VIRTUAL HUMANS
FOR SERIOUS GAMING
PROJECT PLAN

Jannelie de Vries
Harmen Kroon
Jasper van Tiburg
Tom Brunner
Nando Kartoredjo

$\tilde{T}U$Delft

Contents

1 Introduction

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

4   Definition of Done