



Final Report

1 Introduction

At the beginning of the project we were given a problem to design our product around. Namely that in many circumstances, a whole bunch of people have to stay together in the same place for a considerable amount of time. For our project we were assigned to design a game to entertain such large groups. The requirements were that the game must be original, creative and also let people interact with each other (e.g. verbally communicate with each other).

At the end of each project s all groups must have a document about the developed, implemented, and validated software product. This document will provide an overview of the main functionalities of Taxi Trouble and discuss to which extent they satisfy the needs of the user. Also an HCI module that was realized for the user interaction with the developed solution will be provided. At the end of the document an outlook will be given regarding the possible improvements in the future and the strategy to achieve these improvements.

2 Overview

3 Functionalities

4 Interaction Design

5 Evaluation of Functional Modules

6 Outlook

In the end after delivering your product most of the time everyone is happy because you achieved what has to be done, your product fulfils all requirements given and it finally works! But there is always room for improvement. Taxi Trouble is playable and is a lot of fun to play, but it still contains bugs and it still lags a bit. These are all the features that can be improved to make the game better and achieve a more perfect end result.

To achieve these improvements the game must be consistently tested and maintained.