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**Context Project
Computer Games Group 8**

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Final Report [Draft]

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

What we would like to include in this section is:

1. Brief description of the game (not elaborate as in the product vision)

2. Give an overview of all of the functionalities that are included and implemented in the final version of the game:

   (a) **Driver and navigator screens of the game.** Tell something about the roles and different views corresponding to those roles in the game.

   (b) **Teams of drivers and navigators**: Description of in which way teams are formed, i.e. each team consists of a driver and navigator.

   (c) **Taxis**: Controllable by a driver and collidable with other taxis.

   (d) **Passengers**: pickup, drop-off and stealing

(e) **Power-ups**: can be picked up by the driver and activated by navigator, there are different types

(f) **Game Head Up Display**: displays team, score and time left in the game

(g) **Sound effects**: different sound effects for different events

(h) **Menu Screen**: when the game starts, you can either start the game or check out the leaderboard

(i) **Multiplayer implementation**: invitations via Google account, player can set the preferred number of other players, team score is submitted on the leaderboard when the game ends.

3 Functionalities

4 Interaction Design

5 Evaluation of Functional Modules

What we would like to include in this section is:

1. Table with overall evaluation results from user tests.

2. Evaluation of individual functional modules (with more specific feedback we got from the users):

   (a) **Driver controls**

   (b) **Navigator controls**

   (c) **Picking up and dropping of passengers**

   (d) **Stealing passengers**

   (e) **Power-ups**

   (f) **Game Head Up Display**

   (g) **Sound effects**

   (h) **Menu Screen**

   (i) **Multiplayer implementation**

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 feature 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.