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Drop the Code

<https://github.com/petetetete/cs386-project>

D2.1 – Vision

CS 386 – Software Engineering

Spring 2017

Marco Gerosa

[REPLACE ALL BLUE TEXT AND BRACKETS WITH CONTENT]

**Drop the Code**

**Vision**

* **Introduction**

[ADD INTRODUCTION HERE]

* **Positioning**
* **Problem Statement**

|  |  |
| --- | --- |
| The problem of | Programming is intimidating; and the barrier to entry is a large part of that. |
| affects | The individuals who are looking to get into learning programming either for personal or monetary reasons. |
| the impact of which is | Newcomers to programming are often immediately discouraged due largely to the fact that everything is “new and different.” Programming isn’t something that everyone has experienced at a young age such as math or English. |
| a successful solution would be | A successful solution means a successful future workforce. A larger percentage of students would graduate from computer science programs and in turn, affect the technology of the future. A solution would provide a valuable resource to not only those looking to graduate, but those currently in the workforce looking to educate themselves further. |

* **Product Position Statement**

|  |  |
| --- | --- |
| For | New Programmers |
| Who | Are looking for an introduction to programming/logical thinking |
| The (product name) | Is a logical puzzle game |
| That | That is fun and intuitive |
| Unlike | Overly complicated alternatives |
| Our product | Will utilize an easy-to-learn drag and drop coding method that gradually introduces new concepts to the user at a pace that is challenging yet rewarding. |

* **Stakeholder Descriptions**
* **Stakeholder Summary**

|  |  |  |
| --- | --- | --- |
| **Name** | **Description** | **Responsibilities** |
| Beginning programmers | This stakeholder is going to be the person who just starts out with code and programming. This will get the user to know how to program and problem solve. | The stakeholder’s role within the product is to make sure that the puzzles are programming problem solving puzzles. They should also make sure that people will enjoy the product for what it is used for and not an easy get away app. |
| People in education | This stakeholder would be teachers in education who would use this app as a tool for problem solving within school. | This stakeholder’s role is to make sure that students at a young age will understand problem solving and get to learn how think hard for a solution is better than having it handed to them. |
| Puzzle game players | This stakeholder is someone who is into the strategic and puzzle part of games. | This stakeholder’s role is to make sure that the puzzles stay difficult for users and that the puzzles have an exponential increase in difficulty. These stakeholder’s also need to make sure that the puzzles are always getting harder and that they don’t stay easy forever. |

* **User Environment**

*[Detail the working environment of the target user. Here are some suggestions:*

*Number of people involved in completing the task? Is this changing?*

*How long is a task cycle? Amount of time spent in each activity? Is this changing?*

*Any unique environmental constraints: mobile, outdoors, in-flight, and so on?*

*Which system platforms are in use today? Future platforms?*

*What other applications are in use? Does your application need to integrate with them?*

*This is where extracts from the Business Model could be included to outline the task and roles involved, and so on.]*

* **Product Overview**
* **Needs and Features**

|  |  |  |  |
| --- | --- | --- | --- |
| **Need** | **Priority** | **Features** | **Planned Release** |
| Intriguing narrative with room for growth | Medium | Gripping initial hook and likeable characters | On app release |
| In depth and intuitive tutorial | High | Incremental learning and eye-catching | On app release |
| Difficulty/level selection | High | Either a difficulty slider or separate challenges level types | On app release |
| Challenging level design | High | Provide multiple clever solutions | On app release |
| Character and background selection | Medium | Collection of rare or unique characters/backgrounds | On or after app release |
| Player vs player challenging | Medium | Friend challenges using time trials or real-time competition | On or after app release |
| Arcade mode | Low | Randomly generated challenges and time trials | On or after app release |

* **Other Product Requirements**

|  |  |  |
| --- | --- | --- |
| **Requirement** | **Priority** | **Planned Release** |
| Reliable performance even on complex levels | High | On app release |
| Intuitive syntax controls | High | On app release |
| If mobile release, app must be cross platform | High | On app release |
| Large click fields to accommodate smaller screens | Medium | On app release |
| Secure account system for cross platform play | High | On app release |
| Aesthetically pleasing art style | Medium | On app release |
| If mobile release, banner ads to fund development | Low | On or after app release |

**Group Participation:**

Peter – Created initial document layout and filled in the problem statement, product position statement, needs/features, and other product requirements sections.

Hayden –

Garrison –

Gage –