Product document – whole application

Over View

Exeter Orientation is primarily designed as a treasure hunt app to help first year students around the daunting Exeter campus, it will also promote teamwork and help the students socialise when they first join the University. The app also has many features that a first year student might find very useful such as a list of useful contacts, an FAQ and a list of helpful locations. Students will form teams and work through a route that consists of riddles and geolocation checking.

Treasure Hunt

Our users will need to answer a riddle that they can get several hints for, once their riddle has been answered they will be given a location on a map to go to. We hope by using this gameplay loop to keep users interested with engaging and thought provoking riddles as well as keeping them moving and familiarise them with the campus.

User profiles

We will have three distinct user profiles for this application – the Users, the GameMasters and the Developers. Each of these users will have distinct roles:

* The user is the target audience for the app and will specifically be catered towards first year university students. The user will be able to join and play games, these games will be started by a game master and have a pre-determined route.
* The GameMaster is the equivalent of an admin profile, they will have the ability to add and remove routes as well as start routes for students.
* The Developers will be adding features to the app post-deployment. They will maintain the health of the services that are used as well maintaining the product overall

Features

* Riddles – for students to advance in the quiz they will need to answer the riddle they are given correctly, they are given several hints per question as well, once they complete a riddle they will be shown a pin on a map overlay that will need to be visited by a student;
* Map overlay – after a question is finished correctly by a student they will get a google maps pop up on their screen that will tell them an area they need to visit to complete that question and move onto the next one.
* Real time changing – when one student in a group moves from the GPS section of a question onto the next question’s riddle, it will pull all members of the group to the furthest ahead members question.
* Route creation – a user with an account has the ability to create and publish custom routes for other to use in a game.
* FAQ, contacts, locations– the website will have lots of information that new students at the university can find very useful, especially as it’s aggregated in one place
* Very clean and user friendly UI – the ui is very bright and easy to understand which means that it will be easy for new users to easily pick up and join a game. this also means that it can try and help achieve some of our goals such as getting students to socialise, it does this by providing a lightweight and easy to understand UI which will allowus