**Final Demo Implemented Use Cases**

Magic Integrated - Team MAJiC (15)

**What we were able to implement by the final project demo:**

* Magic Integrated shall have at least one completed educational game. (UC1, UC3, FR1)
* Magic Integrated shall use an event driven system for developing the games. (FR2)
* Magic Integrated shall have a main menu. (UC1, UC8, FR3)
* Magic Integrated shall use unique art and animations created by the team. (FR4)
* Magic Integrated shall use Unity’s input manager to handle player inputs. (UC8, UC9, FR5)
* Magic Integrated shall generate unique math problems that will differ each time a game is played. (UC3, FR8)
* Magic Integrated shall have win and lose scoring situations in the game. (UC11, UC13, FR9)
* Magic Integrated shall run on Microsoft Windows. (FR10)
* Magic Integrated shall have multiple educational games for players to play. (FR11)
* Magic Integrated shall have music in the minigames. (FR12)
* Create the Omega Math minigame. (UC2)
* Refine the Duel of the Products minigame (UC3, UC8, UC9)
* Create the Maze Finder minigame (UC5, UC10, UC16, UC17)
* Add screens to show controls for each minigame. (UC6, UC7)
* Add more graphics and effects that respond to events from the events system. (UC12, UC14, UC15)
* Use the keyboard to type out words displayed for players in the Omega Math minigame (UC9)
* Added a scene for displaying the credits of the game (not in the original function requirements or use cases).

**What we were not able to implement by the final project demo:**

* Create the Matching Battle minigame. (UC4, UC14, UC15)
* Magic Integrated shall implement a high scoring system. (FR13)

The Matching Battle minigame was not implemented due to one of our team members being required to leave for duty. Given that our main goal was to get at least three minigames completed, the team does not see this as a serious issue with the project.

We were not able to implement a high scoring system. This was due to concerns over the privacy of student information. The team also came to the conclusion that keeping each round of a minigame as its own separate entity, with no record of what happened, would allow students to feel more relaxed when playing. They would not feel pressured to beat a given score from another student because and could instead focus on having fun and learning.