Gamification

Team: Formed Fiction

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Course: CptS 421/423 Spring and Fall 2017

Submitted: 3/7/2017

Document 3: Solution Approach

Formal Solutions Generated:

The problem we have been trying to solve is creating a game that is engaging and fun enough for students as well as being based on the student’s class effort such that the students are more motivated to put more effort into class so they can play the game more. We were given the genres to build the game around. For the first few weeks we met twice a week to discuss ideas of what each game will entail as well as assigning the roles for each game. After deciding on what each game will be like, we went into detail of how each game will be designed and what features they will have exactly as well as how the features of each minigame will affect the entire incremental game as a whole and vice versa.

Consideration for Software Testing:

Changes to the games are mainly up to the designer of each game and is brought up during meetings to discuss if the changes should be implemented or not. The game will have a lot of balancing issues that needs to be attended to after the games are created. The balancing will be done by everyone in the group. We’ll all test the games together to provide feedback and solutions to the game flow.

Description of Selected Solutions:

The incremental game which is the overall game will be the connecting factor between the four minigames. We have discussed on what features the incremental game will have and how some of these features will interact with each of the minigames themselves. The incremental is mainly game progress tracking as well as granting achievements for the player.

The seeker game is based on storytelling and exploration. We have created a storyline that the game will follow. The exploration portion will be dungeon exploration and item finding.

The conqueror game is based on defeating bosses. It is a bullet hell type game where the player will be able to find weapon pieces and upgrade weapons. We’re planning on having a multiplayer aspect added to the game next semester.

The mastermind game is a set of puzzle games. One of the puzzle games being worked on currently is a Sudoku game with different aspects such as a larger board size and change in difficulty. We had another game planned but it turned out to be unsuitable for the game archetype.

The survivor game is already implemented and updating it will be our lowest priority.

The database is mainly completed at this point and we need to determine the information being passed to it and from it. The security on player information is mostly done and just needs a bit of working.

Current State of Project:

Currently our project is in the creation phase where the designers are all working on their part as well as communicating with the incremental and database designers to work on how data will be transmitted between each other.

Future Work:

We are planning on having a deployable product by the end of semester for alpha testers to play and give feedback such that we will have updates and new features to be implemented for the next semester.