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J-Unit Vision Document

1. Revision History
   1. March 12, 2015 - Initial vision
2. Introduction
   1. UD Office of Teaching and Assessment Learning
   2. to make a game that teaches incoming students about advisement resources they have access to
3. Positioning
   1. Problem Statement or Opportunity
      1. To acclimate new students to UD
   2. Key Stakeholders
      1. new students
      2. those who receive the diagnostic information
   3. Key Goals for the Users of the Product
      1. To learn of the advisement resources available
      2. To be engaged
4. Product Overview
   1. Solution Envisioned
      1. a game that takes the user through a story of a generic experience a UD student could have
      2. background of UD campus map
      3. have different “characters” pop up and tell the user that they need to do something and have the user click on the building on the map that they could fulfill that in
         1. i.e. a professor tells the user that they should go get internship opportunity information and the user has to click on the Career Services Center
      4. continue different characters and pop ups until all requirements have been fulfilled
   2. One epic storyboard, as many smaller user stories/story boards as you can come up with: see other attachments
5. Summary of Key Features
   1. interactive campus map
   2. characters that ask the user different questions regarding the information we want the user to learn
   3. game keeps track of date (not real time, but rather 2 minutes in, the game turns into the second week of the semester)
   4. answers to all questions the user takes are documented