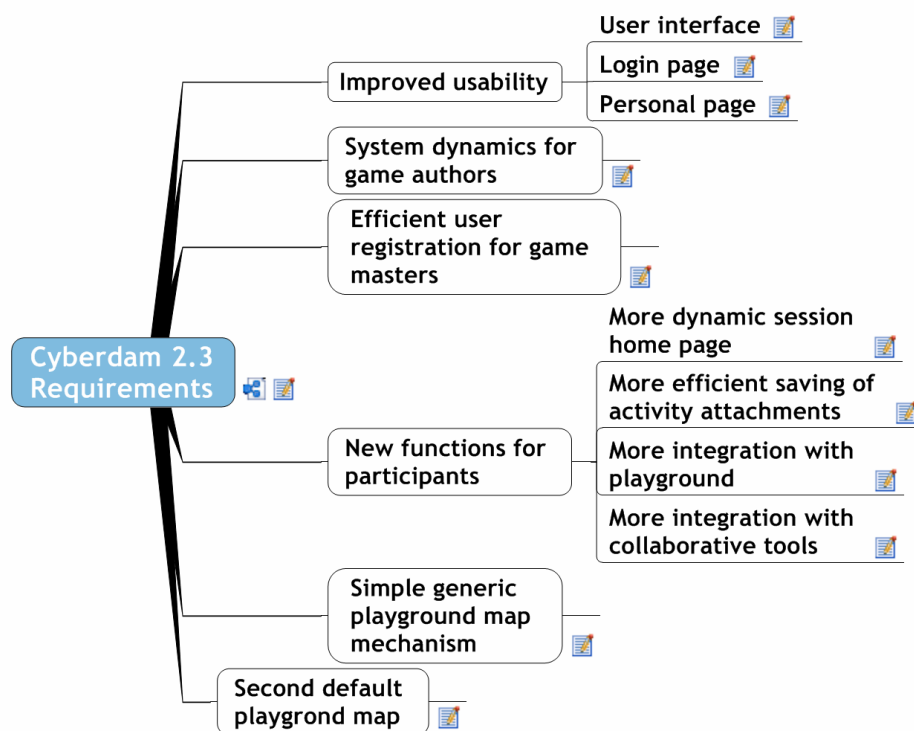**Stichting RechtenOnline**

Project Leren in een Virtuele Wereld

Cyberdam 2.3 Requirements

Second draft 17 October 2008 - Pieter van der Hijden

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1 Improved usability

1.1 User interface

See chapter 3 of "Voorstellen IJsfontein" dated 28 August 2008.

1.2 Login page

The home page BEFORE login and the home page AFTER login could be more consistent. Further a forgotten-your- password option has to be implemented.

The current home page BEFORE login is:

The home page AFTER login is:

The following changes are required for the home page BEFORE login:

- Give the home page BEFORE login the same style as the home page AFTER login.
- Use left column for login/password entryfield.
- Use right column for rich text.
- Give the Version/Copyright field the same position BEFORE and AFTER.
- Make Help link from home page BEFORE login accessible for users who did not login yet.

- Add a Forgotten-your-password button. If nothing has been filled in, ask for the loginname to be entered. If it exist, generate a new password, send it by email (template message with login name and password). Whether it exists or not, display a neutral text to confirm the request.

1.3 Personal page

- A user must be able to change his/her password.

2 System dynamics for game authors

The games will be extended with system dynamics functions. This implies:

- activities become conditional, i.e. whether an activity is offered to the participant or not only depends not only on its presence in the appropriate cell of the activity schedule, but also on the value of a logical expression ("enabled"); this condition is tested:

    1. when the session home page or the activities page are generated; if enabled=false, the activity will not be on the activity list at all,

    2. when the activity is opened (as the enabled value could have changed in the mean time), if enabled=false (or original step-of-play is no longer current step-of-play), the system generates an error message ("activity no longer available") and the page is refreshed (now no longer listing that activity),

    3. when an open activity is terminated (not by CANCEL), if enabled=false (or original step-of- play is no longer current step-of-play, or activity has been completed by another participant already), the system generates an error message ("activity no longer available") and returns to the activities page (now no longer listing that activity).

- activities are followed by the execution of a script, i.e. when an open activity is terminated: not by CANCEL, while still ENABLED and the current step-of-play = original step-of-play, a script is run for calculation purposes and for changing the current step-of-play. This script:

    1. knows the values of all attributes (numbers, strings, Booleans),

    2. can execute calculations (with numbers, strings and Booleans), including conditions, selections, loops and functions (self created or from a standard library, e.g. with string functions and a random number generator) and change the values of attributes,

    3. can change the current step-of-the-play.

- each step-of-play may start with the execution of such a script as well,

- the game session itself may start with the execution of such a script also.

- A new activity type is added, the event activity type. It has all the common characteristics of the other activity types. The instruction is simply followed by OK. Pressing OK, implies the activity is considered to be completed. Its script swill be run then.

3 Efficient user registration for game masters

- A game master must be able to upload a batch of users. This could be a stripped version of the upload function as it exists on the user administration page. The CSV file uploaded consists of login name, firstname, lastname, email. The system creates a new group with the game master's login name + date+time as group name. It creates user accounts as specified in the file while adding each of them to this new group. The system provides feedback on these actions identical to the feedback on the user administration page.

4 New functions for participants

4.1 More dynamic session home page

- On the game session home page the status container has to be replaced with a template (template- 1). In the right column a new template has to be added (right below the introduction text) (template-2, Heads-up display). Both templates are evaluated each time the page is refreshed.(Note that the status container appears not only on the home page, but also on all sub-pages accessible through this home page.)

- Both templates are part of the game model, i.e. can be edited by the game author, copied, exported, imported as part of the game model, etc.

- The game model author specifies the templates (rich texts with variables included to be evaluated at runtime). The default text for template-1 is the text that will produce the status container as it exists in Cyberdam 2.1. (If not all variables are available at this moment, they have to be added to the set of variables.) The default text for template-2 is empty.

4.2 More efficient saving of activity attachments

- Activity instructions may be accompanied by one or more attachments. To let the participants see them once the activity has been completed, they need a session log for their role (to be accessed through a link on the activities page). This should list all completed activities and give access the attachments (compare the session log for game masters in Cyberdam 2.2).

4.3 More integration with playground

Within the context of a game session, a participant must be able to change the description of the playground object related to his/her role and to add files to that playground object:

- When a participant visits the playground object page related to his/her own role, the page will have an edit button and a files list:

    - Editing opens the description field for editing. It is filled with the default rich text entered during playground editing. The participant can change this text and click either save, cancel or reset- to-default. When more roles are linked to the same playground object they all can edit this text.

    - The file list contains the names of the files the role has uploaded during this session. The participant may select/deselect the files in this list, thus making them visible to all the participants of this session (see below).

- When a participant visits a playground object page not related to his/her own role, the page displays the (modified) description and eventually some file names; these files can be opened.

- When a user visits the playground object page out of the context of a game session, the playground object page shows the default text (as entered during playground editing) and no hyperlinks to any files, i.e. the same as in earlier versions of Cyberdam.

4.4 More integration with collaborative tools

There is a need to be able to offer to participants a range of collaborative communication channels like a chat room, a forum, a wiki. As the concrete needs vary and the budget is limited, it seems wise not to build in fixed collaborative functions, but to realise links with arbitrary external environments offering these functions.

Therefore:

- On the game session control page, the game master can enter five parameter values for each role, i.e. 5 entryfields. These values are stored in predefined role dependent attributes. These values can be inserted in templates for instructions and/or the headsup display.

5 Simple generic playground map mechanism

- Cyberdam 2.0 uses a modified version of the legacy Cyberdam Flash module as playground map mechanism. Cyberdam 2.1 also has the possibility to use external maps, simply by hyperlinking to them. Now we want to add a third mechanism: a simple generic map mechanism (no panning, no zooming) to display an image file (via a hyperlink) and add playground objects icons to it.

6 Second default playgrond map

• Add a second default playground map to the application, i.e. Digidam, based on the same legacy Flash module.