interact</li> <li>- Add facing condition to interact</li> </ul> <p><b>Soft Eng CW 2</b>  <b>Sprint 6 Complete</b>  <b>22/11/23 - 29/11/23</b>  <b>James Greenway, Max Atherton</b>  <b>Code Specific</b>  <a href="https://trello.com/c/aLSwicY6/43-refactor-and-change-interactable-objects">https://trello.com/c/aLSwicY6/43-refactor-and-change-interactable-objects</a></p>	<p>Create try except block for isCollidable attribute of GameObject</p> <p>Have the value by default always true and specify it in the json only if it is false.</p> <p><b>Soft Eng CW 2</b>  <b>Sprint 6 Complete</b>  <b>22/11/23 - 29/11/23</b>  <b>Code Specific</b>  <a href="https://trello.com/c/OLXdWhaG/50-create-try-except-block-for-iscollidable-attribute-of-gameobject">https://trello.com/c/OLXdWhaG/50-create-try-except-block-for-iscollidable-attribute-of-gameobject</a></p>	<p>Create door object to move to next scene: ex bedroom -&gt; kitchen</p> <p><b>UC 8.3</b></p> <p><b>Soft Eng CW 2</b>  <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b>  <b>Manisha Mehra</b>  <b>Art, Code Specific</b>  <a href="https://trello.com/c/9ucTHnWa/33-create-door-object-to-move-to-next-scene-ex-bedroom-kitchen">https://trello.com/c/9ucTHnWa/33-create-door-object-to-move-to-next-scene-ex-bedroom-kitchen</a></p>
<p><b>Day/Night Autosave</b></p> <p><b>UC 4.2</b></p>		

**Soft Eng CW 2**

**Sprint 7 29/11/23 - 6/12/23**

**Paul Petan**

**Code Specific**

**<https://trello.com/c/FwS4SzK/40-day-night-autosave>**

**Product**

Interview Q and A

Okay. Cool. So, I think, again, we're just going to start off with showing you the game and what we've managed to do so far this week. Yeah. Yeah. So you've added a few things from last week. So you can now interact with objects. We have these bars up here, so visualisation of our metrics, happiness, time, health, and there's a money you want there. Let's try and... Let's go look up the names. Yeah. Yeah. So you can also...We've also added collision, so you can't walk through things anymore.Also a few interact.You can interact with the oven.You can see that the time goes down.This is sort of a placeholder.We're going to fine-tune what changes.And then also the days, every four minutes in game time is a second. Yeah. Is that right, Paul? Yeah. Yeah. And it goes from 8am to 10pm. And then once you reach 10pm, we have this transition screen, which gives you a summary of the day, and then I want you to go on to the next day. Yeah. So that's... Yeah. So far now with the metrics, obviously, we have fine-tune and with the time, obviously it goes back up. The happiness has gone down, but I mean the actual effects of all the interactions, obviously, we've not sorted out yet. But the main thing obviously was the functionality of the collisions, the interaction with the objects, obviously we've done the oven so far, but we can just start for the other objects.And then we've also added in the phone icon for the Oracle as well. Yes, I've got to say that. Yes. Yes. So this is some part of the Oracle. So we get... You can click on the phone. Again, you can... So you have to tell the Oracle you want to do something, it's not going to be a bad thing. But it will, in my boss in some way, don't want it to be overbearing.

Yeah, I haven't got to that yet. We haven't invested that yet. So we've been thinking about...

You can maybe have a metric for if your health or happiness or something gets too low. It'll all be like, "Hey, I'm worried about you." Yeah, precisely, that's what I'm thinking. We're just worried that if it does that every time, if a player, for example, is trying to... Maybe just do it only if they're like, "You're really about to die." Exactly. Yeah. I also relate to the goal, because obviously we've had a few discussions about what we want the goal to be. And for now, what we've suggested is basically there's just a week, and at the end of the week, you have to have...The goal would be to get a certain amount of money without obviously running out of happiness or health or something like that. And then that can be iterated on so that we can create more goals from that point where we have to get a certain amount of happiness by the end of the week or something like that. So, like, game modes. Yeah. So this could be too complicated to implement, but just for

food for thought, for the Oracle, you could have it too that at the beginning it calls more regularly, like when you are struggling, to get more advice to learn. But then even maybe give the player an option to be like, "Do you want me to keep calling you?" Or do you want me to leave you alone? Yeah, right. And that would be easy like yes or no kind of thing. And then it feeds back to how often it should. It's going to come up. Yeah. I suppose you could also have the... If the player hangs up on the... Yeah.

Or of course it doesn't take the call. That could be used as a mechanism to try to dial down its intervention levels. For like, because I think it'd be quite difficult to implement a tutorial. So is it okay for us to write in the user manual how to play the game as opposed to, you know, creating a tutorial in the game? What you might do is just work one of the people that are in the past is also to make a video which is the user manual. Right. Just like record a video game play and explain it. Yeah. Okay. So yeah. And then you can cut different things together. You can plan what you want to say and you can illustrate it at the same time. Yeah.

You do it with somebody who has a voice over. Okay. Cool. Cool. Don't try to just do a straight screen grab. Yeah. So commentary in badly. So. Yeah. So we've had a few more suggestions that we had as well. Obviously the main thing right now is we only have one scene. So we think the next step really was more interactions with objects and to have more scenes. So as far as the scenes go, we had a few suggestions I was saying. For health, you've got the gym, you've got the shop to get the food and the bedroom to sleep. So you guys would have any more suggestions where you think we should go with that or as more sort of a, well, I'm thinking to look back to that. Yes. Right. So yeah. So we're adding a, we, yeah, is also a social, we haven't decided on the social scene yet. Like a park or a restaurant or something like that. Yeah. Exactly. But overall, like it shouldn't be too hard to make more scenes too because you can use a safe base and just reskin it. Yeah. We've got most of the functionality. Cool. Because you've got movement and you've got interaction with objects. Yeah. So I'm just, yeah. After that, it's just about, yeah. And then, just flow. So like when they interact with the oven, it takes down their time. What does it increase? Yes. Just placeholder. I think we, yeah, we focus on adding function. We're going to do testing the side on full. Because the interact pool is also still obviously need a pop up to tell you like this. Yeah. That's, that's what we have planned. That's for this week. Cool. And then have you considered with like this data shift and having it be like an auto save or something? Yeah. That's good. I like that. So then every day it saves so you don't lose too much progress. Yes. Yeah. We, yeah. We were also thinking of adding, well, adding a bed, for example. So you can see before the game auto. So if it auto moves over the day without you sleeping the next day, maybe whatever you do has a reduced effect because you're tired. Because we initially had that idea about having buffs and debuffs. And that's something we would like to be able to implement. So like tired would be a debuff or lonely would be another debuff and that sort of stuff. And they'd affect how quickly you can gain metrics, for example. Yeah. Just a multiplier on basically the interaction. Yes. Okay. Yeah. I think that would be cool. This I don't think would actually be implementable in the

timeframe. But just like fun to consider is like with the lonely thing, you know, you could get, you could have it be that the player gets input at the beginning whether they're introverted or extroverted. And then if they don't see people a bunch, they actually get a buff. Yeah. That's cool. We were considering that. Not no exactly that, but when we were going to do the metrics, well, some people may actually find cooking fun, for example. Yeah. Some people actually get really pumped out. Yeah. Yeah. Just something about it. Sorry, because I thought you were going to say that the oven was good because you're making food and you're looking after yourself. Yeah. Yeah. So your health might go, we haven't decided on that. Your health? Yeah. We still do the go up. Yeah. Save your wait time. Yeah. Some people might not enjoy cooking as much. But yeah. So we need to test it. I think it's probably best to start. I mean, yeah, considering that we need to, it's probably best that we get seen, set out and decide what each thing does. And then iterate on that by adding people's buffs, maybe potential of options where they're someone is introverted, but yeah, again, much of a peaceful thing. Or, you know, just at least explain like in the tutorial, if something you have to make a decision like cooking, you just explain this makes you unhappy. Yeah. So that they know because they might think it would make them happy and then be like, oh, no, that made me test. They might even be worth having it when you get into the radius of the objective, it's how is it what it's going to do to you. Yeah. And then you can interact with us. Yeah. That's the best. That's the best. Sure thing. So from the start, you mentioned last week about maybe a difficult thing, but whichever you want to do that later on, but maybe you have a preset to start the game, you're someone who enjoys cooking but doesn't enjoy socialising. So maybe the buffs are different. I said that's going to be hard to get in maybe a short of an end game. We could probably add lots and lots and lots of things to it. So there's a lot of fun to have. Yeah. Not needed right now. Yeah. And I think that's the aesthetics of the game. I think, like we said, we scaled the avatar down a bit and added a couple more objects, but I don't know, I think you have to look good. Yeah. Yeah. You made the progress. Yeah. Yes. Do you have any last minute questions? I don't know. I think you mentioned things. I think you mentioned things. Yeah. Gee, Paul. Paul, do you have anything? I'm happy with what the thing, you have no questions for me. Okay, cool. Cool. Is it a few of it with about the art because I'm like, obviously everything we've made so far, we've made ourselves and I started looking for like text packs because obviously it would be quite difficult to do everything. But I haven't really found anything that would work, especially with the view that we have. So do you reckon it's feasible for us to make most of the art? If we have five more scenes, for example, and then obviously there's going to be objects for each of those scenes. So it's like, I don't know, I'm just unsure about how these blitters for us to be making the art and if it's worth it compared to how much we should be doing coding and documentation and that sort of stuff. It doesn't need to look fancy. So what I might consider is creating objects that could be used in multiple scenes and then just be able to change the colour of them kind of thing. And so simplify your work. Still have there be the objects that you need to interact with that try and make them kind of interchangeable in some

way to make it so that you don't have to make whole new scenes every time. Yeah. Yeah, because creating artwork is hard work. And unless you can just pull on a whole bunch of assets, it's going to take time that you don't have to have. I'm more concerned about the game. Yeah. That's it. Okay, cool. All right. Cool.

### Interview Analysis

In this customer meeting we presented our progress on the games development, showing how the user can now interact with objects like the bed and the door as seen in UC 8.2 and UC 8.3, how the metrics are now visible including the game timer, how we implemented collision such that users can no longer walk over objects, as seen in UC 11.1, and lastly how we also added a day and night cycle. We offered some suggestions to the customers for the game, like limiting the game cycle to a week, the idea of adding buffs/debuffs to the game and implementing more scenes rather than just the current home scene. The feedback we got from the customers was to implement an autosave function when you sleep at night, and also adding in a save and load function in the pause menu; these use cases can be seen in UC 4.2 and UC 4.1. We also agreed to add more scenes to the game where different interactions would occur to make the game more engaging, as seen in UC 5.2. Surrounding the extra scenes idea, we also discussed adding versatile objects which could be used in multiple scenes to make the art creation take less time. The customers also suggested expanding on the functionality of the oracle including the frequency of the oracle, such as there being a hang up option for the oracle, the oracle only appearing when metrics get too low, and the oracle being able to be disabled in the menu. This is all so that the oracle does not intervene too much and become annoying, but is still helpful, this can be seen in UC 7.2. We also discussed the main logic of the game since we didn't have it fully figured out yet, and we agreed with the customers that the best idea would be for the game to last a week, as seen in UC 10.1, and if the user makes it to the end of the week without the metrics hitting 0 then they win, otherwise they lose. This meeting ended with a discussion about the art in the game, since we originally wanted to create all of the art ourselves, but the customers suggest prioritising the games functionality and development for now due to time constraints and coming back to the art issue later down the line in a later sprint.

### User Stories

User story Days of the Week	Requirements Use Case	Design Use Case: UC 10.1 Flow of Events for the Days of the Week Use Case
As a <b>user</b> , I want there to be different days, so	•Use Case: Days of the week	Scope: UI/UX Level: Game Screen Primary Actors: GameOver Check

<p>that I can try out different objects on different days to experiment with their effects.</p> <p>Acceptance Criteria: The game will last for 7 days</p>	<ul style="list-style-type: none"> <li>•Scope: Text on Game Screen</li> <li>•Level: Game Screen</li> <li>•Context: The game lasts for 7 days, and each of those 7 days starts a new cycle of being able to interact with objects.</li>   <li>•Frequency of occurrence: The game will be at a maximum 7 days long, if the user can make it that far.</li>   <li>•Open Issues: Will all the different days play the same, or will they be unique?</li> </ul>	<p><b>Description:</b> The game will be made at a maximum 7 days long</p> <p><b>Dependencies:</b> N/A</p> <p><b>Assumptions:</b> Time Progression</p> <p><b>Preconditions:</b> N/A</p> <p><b>Main Flow:</b> The game will cycle through the days, if the user survives, until the 8th day where you will win.</p> <p><b>Subflows:</b> Show a winning screen for lasting 7 days, or a losing screen if the user doesn't last that long.</p> <p><b>Alternative Flows:</b> N/A</p> <p><b>Post Conditions:</b> N/A</p> <p><b>Frequency of Occurrence:</b> The game will be at a maximum 7 days long, if the user can make it that far.</p> <p><b>Open Issues:</b> Will all the different days play the same, or will they be unique?</p>
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User story Bed Object	Requirements Use Case	Design Use Case: UC 8.2 Flow of Events for the Bed Object Use Case
<p>As a <b>user</b>, I want there <b>to be a bed object</b>, so that I can trigger the day cycle to start again.</p> <p>Acceptance Criteria: A bed object will be present which can be interacted with.</p>	<ul style="list-style-type: none"> <li>•Use Case: Bed object</li> <li>•Scope: Object in Scene</li> <li>•Level: Main game screen</li> <li>•Context: A bed object is needed to be implemented so that the day cycle can be restarted.</li>   <li>•Frequency of occurrence: The bed object will only be present in the house scene.</li>   <li>•Open Issues: How will the bed object interaction effect all of the metrics?</li> </ul>	<p><b>Scope:</b> UI/UX</p> <p><b>Level:</b> Main game screen</p> <p><b>Primary Actors:</b> User</p> <p><b>Description:</b> Add a bed object, so the user can restart the day cycle</p> <p><b>Dependencies:</b> The user interacts with the bed to restart the day cycle</p> <p><b>Assumptions:</b> The user knows using the bed will restart the day cycle</p> <p><b>Preconditions:</b> N/A</p> <p><b>Main Flow:</b> The user interacts with the bed, this restarts the day cycle</p> <p><b>Subflows:</b> Showing the days metrics scores after interacting with the bed</p> <p><b>Alternative Flows:</b></p> <p><b>Post Conditions:</b> The day's metrics scores will be shown after interacting with the bed.</p> <p><b>Frequency of Occurrence:</b> The bed object will only be present in the house scene.</p> <p><b>Open Issues:</b> How will the bed object interaction effect all of the metrics?</p>

User story Collidable Objects	Requirements Use Case	Design Use Case: UC 11.1 Flow of Events for the Collidable Objects Use Case
<p>As a <b>user</b>, I want to <b>be stopped by objects that appear in the world so the character does not run over them, to make the game seem more realistic</b>  <b>Acceptance Criteria:</b> The user can not walk over objects.</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Collidable objects</li> <li>• <b>Scope:</b> Objects in Scene</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> Currently users can walk over objects, which seems unrealistic, so by making them collidable and unable to be walked over, the game seems more realistic.</li> <li>• <b>Frequency of occurrence:</b> This functionality is ever present, but will only be noticed when trying to walk over interactable objects.</li> <li>• <b>Open Issues:</b> <i>Should some objects actually still be able to be walked over, like a treadmill object?</i></li> </ul>	<p><b>Scope:</b> UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> To make objects collidable so that they can't be walked over.  <b>Dependencies:</b> N/A  <b>Assumptions:</b> Objects exist  <b>Preconditions:</b> Player moves into an object  <b>Main Flow:</b> The user will walk into an object and not be able to walk over it.  <b>Subflows:</b> N/A  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> The user was unable to walk over an object.  <b>Frequency of Occurrence:</b> This functionality is ever present, but will only be noticed when trying to walk over interactable objects.  <b>Open Issues:</b> <i>Should some objects actually still be able to be walked over, like a treadmill object?</i></p>

User story Door Object	Requirements Use Case	Design Use Case: UC 8.3 Flow of Events for the Door Object Use Case
<p>As a <b>user</b>, I want to <b>be able to Interact with a door to visit a different scene, so that I can interact with new objects and explore the game</b></p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Door object</li> <li>• <b>Scope:</b> Object in Scene</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> To be able to visit a new scene, the user will have to click on a door to bring up a map and select a new</li> </ul>	<p><b>Scope:</b> UX,UI  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> A door object to be added to every scene for users to move around the map.  <b>Dependencies:</b> The user interacts with the door  <b>Assumptions:</b> The user can find the door</p>

<p>Acceptance Criteria: A door will be present which when interacted with will open up a map of other scenes.</p>	<p>scene. This use case is just regarding the door object.</p> <ul style="list-style-type: none"> <li>• <i>Frequency of occurrence:</i> There will be a door object in every scene.</li> <li>• <i>Open Issues:</i> <i>Will the door be made obvious that its the one to leave through?</i></li> </ul>	<p><i>Preconditions:</i> The user interacts with the door</p> <p><i>Main Flow:</i> The user will interact with a door, which will bring up the map screen</p> <p><i>Subflows:</i> The map screen, displaying the other scenes</p> <p><i>Alternative Flows:</i> N/A</p> <p><i>Post Conditions:</i> The map scene will appear</p> <p><i>Frequency of Occurrence:</i> There will be a door object in every scene.</p> <p><i>Open Issues:</i> <i>Will the door be made obvious that its the one to leave through?</i></p>
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User story Autosave functionality	Requirements Use Case	Design Use Case: UC 4.2 Flow of Events for the autosave Use Case
<p>As a <b>user</b>, I want <b>the game to autosave, so that I can keep my progress if I want to stop and forget to save.</b></p> <p>Acceptance Criteria: The game autosaves after each day and night cycle.</p>	<ul style="list-style-type: none"> <li>• <i>Use Case:</i> Autosave functionality</li> <li>• <i>Scope:</i> Implementing Save on day end</li> <li>• <i>Level:</i> Game Screen</li> <li>• <i>Context:</i> There is currently no autosave feature, so by implementing an autosave for every time the day cycle ends the user can keep their progress.</li> <li>• <i>Frequency of occurrence:</i> The autosave occurs once per game day, at the end of the day.</li> <li>• <i>Open Issues:</i> <i>How many saves can be stored?</i></li> </ul>	<p><i>Scope:</i> UX</p> <p><i>Level:</i> Game Screen</p> <p><i>Primary Actors:</i> Game</p> <p><i>Description:</i> The game will autosave at the end of the day cycle</p> <p><i>Dependencies:</i> The user makes it to the end of the day cycle</p> <p><i>Assumptions:</i> The user knows the game autosaves so they can use the save later.</p> <p><i>Preconditions:</i> The user makes it to the end of the day cycle.</p> <p><i>Main Flow:</i> The user makes it to the end of the day and then the game will autosave, without the user needing to do anything.</p> <p><i>Subflows:</i> The user can load this save</p> <p><i>Alternative Flows:</i> N/A</p> <p><i>Post Conditions:</i> The autosave is saved and can be accessed by the user to use.</p> <p><i>Frequency of Occurrence:</i> The autosave occurs once per game day, at the end of the day.</p> <p><i>Open Issues:</i> <i>How many previous saves are stored?</i></p>

User story Extra scenes for game	Requirements Use Case	Design Use Case: UC 5.2 Flow of Events for the Metrics Use Case
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<p>As a <b>user</b>, I want to <b>be able to explore more scenes, so that the game is more engaging.</b></p> <p><b>Acceptance Criteria:</b></p> <ul style="list-style-type: none"> <li>-There are more scenes added into the game to explore.</li> </ul>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Extra game scenes</li> <li>• <b>Scope:</b> Scenes within Game Screen</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> We are adding 4 more scenes for users to explore, rather than just the current house scene. These will be the park, gym, workplace and tax building. This is to make the game more engaging since these extra scenes will have different objects to interact with, to affect the metrics in different ways. For example the new gym scene will have gym equipment which will increase happiness but entering the gym will take away money.</li> <li>• <b>Frequency of occurrence:</b> The scenes will only be present when you enter them.</li> <li>• <b>Open Issues:</b> <i>We are adding 4 more scenes but do we need more? What objects will each scene have different to others?</i></li> </ul>	<p><b>Scope:</b> UI/UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> 4 new scenes are added into the game for the user to explore.  <b>Dependencies:</b> User travels to new scene  <b>Assumptions:</b> The user can navigate the game, and knows how to travel to different scenes.  <b>Preconditions:</b> User travels to new scene  <b>Main Flow:</b> The user will travel to another scene in the game.  <b>Subflows:</b> The user interacts with objects in these new scenes.  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> All scenes are present throughout the game, and all have interactable objects in them.  <b>Frequency of Occurrence:</b> The scenes will only be present when you enter them.  <b>Open Issues:</b> <i>We are adding 4 more scenes but do we need more? What objects will each scene have different to others?</i></p>
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User story <b>Further Oracle functionality</b>	Requirements Use Case	<b>Design Use Case: UC 7.2 Flow of Events for the Metrics Use Case</b>
<p>As a <b>user</b>, I want <b>the oracle to automatically pop up if my metrics get too low, so</b></p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Oracle functionality</li> <li>• <b>Scope:</b> Icon on Game screen</li> <li>• <b>Level:</b> Oracle Screen</li> </ul>	<p><b>Scope:</b> UI/UX  <b>Level:</b> Oracle screen  <b>Primary Actors:</b> User  <b>Description:</b> If the metrics get too low, the oracle will appear to give help.</p>

<p><b>that I can receive help if necessary.</b></p> <p>Acceptance Criteria:</p> <p>The oracle appears if metrics get too low.</p> <p>-the oracle only appears when the metric gets too low</p>	<ul style="list-style-type: none"> <li>Context: The oracle has already been made to help the user if needed, but we add in the functionality for it to automatically appear if any metric gets too low.</li> <li>Frequency of occurrence: The oracle will appear when a metric gets 'too low'</li> <li>Open Issues: How much help will the oracle give? How low will the metric go for the oracle to appear?</li> </ul>	<p>Dependencies: Metric getting too low</p> <p>Assumptions: The user knows how the oracle can help.</p> <p>Preconditions: The users metrics get too low</p> <p>Main Flow: The metric gets 'too low', and the oracle icon will flash, pushing the user to click it to receive help</p> <p>Subflows: The oracle screen will appear</p> <p>Alternative Flows: N/A</p> <p>Post Conditions: The help necessary will be displayed to the user on the oracle screen</p> <p>Frequency of Occurrence: The oracle will appear when a metric gets 'too low'</p> <p>Open Issues: How much help will the oracle give? How low will the metric go for the oracle to appear?</p>
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## Test cases

User Story Oracle			
Test Case	Expected Behaviour	Actual Behaviour	Result
Trigger on Threshold	Oracle initiates a call when either metric gets in the red zone (below 30%)	Oracle Icon starts pulsating every time a metric gets in the red zone.	Pass
One call for multiple metrics.	If more metrics in the red zone and no call has been made, one call is made for all metrics currently in the red zone.	If more metrics in the red zone and no call has been made, one call is made for all metrics currently in the red zone.	Pass
Display tailored hint	When accepting the call, skip the question screen and provide a hint for the current situation.	When clicking the pulsating oracle icon, the Answer screen is directly displayed. The hints for the current metrics in the red zone are animated on the screen.	Pass
Disable from	Oracle can be disabled so that it	No such option exists.	Fail

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Menu.	does not become too annoying.		
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User Story Days of the Week			
Test Case	Expected Behaviour	Actual Behaviour	Result
Display the current day of the week on the screen	The user can see which day of the week they are in	The user can see which day of the week they are in, in the top right corner above the time formatted as hh:mm.	Pass
Cycle through the days of the week when the day ends	Change the day of the week when a new day starts.	The days of the week change from Monday to Sunday accordingly whenever a new day starts.	Pass

User Story Bed Object			
Test Case	Expected Behaviour	Actual Behaviour	Result
Create interactable Bed object	Create and add an interactable bed object to the scene which makes the time run out.	Create and add an interactable bed object to the scene which makes the time run out.	Pass
Interaction triggers next day	When interacting with the bed, the End of Day screen gets triggered.	Interacting with the bed causes the time of the player to run out which automatically triggers the end of day screen.	Pass
Not going to bed causes tiredness	Failing to interact with the bed causes the player to lose some metrics the next morning.	At the moment failing to interact with the bed has no consequences.	Fail

User Story Collidable Objects

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Test Case	Expected Behaviour	Actual Behaviour	Result
Collide	Player collides with objects and cannot walk over them.	Player collides with objects and cannot walk over them.	Pass
Specify Collidable or Not	Attribute of objects defining whether they are collideable or not.	When loading objects from the scene, they are loaded as collideable or not depending on said attribute from the json file.	Pass
Visual Hitbox	Visually display the hitbox of both the player and the object to verify collision thresholds.	When in debug mode, hitboxes are visible for both the player and the objects.	Pass

User Story Door Object			
Test Case	Expected Behaviour	Actual Behaviour	Result
Change Scene	Interact with a door and change the current scene the player is in.	Interacting with a door changes the scene the player is in.	Pass
Reset player position.	When interacting with a door, reset the player position in the new scene so that it doesn't collide with any objects.	Player's position is not modified when changing scenes by interacting with a door.	Fail
Two Way Navigation.	Navigate from scene A to scene B and then back to scene A through the same door.	Navigate from scene A to scene B and then back to scene A through the same door.	Pass

User Story Autosave Functionality			
Test Case	Expected Behaviour	Actual Behaviour	Result
Initiate a save every time a new day	Game state and character state are saved when a new day starts.	Game state and character state are saved when a new day starts.	Pass

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starts.			
Overwrite the same filename saves.	If a save is done and another save exists with the same name, overwrite it.	Already existing saves are being overwritten if the filenames are identical.	Pass
Save scenes by ID	Scene state is now saved using ID instead of Json format.	Scene state is now saved using ID instead of Json format.	Pass
Save/Load Works for Metrics	Player's metrics are also saved and associated with the player's state.	Player's metrics are also saved and associated with the player's state.	Pass

User Story Extra Scenes in the Game			
Test Case	Expected Behaviour	Actual Behaviour	Result
Multiple Scenes specified.	Specify multiple scenes in the json file and load them independently of one another.	Scenes can be loaded independently based on their id from the json file	Pass
Reusable structures.	Make new scenes using reusable object structures from already existing scenes.	Object structures can be easily reused to create new scenes with different textures and orientations.	Pass

## **28/11/2023 Week End Retrospective**

### Overview

This retrospective was spent finalising ideas for which scenes we wished to have and again reviewing the game's state. Both were presented for discussion in the meeting. Also that an absence would occur in the following week.

### Meeting Record

Attendance: All in Attendance

Notes: We've decided on the 4 places in the game, and discussed one last extra place. Council house, was decided as the final fixed place. Was brought up that Max Atherton was away in the following week.

Task Assignment: None

### Backlog (Completed Tasks)

<b>Fix Oracle Questions / Answers</b>  <b>UC 7.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/PAtkXxZs/36-fix-oracle-questions-answers">https://trello.com/c/PAtkXxZs/36-fix-oracle-questions-answers</a>	<b>Oracle Question Frequency and trigger on metric threshold</b> <b>On a low threshold of a metric, have the oracle call you.</b>  <b>UC 7.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/Cvnx6530/37-oracle-question-frequency-and-trigger-on-metric-threshold">https://trello.com/c/Cvnx6530/37-oracle-question-frequency-and-trigger-on-metric-threshold</a>	<b>Implement Day of the Weeks</b>  <b>UC 10.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete 22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/EIfp9lOm/56-implement-day-of-the-weeks">https://trello.com/c/EIfp9lOm/56-implement-day-of-the-weeks</a>
<b>Add a Bed object and initiate the Next Day Cycle Upon Interaction</b>  <b>UC 8.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Paul Petan</b> <b>Code Specific, Art</b> <a href="https://trello.com/c/X5gOx9aY/55-add-a-bed-object-and-initiate-the-next-day-cycle-upon-interaction">https://trello.com/c/X5gOx9aY/55-add-a-bed-object-and-initiate-the-next-day-cycle-upon-interaction</a>	<b>Collidable Objects</b> <b>SUGGESTION:</b> <b>Based on the current scene in the Game class we can get the objects and from each collidable object get the square / region it covers. We will then have a list of regions where the player is not allowed to walk into and we can pass these as a parameter to the move method of the player. Basically do not move unless you end up in a position which is valid.</b>  <b>UC11.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b>	<b>Create Male Avatar animation sprite</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete 22/11/23 - 29/11/23</b> <b>Sabina Garip</b> <b>Art</b> <a href="https://trello.com/c/83UR7ESd/35-create-male-avatar-animation-sprite">https://trello.com/c/83UR7ESd/35-create-male-avatar-animation-sprite</a>

	<b>Sabina Garip</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/YMFBR2HH/29-collidable-objects">https://trello.com/c/YMFBR2HH/29-collidable-objects</a>	
<b>Refactor and Change Interactable Objects</b>  - Create Pop up when near object - refactor to use rects in interact - Add facing condition to interact  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>James Greenway, Max Atherton</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/aLSwicY6/43-refactor-and-change-interactable-objects">https://trello.com/c/aLSwicY6/43-refactor-and-change-interactable-objects</a>	<b>Create try except block for isCollidable attribute of GameObject</b>  <b>Have the value by default always true and specify it in the json only if it is false.</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete</b> <b>22/11/23 - 29/11/23</b> <b>Code Specific</b> <a href="https://trello.com/c/OLXdWhaG/50-create-try-except-block-for-iscollidable-attribute-of-gameobject">https://trello.com/c/OLXdWhaG/50-create-try-except-block-for-iscollidable-attribute-of-gameobject</a>	<b>Create door object to move to next scene: ex bedroom -&gt; kitchen</b>  <b>UC 8.3</b>  <b>Soft Eng CW 2</b> <b>Sprint 6 Complete 22/11/23 - 29/11/23</b> <b>Manisha Mehra</b> <b>Art, Code Specific, Done</b> <a href="https://trello.com/c/9ucTHnWa/33-create-door-object-to-move-to-next-scene-ex-bedroom-kitchen">https://trello.com/c/9ucTHnWa/33-create-door-object-to-move-to-next-scene-ex-bedroom-kitchen</a>

### Exception Handling

The Team was made aware that Max Atherton was away for the week starting from the 4th of December and he therefore wouldn't be present in meetings and the customer meeting for that week.

To accommodate for this he was assigned tasks early to cover the extended period away and briefed upon return in the following meeting.

## **29/11/2023 Week Start Sprint**

### **Process**

#### Overview

This weeks focus was on implementing the scenes and final functionality to make the game a mostly usable product with additions like the losing screen, UI features and bug fixes. Advice in the Interview Q and A mainly focused on adding features that made the game more understandable, setting us up to begin developing the tutorial.

#### Meeting Record

Attendance: All present

Notes: As usual, tasks taken from the interview were written into the trello and assigned, team composition remained the same.

#### Backlog (New Tasks)

<b>Implement save/load functionality for player metrics and update for objects</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>James Greenway</b> <b>Code Specific</b> <a href="https://trello.com/c/ql2P6pEg/34-implement-save-load-functionality-for-player-metrics-and-update-for-objects">https://trello.com/c/ql2P6pEg/34-implement-save-load-functionality-for-player-metrics-and-update-for-objects</a>	<b>Scene Implementation</b>  <b>UC 5.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b>  <b>Code Specific</b> <a href="https://trello.com/c/Fo55r6SJ/60-scene-implementation">https://trello.com/c/Fo55r6SJ/60-scene-implementation</a>	<b>Losing Screens and Conditions</b>  <b>Death on health going low, happiness low</b>  <b>UC 13.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Sabina Garip</b> <b>Code Specific</b> <a href="https://trello.com/c/uJ1WqLfL/42-losing-screens-and-conditions">https://trello.com/c/uJ1WqLfL/42-losing-screens-and-conditions</a>
<b>Interaction UI, three squares green or red. And adding halo over object</b>  <b>UC 8.2</b> <b>UC 8.3</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>James Greenway</b> <b>Code Specific</b>	<b>Bug Fixing and Refactoring</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/NHL9QTEF/62-bug-fixing-and-refactoring">https://trello.com/c/NHL9QTEF/62-bug-fixing-and-refactoring</a>	<b>Interaction Pop-Up contains blanks when interacting with bed and doors, could change to give specific pop ups</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>James Greenway</b> <b>Bug</b> <a href="https://trello.com/c/zf5uivU8/58-interaction-pop-up-contains-blanks-when-interac">https://trello.com/c/zf5uivU8/58-interaction-pop-up-contains-blanks-when-interac</a>

<a href="https://trello.com/c/MFkTJQrr/61-interaction-ui-with-three-squares-green-or-red-and-adding-halo-over-object">https://trello.com/c/MFkTJQrr/61-interaction-ui-with-three-squares-green-or-red-and-adding-halo-over-object</a>		ting-with-bed-and-doors-could-change-to-give-specific-pop-ups
<b>Update sprites in create avatar screen to be according to those in assets animations folder</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Paul Petan</b> <b>Bug, Code Specific</b> <a href="https://trello.com/c/lIXZxPe1/52-update-sprites-in-create-avatar-screen-to-be-according-to-those-in-assets-animations-folder">https://trello.com/c/lIXZxPe1/52-update-sprites-in-create-avatar-screen-to-be-according-to-those-in-assets-animations-folder</a>	<b>Map Screen on interaction with a door</b>  <b>UC 12.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Manisha Mehra</b> <b>Code Specific</b> <a href="https://trello.com/c/ebjcwgtm/39-map-screen-on-interaction-with-a-door">https://trello.com/c/ebjcwgtm/39-map-screen-on-interaction-with-a-door</a>	<b>We broke male avatar selection</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete 29/11/23 - 6/12/23</b> <b>Paul Petan</b> <b>Bug, Code Specific</b> <a href="https://trello.com/c/rtuL3rG2/68-we-broke-male-avatar-selection">https://trello.com/c/rtuL3rG2/68-we-broke-male-avatar-selection</a>
<b>Move all Assets to Assets Constants</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Paul Petan</b> <b>Code Specific, Bug, Done</b> <a href="https://trello.com/c/jjuOEcEO/57-move-all-assets-to-asssets-constants">https://trello.com/c/jjuOEcEO/57-move-all-assets-to-asssets-constants</a>	<b>Next day does not reset current scene to be back in the bedroom.</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Paul Petan</b> <b>Code Specific, Bug, Done</b> <a href="https://trello.com/c/6ETNsWD2/54-next-day-does-not-reset-current-scene-to-be-back-in-the-bedroom">https://trello.com/c/6ETNsWD2/54-next-day-does-not-reset-current-scene-to-be-back-in-the-bedroom</a>	

## Product

### Interview Q and A

Oh, I don't really write, start recording or think I'm afraid that pieces have already been recorded. Right, we can go. Okay. Should we start with the game again?

Sure. Talk to talk for more we've done so we have we have sort of basic screen transitions now where you can go through doors, go to different rooms. This is a work in progress. It's quite hard to do upside down. We've also in so you can interact with objects, which is all young, but we've implemented assess all sorts of pop up issues, sort of the effect on the metrics up here. So we've gone with colours. So if he's, this is obviously measured in numbers but the user doesn't doesn't see any of that glowing red, green improves res down into this like an amber colour as well. We sort of dislike goes down but not too much. So, description for that probably getting right. Make it clear. Yeah, yeah. We've also implemented so we had this last week. I think this is your recall, there's a few questions you can ask on like us, you can go and ask us questions. But then also when you when one of your metrics goes low. It sort of starts ringing. All right. And then you get a message from the Oracle cool. This is like, that's very matrix and Yeah, well, yeah. The UI could be improved. Yeah, so yeah. Is there anything else and we've got a bed as well. Okay. And you're talking about having like other places? Yes. So we, so that's one of the first things we can get onto is that we've basically we've decided on the areas now and I'm hopefully going to collect and, you know, maybe art for those areas. Over the coming week, especially since we're very long flight and the when it comes to transitioning through those areas. So currently, that door, it takes you from the idea of just sort of taking from a bedroom to a kitchen, right, but we had an idea yesterday while talking in the retrospective about instead having the door, open up a map. And then the map has the five locations that we've discussed, and you click on a location and it will take you to it. So it's the same thing of the door will cause a scene transition. The whole point is that it'll bring up the map and then clicking will be the transition. Is that sense? Yeah. So yeah, we're gonna I think we're going to ask if you agree with that, but yeah, that sounds like a nice way of doing things. To understand where you're going instead of having to like remember what the word is. Yeah, that was the problem we were discussing and worried about. Yeah, when the tiger is awesome. Yes. Okay.

So then the other thing is, we discussed having like, a visual highlight to interact with objects when you're next to that object because, for example, if there are two objects that are quite close to each other, and you want to interact with one of them, you don't know which one you're interacting with. So we're thinking about like highlighting one of them saying, this is the one that if you click a will do this or we will also thinking we could put like the logo or the event into the pop up yeah, I've started seeing a lot of logos. Well, yeah, it's the same logos like that. That's actually what we wanted to ask is, do you think best habit is like a little sprite? Or would it be better to have like, maybe just a whole line around? It would be better I do. Definitely. Because as somebody saying, the other one is confusing the information with with stuff that's there for a different purpose. Yeah, yeah. You want to keep that just like as the information Yeah. And yeah, are you do you think are you happy with the because I mean, you're saying it's quite intuitive. The idea of like, green goes up, rate goes down. The thing is that, obviously we'll be editing

the values to, like some things will, although maybe we should discuss this further in that like some things will increase the values more than others. So do you think that's important to represent or do you think that'll be intuitive from the fact that you can see how much of the bar you will get? Does it show like size wise, how much you get I am at the moment, it just sort of shows me? I think you do need to have some sort of explanation. That one will like add two more than another one would? Yeah, so maybe having like, you could have three different sizes of bars. Yeah, something like that, so that they know. So maybe you'll need to make that box a little bigger so that you can have that variation in size. But just consider things like that. And then you'll need to have like a little tutorial or something that shows people or instructions that show people this is what you're looking for. Like if it's a big green, that means you get a lot. Little Green means you don't Okay, cool. Excellent. Yeah. And then the last thing is, I think we're gonna, we've kind of already done this a few times, and we keep trying to come back to it. But the last thing I think we want to implement is buffs and debuffs. And so we kind of have a list already, I think and a few ideas on what they do, because there's no room for an example of what it was we had, I think we had. So for example, we're going to put one of the scenes we want to put in is a gym. That will improve the health metric. But then also when you exercise you get a bath which has you recently exercised, and then that maybe further activities might increase your happiness at a faster rate. Yeah, yeah, stuff like that. But yeah, I think we need to basically come up with a definitive list and implement, like, how to do those buffs and debuffs and then maybe for next week, we can, you know, implement that whole list if that makes sense. So I think that Boston debuffs would be very cool and nice to have, but I think first you need to get the game working. Okay. So for next week, your goal should be to have all the scenes ready and everything working. If you can get the buffs and debuffs That's awesome. Yeah, but not for RSA. Yeah. Because they're in the in the good half. Yes. Category. Okay, cool.

I'd also like to ask something about Oracle. So compared to last week, we now have it calling so actually offering help on your metric goes too low. The way it does. This is every day it will do this one time per one metric. So for example, if your happiness gets too low today and you answer it will tell you the hint and then if throughout the day it gets too low. Again, it will not call you back again, unless you go to sleep and wake up the next day. So this is kind of the trade off that we've thought to implement between being helpful and being too annoying. Would you say that this is good enough, or should we I think that's a good idea. And I think that that can even be clarified in the instructions and be like your friend cares about you but doesn't want to be too pushy. Like is only going to call once a day just so you know like it's not going to keep calling you to tell Yeah, so I think make that clear, but I think that that's a good idea. But if it was a different issue, it would it would call Yeah, yeah. So if firstly calls about your health and then suddenly your happiness decides to drop it will call you about your happiness. The second time. And if for one reason both of them drop around the same time, because it will tell you about both of them in the same court. Oh, cool. Okay, okay.

And then just like as a silly thing, but Does anything happen if your health goes totally empty? Like, that was late the game and the new loses? Okay. Okay, minutes. Okay. Cool. We don't specify Yeah, precisely the reason. And then do you have the end condition implemented yet? Not yet. Okay, so I would definitely focus on getting the other locations. And condition done by next week. Because ideally, you should have a complete game by next week. And then you have one week to do any touch ups, finishing things that you want to do. And make sure documentation is up to snuff. Also want to do some play testing. Yeah. Get everybody to play this through a number of times, too. It's partly as bugs. It's partly does the game actually work? Yeah. And you also need to figure out what needs to go into the tutorial, which we'll figure out by playing but you'll realise what snippets you've got, of course, the following week to tutorial and maybe even to tweak the game. Should you need to know No, no. But yeah, overall, I think it's like a good track you're on I just think make sure you focus on the priority stuff. Cool. Awesome. Yeah, basically. Great. Cool. Cool. Thank you very much. Thank you. Are you still recording? Yes.

### Interview Analysis

In this customer meeting we began by presenting the game to the customers, showing them what we have implemented in the last sprint. This included the screen transition when going into a new scene using doors, having a pop up appear next to objects to make users aware of the effect the interaction will have on their metrics, and how the oracle icon flashes if metrics start to get low. We then offered some suggestions to the customers, such as a world map opening when clicking on a door. The customers then gave us their feedback and their suggestions starting with implementing functionality so that the object about to be interacted with becomes highlighted to alert the user which object it is. We discussed the highlighting being either a small logo representing the object, or physically highlighting the object in game; our group and the customers both leaned towards the physical highlighting of the object; this can be seen in UC 8.2. We then discussed how it would be best to represent the effect of an object's interaction on the users metrics. The customers and our group suggested having boxes from 1 to 3 representing the size of the effect on a metric, or just using red and green for up or down on the metrics. We ended up agreeing on actually using both these ideas, with 3 red boxes being a big decrease on a metric, and 1 green box being a small increase etc.; this use case can be seen with UC 8.3.

We then discussed in detail what the other scenes for the games could be, and we suggested a gym for health, an office for making money and a park for happiness. From this we agreed that we needed to have the scene ideas thought out by the next sprint to start to develop them. From this discussion we then spoke about implementing a map for when the user wants to leave a scene, rather than having to implement an open world functionality; the customers seemed to like this idea. After discussing the oracle in depth in previous meetings,

we presented the state of our current oracle and how it now appears once per day per metric. The customers liked this frequency since it didn't seem to intervene too much but it still appears very helpful if necessary. We ended the meeting by bringing up the buffs/debuffs idea which we presented in a previous sprint where certain tasks like going to the gym would see your health increase by a greater amount for one day, and asking if the customers would like us to implement it. The customers said that due to time constraints it's more important to concentrate on completing the base game functionality, finalising the games end conditions and getting the other scenes sorted out, and to put debuffs/buffs on the backlog of tasks.

### User Stories

<b>User story - Interaction UI highlight</b>	<b>Requirements Use Case</b>	<b>Design Use Case: UC 8.2 Flow of Events for the Interaction UI Use Case</b>
<p>As a <b>user</b>, I want the <b>object I'm closest to to become highlighted</b>, so that I know exactly what object I'm interacting with, to avoid any confusion with <b>other nearby objects</b>.</p> <p>Acceptance Criteria:</p> <p>The object within range of the user, and closest to the user becomes highlighted, so the user knows which object will be interacted with after pressing the interact button.</p>	<ul style="list-style-type: none"> <li>• Use Case: Interaction UI highlight</li> <li>• Scope: Icon on game screen</li> <li>• Level: Main game screen</li> <li>• Context: Currently when near two objects, there is no way of telling which object will be interacted with after pressing E to interact. So by adding in the functionality of the nearest object, within range of the user, being highlighted, the user knows which object they are interacting with.</li> <li>• Frequency of occurrence: Object is highlighted when the user is within range of interacting with the object.</li> </ul>	<p><b>Scope:</b> UI,UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> The object will be highlighted by a white box when within distance of the user.  <b>Dependencies:</b> The user being close enough to the object.  <b>Assumptions:</b> The user can move around to get within distance of the object.  <b>Preconditions:</b> The user is within distance of interaction with the object.  <b>Main Flow:</b> When the user gets within range of an object, the object will appear highlighted with a white box around it. This will occur for all interactable objects in all scenes of the game.  <b>Subflows:</b> N/A  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> When I move away far enough from the object, the object will no longer be highlighted.  <b>Frequency of Occurrence:</b> Object is highlighted when the user is within range of interacting with the object.  <b>Open Issues:</b> Does the user also have to be facing the object? If an object is two 'cells' big, will both 'cells' be highlighted or just one 'cell'? If evenly between two objects, which one will be highlighted first?</p>

	<p><i>•Open Issues: Does the user also have to be facing the object? If an object is two 'cells' big, will both 'cells' be highlighted or just one 'cell'? If evenly between two objects, which one will be highlighted first?</i></p>	
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User story - Interaction UI Metric	Requirements Use Case	Design Use Case: UC 8.3 Flow of Events for the Interaction UI Metric Use Case
<p>As a <b>user</b>, I want to <b>be able to see the effect an interaction with an object will have on the metrics, so that I can decide what interactions to make.</b></p> <p>Acceptance Criteria:</p> <p>When interacting with an object, a box appears above it with bars for each metric, showing how the interaction will affect the corresponding metric.</p>	<ul style="list-style-type: none"> <li>•Use Case: interaction UI metric</li> <li>•Scope: Icons on game screen</li> <li>•Level: Main game screen</li> <li>•Context: Currently when interacting with an object, there's no way to tell how the interaction will affect the metric. So by adding in a box with 3 bars to describe how each metric is affected upon interaction, the user can decide whether or not to make the interaction based on their current metric scores.</li> <li>•Frequency of occurrence: Whenever the user is within range of the object to interact, the box above the object appears.</li> </ul>	<p><b>Scope:</b> UI, UX  <b>Level:</b> Main game screen  <b>Primary Actors:</b> User  <b>Description:</b> When interacting with an object, a box will appear with the metric effects in it.  <b>Dependencies:</b> The user being close enough to an object to interact with it.  <b>Assumptions:</b> The user knows how to move around to get close enough to an object.  <b>Preconditions:</b> The user gets close enough to the object to interact with it,  <b>Main Flow:</b> when the user gets close enough to an object to interact with it, a box will appear showing the effects for each metric this interaction will cause.  <b>Subflows:</b> After interaction with the object, the metrics are affected by how much the previous box said it would.  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> The user interacts with an object, and the metrics are affected by how much the box says.  <b>Frequency of Occurrence:</b> Whenever the user is within range of the object to interact, the box above the object appears.  <b>Open Issues:</b> How to display the bars (ie with the bar split into 3 boxes, or green for up and red for down etc.)? How big an effect on metrics?</p>

User story - Interaction UI Metric	Requirements Use Case	Design Use Case: UC 8.3 Flow of Events for the Interaction UI Metric Use Case
	<ul style="list-style-type: none"> <li><i>Open Issues: How to display the bars (ie with the bar split into 3 boxes, or green for up and red for down etc.)? How big an effect on metrics?</i></li> </ul>	

User story - Map Screen	Requirements Use Case	Design Use Case: UC 12.1 Flow of Events for the Map Screen Use Case
<p>As a <b>user</b>, I want to <b>be able to explore the game world, and this is done using an interactable map which appears when I click on the door of any scene. This is so that the user can explore more areas of the game to make the game more engaging.</b></p> <p>Acceptance Criteria:</p> <p>A map appears when the user clicks on the door of any of the scenes.</p> <p>-clicking on one of the other scenes on the map then takes the user there.</p>	<ul style="list-style-type: none"> <li><b>Use Case: Map Screen</b></li> <li><b>Scope: Screen with buttons</b></li> <li><b>Level: Map screen</b></li> <li><b>Context: There is currently no way to navigate to other scenes. So by implementing a map of all the available scenes, the user can click on the scene they want to visit and go there, to interact with other objects.</b></li> <li><b>Frequency of occurrence:</b> The map appears when the user interacts with the exit door of any of the scenes in the game.</li> <li><i>Open Issues: what will the map look like? Will there be a transition screen between scenes? Will the exit always be a door?</i></li> </ul>	<p><b>Scope: UI, UX</b></p> <p><b>Level: Map screen</b></p> <p><b>Primary Actors: User</b></p> <p><b>Description:</b> A map appears when an exit door is clicked on, displaying the other scenes.</p> <p><b>Dependencies:</b> This is dependent on the user clicking on an exit door in a scene.</p> <p><b>Assumptions:</b> the user wants to go to another scene, the user knows there are other scenes.</p> <p><b>Preconditions:</b> The user interacts with a door of a scene.</p> <p><b>Main Flow:</b> The user clicks on the exit door of a scene, the map appears, the user clicks on one of the scenes and is then taken there.</p> <p><b>Subflows:</b> N/A</p> <p><b>Alternative Flows:</b> N/A</p> <p><b>Post Conditions:</b> The user is taken to the scene they clicked on in the map.</p> <p><b>Frequency of Occurrence:</b> The map appears when the user interacts with the exit door of any of the scenes in the game.</p> <p><b>Open Issues:</b> what will the map look like? Will there be a transition screen between scenes? Will the exit always be a door?</p>

User story - Oracle appears once per day per metric	Requirements Use Case	Design Use Case: UC 7.3 Flow of Events for the Metrics Use Case
<p>As a <b>user</b>, I want the oracle to not appear so much, so that it doesn't seem annoying</p> <p>Acceptance Criteria: The oracle only appears once per day per metric, so that it still remains helpful but doesn't become overbearing.</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Oracle</li> <li>• <b>Scope:</b> Icon on game screen</li> <li>• <b>Level:</b> Main game screen</li> <li>• <b>Context:</b> The oracle should be helpful, but not too helpful to the point it becomes annoying to the user. And so by reducing how much it appears we can achieve this.</li> <li>• <b>Frequency of occurrence:</b> oracle appears once per day per metric.</li> <li>• <b>Open Issues:</b> <i>Is this the optimum amount of appearances to not be annoying but still helpful? At what amount is the metric too low?</i></li> </ul>	<p><b>Scope:</b> UI, UX  <b>Level:</b> main game screen  <b>Primary Actors:</b> User  <b>Description:</b> To decrease how often the oracle appears, to once per metric per day.  <b>Dependencies:</b> depends on one of the metrics becoming 'too low'  <b>Assumptions:</b> The users metrics become too low  <b>Preconditions:</b> One or more metric becomes low.  <b>Main Flow:</b> one of the metrics will be 'too low' and the oracle icon will flash, pushing the user to click it and receive help.  <b>Subflows:</b> The oracle help page will appear.  <b>Alternative Flows:</b> The oracle icon will flash, but the user doesn't click on it.  <b>Post Conditions:</b> The user has received help in the form of a hint, and will now do what's necessary to increase their metric score.  <b>Frequency of Occurrence:</b> oracle appears once per day per metric.  <b>Open Issues:</b> <i>Is this the optimum amount of appearances to not be annoying but still helpful? At what amount is the metric too low?</i></p>

User story Lose Screen	Requirements Use Case	Design Use Case: UC 13.1 Flow of Events for the Lose Screen Use Case
<p>As a <b>user</b>, I want to <b>be able to see a losing screen, so that I know when I've lost the game</b></p> <p>Acceptance Criteria: A screen explaining that the user has lost</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Lose screen</li> <li>• <b>Scope:</b> A game over screen with text and buttons</li> <li>• <b>Level:</b> End screen</li> <li>• <b>Context:</b> Currently if you beat the game (last 7 days) there is no winning screen, so we</li> </ul>	<p><b>Scope:</b> UI, UX  <b>Level:</b> End screen  <b>Primary Actors:</b> User  <b>Description:</b> A losing screen to appear if one of the metrics reaches 0 (excluding time)  <b>Dependencies:</b> The screen appearing depends on one of the users metrics going to 0 (excluding time).</p>

because one of their metrics reached 0.	<p>need to add this in so the user knows when they've won.</p> <ul style="list-style-type: none"> <li><i>Frequency of occurrence:</i> Occurs when one of your metrics get too low</li> <li><i>Open Issues:</i> what to display on the screen, ie should we also display the users metrics scores? Should we have a return to main menu button?</li> </ul>	<p><b>Assumptions:</b> The player loses metrics (excluding time)</p> <p><b>Preconditions:</b> The user has a metric reach 0 (excluding time)</p> <p><b>Main Flow:</b> When the game detects that one of the users metrics has gone below 0, the lose screen is triggered.</p> <p><b>Subflows:</b> N/A</p> <p><b>Alternative Flows:</b> if the user survives for 7 days, they see the winning screen.</p> <p><b>Post Conditions:</b></p> <p><i>Frequency of Occurrence:</i> Occurs when one of your metrics get too low</p> <p><i>Open Issues:</i> What to display on the screen, ie should we also display the users metrics scores? Should we have a return to main menu button?</p>
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### Test cases

User Story Interaction UI Highlight			
Test Case	Expected Behaviour	Actual Behaviour	Result
Highlight objects before interacting.	Highlight the closest object the user is facing, if close enough.	The user can clearly see which object they are going to interact with due to it being highlighted.	Pass
Only one object highlighted at a time	Always highlight only the closest object.	If we have objects AB and the player is below them, in between them, facing both of them, then only one of them is highlighted (the closest).	Pass
Highlight non-effect objects	Highlight objects like the door or bed which do not affect the player's metrics.	Door and Bed are highlighted.	Pass
Do not highlight non-interactive collidable objects.	Non interactive collidable objects should not be highlighted.	Player can collide with objects such as a cupboard without them being highlighted.	Pass

User Story Interaction UI Metric			
Test Case	Expected Behaviour	Actual Behaviour	Result
Intuitive scale	Before interacting, suggest an intuitive scale of how much each metric will be affected.	Depending on the effect, either 1, 2 or 3 squares will be drawn near each metric to suggest how it will be affected.	Pass
Suggest positive/negative change.	Use colours to suggest either a positive or negative change in metrics.	For each metric, red is used to suggest a negative change and green to suggest a positive change.	Pass
Suggest no change.	If a metric is not affected, show this in the interaction UI using no squares.	Grey squares are used as placeholders to suggest no changes.	Pass
Always have the interaction UI visible	Interaction UI is always visible no matter where on the screen.	Parts of the UI are not visible if the player is in the corner of the screen interacting with an object. Interaction UI is out of frame in this case.	Fail

User Story End Game Conditions			
Test Case	Expected Behaviour	Actual Behaviour	Result
End Screen	If the player loses the game, display a Game Over screen.	When the player loses the game, the Game Over screen is displayed.	Pass
Lose game whenever metrics reach 0 or below (except time)	Game Over Screen is triggered whenever metrics like health, happiness or money reach 0 or below.	Game Over Screen is triggered whenever metrics like health, happiness or money reach 0 or below	Pass
Start a new game	The player can start a new game after losing.	Metrics are not reset and the player is stuck in an infinite loop of losing.	Fail

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after losing			
Show the reason	When losing a game, tell the player why they lost it.	The game over screen offers no information about the reason the player lost.	Fail

User Story Map Screen			
Test Case	Expected Behaviour	Actual Behaviour	Result
Interact with a door to open the map.	When interacting with a door, the map screen is displayed with all locations.	When interacting with a door, the map screen is displayed with all locations.	Pass
Change Location	On the Map Screen, locations are clickable and when clicked the scene changes accordingly.	Clicking on a location changes the scene to that location.	Pass
Locations are displayed using Icons	All locations are displayed on the Map Screen using Icons.	Only 3 Locations out of 5 are displayed using Icons.	Fail
Every Location is navigable from any other location	The Player can navigate to any location from any other location.	Every door opens the same Map screen with the same 5 Locations so all Locations are navigable from all Locations.	Pass

User Story Oracle Change			
Test Case	Expected Behaviour	Actual Behaviour	Result
Trigger once / metric / day	Oracle only calls once a day for each metric when it reaches the red zone.	Oracle only calls once a day for each metric when it reaches the red zone.	Pass

Reset every day	Reset triggers every day so that the oracle can call again if needed.	When the day ends and the End of Day screen appears the Oracle's triggers are reset.	Pass
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## **05/12/2023 Week End Retrospective**

### Overview

This retrospective was spent reviewing the overall game again, prioritising the most significant bugs and finalising features.

### Meeting Record

Attendance: All present

Notes: Autosaving was discussed in the previous weeks User Q and A but was not added until this week, it can be found in this week's completed tasks. Otherwise the meeting followed as typical with the rest of the tasks being achieved. Again the game was reviewed in preparation for the final meeting and sprint.

Task Assignment: None

Backlog (Completed Tasks)

<b>Implement save/load functionality for player metrics and update for objects</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>James Greenway</b> <b>Code Specific</b> <a href="https://trello.com/c/ql2P6pEg/34-implement-save-load-functionality-for-player-metrics-and-update-for-objects">https://trello.com/c/ql2P6pEg/34-implement-save-load-functionality-for-player-metrics-and-update-for-objects</a>	<b>Scene Implementation</b>  <b>UC 5.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b>  <b>Code Specific</b> <a href="https://trello.com/c/Fo55r6SJ/60-scene-implementation">https://trello.com/c/Fo55r6SJ/60-scene-implementation</a>	<b>Losing Screens and Conditions</b>  <b>Death on health going low, happiness low</b>  <b>UC 13.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b> <b>Sabina Garip</b> <b>Code Specific</b> <a href="https://trello.com/c/uJ1WqLf/42-losing-screens-and-conditions">https://trello.com/c/uJ1WqLf/42-losing-screens-and-conditions</a>
<b>Interaction UI, three squares green or red. And adding halo over object</b>  <b>UC 8.2</b> <b>UC 8.3</b>  <b>Soft Eng CW 2</b>	<b>Bug Fixing and Refactoring</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b>  <b>Paul Petan</b> <b>Code Specific, Done</b>	<b>Interaction Pop-Up contains blanks when interacting with bed and doors, could change to give specific pop ups</b>  <b>Soft Eng CW 2</b> <b>Sprint 7 Complete</b> <b>29/11/23 - 6/12/23</b>  <b>James Greenway</b>

<p><b>Sprint 7 Complete</b>  <b>29/11/23 - 6/12/23</b>  <b>James Greenway</b>  <b>Code Specific, Done</b>  <a href="https://trello.com/c/MFkTJQrr/61-interaction-ui-three-squares-green-or-red-and-adding-halo-over-object">https://trello.com/c/MFkTJQrr/61-interaction-ui-three-squares-green-or-red-and-adding-halo-over-object</a></p>	<p><a href="https://trello.com/c/NHL9QTEF/62-bug-fixing-and-refactoring">https://trello.com/c/NHL9QTEF/62-bug-fixing-and-refactoring</a></p>	<p><b>Bug, Done</b>  <a href="https://trello.com/c/zf5uivU8/58-interaction-pop-up-contains-blanks-when-interacting-with-bed-and-doors-could-change-to-give-specific-pop-ups">https://trello.com/c/zf5uivU8/58-interaction-pop-up-contains-blanks-when-interacting-with-bed-and-doors-could-change-to-give-specific-pop-ups</a></p>
<p><b>Update sprites in create avatar screen to be according to those in assets animations folder</b>   <b>Soft Eng CW 2</b>  <b>Sprint 7 Complete</b>  <b>29/11/23 - 6/12/23</b>  <b>Paul Petan</b>  <b>Bug, Code Specific, Done</b>  <a href="https://trello.com/c/IIXZxPe1/52-update-sprites-in-create-avatar-screen-to-be-according-to-those-in-assets-animations-folder">https://trello.com/c/IIXZxPe1/52-update-sprites-in-create-avatar-screen-to-be-according-to-those-in-assets-animations-folder</a></p>	<p><b>Map Screen on interaction with a door</b>   <b>UC 12.1</b>   <b>Soft Eng CW 2</b>  <b>Sprint 7 Complete</b>  <b>29/11/23 - 6/12/23</b>  <b>Manisha Mehra</b>  <b>Code Specific</b>  <a href="https://trello.com/c/ebjcwgtm/39-map-screen-on-interaction-with-a-door">https://trello.com/c/ebjcwgtm/39-map-screen-on-interaction-with-a-door</a></p>	<p><b>We broke male avatar selection</b>   <b>Soft Eng CW 2</b>  <b>Sprint 7 Complete 29/11/23 - 6/12/23</b>  <b>Paul Petan</b>  <b>Bug, Code Specific, Done</b>  <a href="https://trello.com/c/rtuL3rG2/68-we-broke-male-avatar-selection">https://trello.com/c/rtuL3rG2/68-we-broke-male-avatar-selection</a></p>
<p><b>Move all Assets to Assets Constants</b>   <b>Soft Eng CW 2</b>  <b>Sprint 7 Complete</b>  <b>29/11/23 - 6/12/23</b>  <b>Paul Petan</b>  <b>Code Specific, Bug, Done</b>  <a href="https://trello.com/c/jjuOEcEO/57-move-all-assets-to-assests-constants">https://trello.com/c/jjuOEcEO/57-move-all-assets-to-assests-constants</a></p>	<p><b>Next day does not reset current scene to be back in the bedroom.</b>   <b>Soft Eng CW 2</b>  <b>Sprint 7 Complete</b>  <b>29/11/23 - 6/12/23</b>  <b>Paul Petan</b>  <b>Code Specific, Bug, Done</b>  <a href="https://trello.com/c/6ETNsWD2/54-next-day-does-not-reset-current-scene-to-be-back-in-the-bedroom">https://trello.com/c/6ETNsWD2/54-next-day-does-not-reset-current-scene-to-be-back-in-the-bedroom</a></p>	<p><b>Day/Night Autosave</b>   <b>UC 4.2</b>   <b>Soft Eng CW 2</b>  <b>Sprint 7 Complete 29/11/23 - 6/12/23</b>  <b>Paul Petan</b>  <b>Code Specific</b>  <a href="https://trello.com/c/FwS4SzK/40-day-night-autosave">https://trello.com/c/FwS4SzK/40-day-night-autosave</a></p>

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Exception Handling

Nothing of Note

## **06/12/2023 Week Start Sprint**

### **Process**

#### **Overview**

As this was the final week it was focused on finalising documentation and product alike. We also completed the maintenance guide, Installation guide and user manual in this time.

#### **Meeting Record**

Attendance: All present

Notes: As usual, tasks taken from the interview were written into the trello and assigned, team composition remained the same.

Task Assignment: Max A and Max W finish documentation

Sabina will make the tutorial video

Paul will make the maintenance guide

Manisha will help with documentation

#### **Backlog (New Tasks)**

<b>Maintenance Guide</b>  <b>UC 14.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Customer Related, Doc Specific</b> <a href="https://trello.com/c/HLEaFjVb/75-maintenance-guide">https://trello.com/c/HLEaFjVb/75-maintenance-guide</a>	<b>Installation Guide - Executable Win/MacOS/Linux?</b>  <b>UC 15.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Customer Related, Code Specific</b> <a href="https://trello.com/c/rGUHsviL/74-installation-guide-executable-win-macos-linux">https://trello.com/c/rGUHsviL/74-installation-guide-executable-win-macos-linux</a>	<b>Select Load Game button if saved_games directory is empty</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete 6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Crash, Code Specific</b> <a href="https://trello.com/c/0FJujiGY/69-select-load-game-button-if-savedgames-directory-is-empty">https://trello.com/c/0FJujiGY/69-select-load-game-button-if-savedgames-directory-is-empty</a>
<b>Implement daily effects</b>  <b>UC 16.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Code Specific</b>	<b>Add Introduction Screen</b>  <b>UC 17.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Code Specific</b>	<b>Gets stuck in running machine</b>  <a href="https://trello.com/1/cards/656ef5d7f39283ed98a0ccde/attachments/656ef5db00a1cce3bd5c6f46/download/image.png">![image.png](https://trello.com/1/cards/656ef5d7f39283ed98a0ccde/attachments/656ef5db00a1cce3bd5c6f46/download/image.png)</a>  <b>Soft Eng CW 2</b>

<a href="https://trello.com/c/KNKfx7Ru/84-implement-daily-effects">https://trello.com/c/KNKfx7Ru/84-implement-daily-effects</a>	<a href="https://trello.com/c/OyOzX7vN/83-add-introduction-screen">https://trello.com/c/OyOzX7vN/83-add-introduction-screen</a>	<b>Sprint 8 Complete 6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Bug</b> <a href="https://trello.com/c/MyvjAS_EQ/72-gets-stuck-in-running-machine">https://trello.com/c/MyvjAS_EQ/72-gets-stuck-in-running-machine</a>
<b>After losing, if we start another game the metrics are not reset and we are stuck in a loop of losing.</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>James Greenway</b> <b>Code Specific, Bug</b> <a href="https://trello.com/c/tMt01Fng/71-after-losing-if-we-start-another-game-the-metrics-are-not-reset-and-we-are-stuck-in-a-loop-of-losing">https://trello.com/c/tMt01Fng/71-after-losing-if-we-start-another-game-the-metrics-are-not-reset-and-we-are-stuck-in-a-loop-of-losing</a>	<b>Scene Art</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Max Atherton</b> <b>Art, Done</b> <a href="https://trello.com/c/Pb0WqfLK/59-scene-art">https://trello.com/c/Pb0WqfLK/59-scene-art</a>	<b>Add winning screen at the end of the week</b>  <b>UC 13.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete 6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Code Specific</b> <a href="https://trello.com/c/jCI1JCvr/77-add-winning-screen-at-the-end-of-the-week">https://trello.com/c/jCI1JCvr/77-add-winning-screen-at-the-end-of-the-week</a>

**Product****Interview Q and A**

"All right, so we can show you what we've added this week. So we basically did not want to be asked to see that is a couple of these different bits involved. We've changed the interaction. Things highlight now. So things highlight and we've changed it to boxes. So more red. It's pretty intuitive, I guess. We've also added a losing screen. Transition. So we've added this is like transition maps so you can go to different places. So this is the office and you can work. Yeah. Because the metrics are going to be empty down. Yeah. So the effects on the metrics are still to be adjusted. But the idea is that. Sorry, but for demonstration purposes. Yeah. There's the game out of the screen. And we've added some of the other scenes. Yeah. We haven't fully implemented all the scenes yet. We've got I think half of them now. We just need to finish. We've all got one. All got one. Yeah. You've got more than two scenes. Yeah, we do now. Yeah. I think we've got the house. We have. House of the gym, the office. And then there's the park. And then yes, there's a phone. We thought we need to add something to affect the money

metric. We have started, you can gain money if I go to work. So we're adding like a government building. Tax building. Or like tax or everyday. Yeah. Yeah. So that's."

"And each scene, I see has different objects in it. So it's not just the same object in every scene. I think the object is got, obviously, make a lot of the gym. We have a dumbbell and a fair note. So it's all different. But I don't know if we think about maybe adding more objects right now. There's some of the scenes seem a bit empty. So I'm not sure how many to add, obviously, because of real time dependent thing. You can change the gender of your. Cool. So, yeah. The Oracle still, does it call? The Oracle still calls when it doesn't get low. Once per metric per day. Okay. Cool. That's the same as last week. You have to change from that front. Yeah. You're all really happy with what the Oracle does now. Yeah. We're happy with it. We're open to suggestions on if we can improve. I like the fact that it's proactive. So that's, yeah, it's nice the way that aspect works. Yeah. I like how it's implemented. It's like the friend going. Yeah. It's nicely done. Yeah. Yeah. So we've got around the idea of it not being too annoying. So, yeah. What else? Yeah. So we just got a couple of bugs to fix as well. Well, that's the way. I have one question. Yeah. So if you, at the beginning when there's the intro screen with start game, load game, we were thinking we can add another button which says tutorial, and that button would ultimately open a recording."

"So the tutorial would be a recording with a voiceover and us playing the game, showing all the elements and what to do, the calls and everything that can happen. Would you say that's reasonable enough? Yeah. You could probably even reuse that as the user manual. Yeah. Or they could be the same thing. Just keep it maintained. It doesn't need to be like the full playthrough. Just highlight like the key functionality. So how the article works and the article to run. The user manual course has to be complete. Yeah. You might use some of the content from the user manual for the tutorial. Okay. And in terms of maintenance, the maintenance guide, what's the doing, including that? So it put yourselves in the position of somebody who has been given this repo and told that, for example, so you need to know what's in the repo, what's in the way around it, where the different functions are, and then to think about what sort of changes might somebody need to make. For example, you wanted to add a new scene, what would they do? Right. If they wanted to add a new asset, what would they do? If they wanted to add a new feedback feature from the Oracle, what would they do? Yeah. Okay. Okay. Okay. Yeah. So I guess the other sort of what? So basically this week we're thinking of adding the final scene. Mm-hmm. The tax office, and we still need to implement a winning screen as well, which will occur when you've reached the end of the week, we've decided to last."

"That's the goal, you've got to survive, and I'm always in not lose for a week, and then we get U4. Cool. And some more bits and pieces with the R's, we still need to do. But I learned that. Yeah. It's just sort of touching up around the edges, isn't it? I think just a few. That's where it should, and that's where you should be. Okay.

Good. Yeah. Yes, you know you could add more to it. Right. But at this stage, yeah. Well, you can talk about that in documentation too. Yeah. Like few minutes. Yeah. And you could also draw on that for the maintenance. Okay. Because if you thought about other things that you could do, explain how you do them. Okay. And rather than, then you're saying, what am I going to put in the maintenance? Right. Because by talking about additional function, that forces you to say, well, this is where this happens. Yeah. That's where that happens. Yeah. Cool. Good stuff. Yeah, so I don't think you guys have anything to add maybe, any suggestions? I think just balance the impact that things have on it. Yeah. And I don't know, I think overall it's good. Maybe do you have like a little intro at the beginning explaining just what you need to do to win the game? No. It could be good to have just this green that's like, keep yourself alive for a week. Yeah. Makes a place just so you understand fully what you're doing. Okay, right. So something separate from a tutorial, but like, just did you- Yeah, when you start the game like, hey, here's your goal. Okay. Okay. I think that's everything. Yeah. Anything else you want to have cool? No, I'm fine. Great. Okay, everything. Nice. Thank you. Then we'll be putting out like a little close thing on a noodle to see if people want to have customer meetings next week because it might not be helpful for you. Just on TA meetings, but you can just know if you want to do one with us or not. Thank you. Thank you. Thank you."

### Interview Analysis

The main goal for this customer meeting was to showcase the game, since we had mostly finished all of the functionality and just had to remove some bugs. This customer meeting began with us showing the customers the current state of our game. We pointed out how interacting with objects now results in the objects becoming highlighted prior to the interaction, and the interaction size is now shown using 1-3 boxes, with 3 red boxes being a big decrease on a metric, and 1 green box being a small increase etc. We also showed how we added in a losing screen for when any metric hits 0, and we also showed off the map functionality, which appears when clicking on the door of a location to show the world map, as seen in UC12.1. We then showed off the new scenes we had added, the park and the gym, which had new objects in them to affect metrics. We then discussed what other scenes to add, and our suggestion of a government building, like a tax office, was favoured by the customers. This building would mostly impact the money metric since we didn't have many objects currently affecting money, and this building would have to be visited daily to pay bills etc. A discussion then ensued regarding balancing the effects of each interaction, since the values we currently had were just place holders and needed to be tested and balanced.

We then discussed the oracle, which was positively reviewed by the customers, with them saying they like how it seems to appear as a friend rather than just an arbitrary oracle. They also agreed with the frequency of how often it appears, at

once per day per metric, agreeing that it's still helpful but not too annoying. We then discussed things aside from the main game, like a tutorial and future maintenance of the game. We agreed with the customers that an introduction screen with a mini tutorial video explaining the basic mechanics of the game would be advantageous since a new user wouldn't know the aim of the game when they started, this can be seen with UC 17.1. As well as this a winning screen was to be implemented for lasting the whole 7 days of the game, as seen in UC 13.2. We then discussed future maintenance of the game, regarding adding in more scenes, objects or debuffs/buffs; since the customers agreed that due to time constraints these were not a current possibility, this was added as a task in UC 14.1. The meeting concluded with us agreeing with the customers that a future customer meeting won't be necessary since we only needed to fine tune things already present in the game, and add other parts which we have already discussed.

#### User Stories (Include UI and UX Stories!!!)

User story Maintenance Guide	Requirements Use Case	Design Use Case: UC 14.1 Flow of Events for the Metrics Use Case
<p>As a <b>future developer of the game</b>, I want to <b>be able to read a maintenance guide</b>, so that I <b>know how to further develop or change the game</b>.</p> <p>Acceptance Criteria: A maintenance guide is created which fully describes how to further develop or change the game.</p>	<ul style="list-style-type: none"> <li><b>Use Case:</b> Maintenance guide</li> <li><b>Scope:</b> Documentation</li> <li><b>Level:</b> Outside of game</li> <li><b>Context:</b> if a developer wanted to maintain the game, they would need to know how to navigate and make changes to the repository, and this guide tells them how.</li> <li><b>Frequency of occurrence:</b> The guide can be accessed whenever necessary.</li> <li><b>Open Issues:</b> How in detail should the guide go?</li> </ul>	<p><b>Scope:</b> Documentation  <b>Level:</b> Outside of game  <b>Primary Actors:</b> Developer  <b>Description:</b> A guide to aid developers in navigating the repository and making changes.  <b>Dependencies:</b> A pdf viewer  <b>Assumptions:</b> The developer understands the technical language used and has knowledge of git/github..  <b>Preconditions:</b> N/A  <b>Main Flow:</b> The developer will read the guide, then be able to make changes to the repository to change the game.  <b>Subflows:</b> N/A  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> The user has read the guide and can now make changes to the game code.  <b>Frequency of Occurrence:</b> The guide can be accessed whenever necessary.  <b>Open Issues:</b> How in detail should the guide go?</p>

User story Installation Guide	Requirements Use Case	Design Use Case: UC 15.1 Flow of Events for the Metrics Use Case
<p>As a <b>user</b>, I want to <b>be able to read an installation guide</b>, so that I know how to install the game</p> <p>Acceptance Criteria: An installation guide is created which fully describes how to install the game.</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Installation guide</li> <li>• <b>Scope:</b> Documentation</li> <li>• <b>Level:</b> Outside of game</li> <li>• <b>Context:</b> if a user wanted to play the game, they would need to know how to install it first, and this guide tells them how.</li> <li>• <b>Frequency of occurrence:</b> The guide can be accessed whenever necessary.</li> <li>• <b>Open Issues:</b> How in detail should the guide go?</li> </ul>	<p><b>Scope:</b> Documentation  <b>Level:</b> Outside of game  <b>Primary Actors:</b> User  <b>Description:</b> A guide to aid users in installing the game.  <b>Dependencies:</b> The user has access to the internet and an internet browser.  <b>Assumptions:</b> The user can read and knows how to follow an installation guide  <b>Preconditions:</b> N/A  <b>Main Flow:</b> The user opens the installation guide, follows the instructions according to their operating system.  <b>Subflows:</b> N/A  <b>Alternative Flows:</b> N/A  <b>Post Conditions:</b> The user has installed the game  <b>Frequency of Occurrence:</b> The guide can be accessed whenever necessary.  <b>Open Issues:</b> How in detail should the guide go?</p>

User story Daily Effects	Requirements Use Case	Design Use Case: UC 16.1 Flow of Events for the Metrics Use Case
<p>As a <b>user</b>, I want there to be daily effects enacted on me, so that the game isn't too easy</p> <p>Acceptance Criteria: At the end of every day cycle, if you end the day with less money than you started, happiness decreases, and if you don't pay tax your tax 3x for the next day.</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Daily effects</li> <li>• <b>Scope:</b> Alters the size of the metric bars on game screen</li> <li>• <b>Level:</b> main game screen</li> <li>• <b>Context:</b> Currently when playing the game some interactions are too powerful, and so some negative daily effects to metrics need to be implemented to balance this out.</li> <li>• <b>Frequency of occurrence:</b> The effect</li> </ul>	<p><b>Scope:</b> UX  <b>Level:</b> main game screen  <b>Primary Actors:</b> Game  <b>Description:</b> If the user has lost more money than gained in a day, happiness decreases, and if they haven't paid tax, there is an extra fine.  <b>Dependencies:</b> Metrics implementation, time progression  <b>Assumptions:</b> N/A  <b>Preconditions:</b> The user has lost more money than gained in a day, or not paid the tax.  <b>Main Flow:</b> When the user goes to sleep/the day ends in game, if their money has decreased from the previous day's amount, a happiness decrease will be seen the day after. Also, if the user</p>

	<p>will happen at the end of every day cycle.</p> <p><i>•Open Issues: Are these daily effects too powerful? Will the user be made aware of these effects? Will the user be warned of losing upon day end?</i></p>	<p>hasn't paid their daily tax, the day after tax will cost 3x more and so on. Running out of time versus sleeping gives more negative effects.</p> <p><i>Subflows: N/A</i></p> <p><i>Alternative Flows: Immediate game over without warning</i></p> <p><i>Post Conditions: Player interacts with an object</i></p> <p><i>Frequency of Occurrence: The effect will happen at the end of every day cycle.</i></p> <p><i>Open Issues: Are these daily effects too powerful? Will the user be made aware of these effects? Will the user be warned of losing upon day end?</i></p>
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User story - Introduction screen	Requirements Use Case	Design Use Case: UC 17.1 Flow of Events for the introduction screen Use Case
<p>As a <b>user</b>, I want to see an introduction screen which introduces me to the game, so that I know the basic concepts of the game.</p> <p>Acceptance Criteria:</p> <p>An introduction screen will appear at the start of the game, which will have a short video explaining movement, interactions and how to win/lose the game.</p>	<ul style="list-style-type: none"> <li>•Use Case: Introduction screen</li> <li>•Scope: The screen contains text</li> <li>•Level: Tutorial screen</li> <li>•Context: Currently when a new user plays the game, they wouldn't know what the goal of the game is or how to go about winning. And so an introduction screen is needed to explain these concepts.</li> <li>•Frequency of occurrence: This introduction screen would appear at the start of every new play through of the game.</li> <li>•Open Issues: Should this screen appear on every play through,</li> </ul>	<p><b>Scope:</b> UI, UX</p> <p><b>Level:</b> Tutorial screen</p> <p><b>Primary Actors:</b> User</p> <p><b>Description:</b> An introduction screen at the start of the game with a video explaining basics of the game.</p> <p><b>Dependencies:</b> The user clicks on the tutorial button for the video to pop up.</p> <p><b>Assumptions:</b> The user does not understand the basics of the game and so wants to watch the video.</p> <p><b>Preconditions:</b> N/A</p> <p><b>Main Flow:</b> When the user clicks 'start game', this introduction screen will appear, where the video will autoplay, explaining the games basic concepts. After the video finishes, the game will begin.</p> <p><b>Subflows:</b> N/A</p> <p><b>Alternative Flows:</b> Alternatively the user doesn't watch the video at all and plays the game without watching the video.</p> <p><b>Post Conditions:</b> The user clicks onto the game screen</p> <p><b>Frequency of Occurrence:</b> This introduction screen would appear at the</p>

	<p><i>even if the user has already played? How long will the video be? How in depth will the video go?</i></p>	<p>start of every new play through of the game.</p> <p><i>Open Issues: Should this screen appear on every play through, even if the user has already played? How long will the video be? How in depth will the video go?</i></p>
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User story Winning Screen	Requirements Use Case	Design Use Case: UC 13.2 Flow of Events for the winning screen Use Case
<p>As a <b>user</b>, I want to <b>be able to see a winning screen, so that I know I've beaten the game</b></p> <p>Acceptance Criteria: A screen explaining that the user has beaten the game appears after the user survives in the game for 7 days.</p>	<ul style="list-style-type: none"> <li>• <b>Use Case:</b> Winning screen</li> <li>• <b>Scope:</b> The scope of the screen contains a congratulatory message</li> <li>• <b>Level:</b> End screen</li> <li>• <b>Context:</b> Currently if you beat the game (last 8 days) there is no winning screen, so we need to add this in so the user knows when they've won.</li> <li>• <b>Frequency of occurrence:</b> Only occurs when you last 7 days in the game.</li> <li>• <b>Open Issues:</b> what to display on the screen, ie should we also display the users metrics scores?</li> </ul>	<p><b>Scope:</b> UI, UX</p> <p><b>Level:</b> End screen</p> <p><b>Primary Actors:</b> User</p> <p><b>Description:</b> A winning screen to appear after the user lasts 7 days in the game.</p> <p><b>Dependencies:</b> The screen appearing depends on the user surviving 7 days in the game, and the game logic recognising that these 7 days have passed.</p> <p><b>Assumptions:</b> User has a mouse and can click.</p> <p><b>Preconditions:</b> The user survives 7 days in the game</p> <p><b>Main Flow:</b> When the game detects that the user has survived day 7, the winning screen is triggered and a 'you win' message will be displayed.</p> <p><b>Subflows:</b> N/A</p> <p><b>Alternative Flows:</b> If the user does not survive for 7 days they see the lose screen</p> <p><b>Post Conditions:</b> The game ends and has an option to restart</p> <p><b>Frequency of Occurrence:</b> Occurs when you survive 7 days in the game.</p> <p><b>Open Issues:</b> What to display on the screen, ie should we also display the users metrics scores?</p>

Test cases (enumerated and versioned, linked to originating use cases)

User Story Daily Effects			
Test Case	Expected Behaviour	Actual Behaviour	Result

Effect of Bed on happiness and health.	Going to bed and interacting with it before 10PM results in health and happiness slightly increasing the next day. Otherwise, they decrease.	Both metrics are affected with either + or - 10 percentages depending on whether the player went to bed before 10PM or not.	Pass
Effect of sleeping on health.	Decrease health overnight due to hunger.	Health decreases 25 percentage points overnight due to getting hungry.	Pass
Effect of less money	Decrease happiness if the player finishes the day with less money than they started.	Player loses happiness percentage points if they have less money at the end of the day compared to the start.	Pass
Rent	Player pays rent overnight.	At the end of the day, the player is charged 50\$ for rent.	Pass
Tax	The player gets fined if they don't pay tax.	If during the day the player does not pay tax, they get fined 200\$ overnight.	Pass

User Story Introduction Screen			
Test Case	Expected Behaviour	Actual Behaviour	Result
Display Screen	Every new game, before starting, presents an introduction screen with the controls, goals and mechanics of the game.	Every new game, before starting, presents an introduction screen with the controls, goals and mechanics of the game.	Pass
Animated Text	Text is animated one letter at a time.	Text is animated one letter at a time.	Pass
Screen can be skipped.	Screen can be skipped by clicking continue.	Screen can be skipped by clicking continue.	Pass
Screen is not displayed again the next day.	Screen is only displayed once, at the beginning of a new game.	Screen is only displayed once, at the beginning of a new game.	Pass

User Story Winning Screen			
Test Case	Expected Behaviour	Actual Behaviour	Result
Winning Screen	A winning screen is displayed at the end of the week.	Once Sunday passes, the player can see a "You Won" screen and the game ends.	Pass
Player wins even if Sunday night daily effects cause metrics to reach 0 or below.	If the night Sunday-Monday causes the player's metrics to reach 0 or below the player still wins as they made it through the week.	If the night Sunday-Monday causes the player's metrics to reach 0 or below the player still wins as they made it through the week.	Pass
Player loses if they don't finish Sunday.	If the metrics reach 0 or below at any point during the day of Sunday, the player loses.	If the metrics reach 0 or below at any point during the day of Sunday, the player loses.	Pass

### **13/12/2023 Week End Retrospective)**

#### Overview

This retrospective was used to review the final touches needed to be made on the game and documentation. These mostly being bug fixes and small additions and changes to this document.

#### Meeting Record

Attendance: All Present

Notes: Max Atherton updated on current state of game and documentation

#### Backlog (Completed Tasks)

<b>Maintenance Guide</b>  <b>UC 14.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b>	<b>Installation Guide - Executable Win/MacOS/Linux?</b>  <b>UC 15.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b>	<b>Select Load Game button if saved_games directory is empty</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete 6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Crash, Code Specific, Done</b>
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<b>Customer Related, Doc Specific, Done</b> <a href="https://trello.com/c/HLEafJvB/75-maintenance-guide">https://trello.com/c/HLEafJvB/75-maintenance-guide</a>	<b>Paul Petan</b> <b>Customer Related, Code Specific, Done</b> <a href="https://trello.com/c/rGUHsviL/74-installation-guide-executable-win-macos-linux">https://trello.com/c/rGUHsviL/74-installation-guide-executable-win-macos-linux</a>	<a href="https://trello.com/c/0FJujiGY/69-select-load-game-button-if-savedgames-directory-is-empty">https://trello.com/c/0FJujiGY/69-select-load-game-button-if-savedgames-directory-is-empty</a>
<b>Implement daily effects</b>  <b>UC 16.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/KNKfX7Ru/84-implement-daily-effects">https://trello.com/c/KNKfX7Ru/84-implement-daily-effects</a>	<b>Add Introduction Screen</b>  <b>UC 17.1</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/OyOzX7vN/83-add-introduction-screen">https://trello.com/c/OyOzX7vN/83-add-introduction-screen</a>	<b>Gets stuck in running machine</b>  ![image.png]( <a href="https://trello.com/1/cards/656ef5d7f39283ed98a0ccde/attachments/656ef5db00a1cce3bd5c6f46/download/image.png">https://trello.com/1/cards/656ef5d7f39283ed98a0ccde/attachments/656ef5db00a1cce3bd5c6f46/download/image.png)</a>
<b>After losing, if we start another game the metrics are not reset and we are stuck in a loop of losing.</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>James Greenway</b> <b>Code Specific, Bug, Done</b> <a href="https://trello.com/c/tMt01FnG/71-after-losing-if-we-start-another-game-the-metrics-are-not-reset-and-we-are-stuck-in-a-loop-of-losing">https://trello.com/c/tMt01FnG/71-after-losing-if-we-start-another-game-the-metrics-are-not-reset-and-we-are-stuck-in-a-loop-of-losing</a>	<b>Scene Art</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Max Atherton</b> <b>Art, Done</b> <a href="https://trello.com/c/Pb0WqfLK/59-scene-art">https://trello.com/c/Pb0WqfLK/59-scene-art</a>	<b>Add winning screen at the end of the week</b>  <b>UC 13.2</b>  <b>Soft Eng CW 2</b> <b>Sprint 8 Complete</b> <b>6/12/23 - 13/12/23</b> <b>Paul Petan</b> <b>Code Specific, Done</b> <a href="https://trello.com/c/jCI1JCvr/77-add-winning-screen-at-the-end-of-the-week">https://trello.com/c/jCI1JCvr/77-add-winning-screen-at-the-end-of-the-week</a>

06/12/2023-15/12/2023

Exception Handling

Nothing of Note

**15/12/2023 Final Meeting**

Meeting Record

Attendance: All present.

Notes: Final review of documentation and discussion of the Team questionnaire was held before they were submitted.