

VIRTUAL HUMANS FOR SERIOUS GAMING

PROJECT PLAN

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1 Introduction

Tygron is a company that builds serious games for urban planning. A game usually consist of a scenario (such as planning a new city area) in which several players play different roles (such as major, city planner, environmental agency, etc.) So, these games are meant to be played by a group of people. Tygron is interested in simulating some of these people with Virtual Humans, so that you can play the serious game also when not every player in the scenario is present.

The Virtual Human developed by us will take the roll of a public service manager. Its goal is to build shops, parking places, restaurants and such in optimal location so that profit can be made.

2 Product

2.1 High-level product backlog

Within this section the high-level features will be defined using *MoSCoW*. MoSCoW uses four categories to separate the features by level of importance. The categories are:

Must Have: Features that are of high importance. With those features the agent is considered as properly working.

Should Have: Features that are considered favourable. Without the agent should still be functional and should properly work.

Could Have: Features that are of low importance. When there will be enough time to implement, the features will be present.

Won't Have: Features that won't be implemented.

2.1.1 Must Have

- Build one type of building (non contextual)
- Buy land
- Sell land
- Demolish:
 - Land
 - Buildings
- Own indicator(s)

2.1.2 Should Have

- Build more types of buildings:
 - shops
 - parking lots
 - Horeca
- Low Level Communicating:
 - Information about the changing surroundings
 - Calculate efficient placing of buildings
- Achieve Goals:
 - Dont go bankrupt
 - Reach indicators considering shops
 - Reach indicators considering parking lots
 - Reach indicators considering horeca

2.2 Could Have

- Understanding the used language between stakeholders
- Negotiating with other stakeholders:
 - Be able to barter prices

2.2.1 Wont Have

- understanding messages send by human stakeholders.
- interacting with human stakeholders:
 - understanding messages send by human stakeholders.
 - sending messages to humans

2.3 Roadmap

3 Product Backlog

3.1 User stories of features

As a public service management bot
I want to build a building on ground that I own
So that the indicator which is applicable for the building will go up.

As a public service management bot
I want to demolish a building that I own
So that I can use the ground for other things

As a public service management bot
I want to buy land
So that I can build stuff

As a public service management bot
I want to sell land
So that I have more money

As a public service management bot
I want to build a building on ground that I own
So that the indicator which is applicable for the building will go up.

As a public service management bot
I want to be notified if houses are demolished
So that I can decide if I want to build a supermarket near there or not

As a public service management bot
I want to understand the used language between stakeholders
So that I can communicate with other bot stakeholders.

3.2 User stories of defects (if applicable)

As a public service management bot
If the game crashes
I want to stop running
So that I don't mess things up.

3.3 User stories of technical improvements (if applicable)

3.4 User stories of know-how acquisition

3.5 Initial release plan (milestones, MRFs per release)

4 Definition of Done