

SE306: Project 2 Prototype Features Checklist

How to use this sheet: Fill in the 2 tables below and submit as a PDF (one per team). Expand space in rows as needed.

1. FEATURES TABLE

(*Y=Yes, N=No, P=Partial)

Basic Features	Achieved? Y/N/P*	Comments/Description
An engaging game world layout to go with the storyline (e.g. with scenes, objects, and actors) And/or One completely playable level	Y	Game world with 11 rooms and some greenery. This game world consists of objects that can be picked up and non-player characters that can have conversations with the player. We have 2 complete levels of different logical difficulty.
A clear game objective	Y	Aim of the game is to find out whether Bruce (person blamed for stealing the exam scripts) is really the person who committed the crime. Erin (main character has to go around collecting evidence before telling the principal of her final verdict)
Central character (or avatar) design and functionality (or another related/corresponding feature if your design does not include a central character.)	Y	Central character is Erin who is the head of the student council. She is able to communicate with other characters through dialogue, pick up items which act as potential evidence.
Various other characters with different mechanics (e.g. actions, speech, movement.)	Y	There are 8 other characters: Rita (Cafeteria lady), Bill (Science Guy), Jimmy (Bruce's best friend), Mr. Wilson (Principal), Brad (Jock), Charles (Janitor), Selma (Receptionist) and Jade (Detention supervisor). All of these characters can communicate with Erin through dialogue.
A scoring system (e.g. points/time – either explicit to player or implicit; provide details of how its implemented if implicit, including examples in code.)	Y	A scoring system is present at the end of the game in the trial room where Erin tells the principal about who thinks is guilty according to the evidence that she has collected. Her score is dependent on the choices which she makes during this trial.
A welcome screen (e.g. select a game, return to welcome screen and ability to start again.)	Y	We have a welcome screen which doubles as the main menu. On the main menu, we can change audio settings as well as start a new game or load previously saved game. During gameplay, we can pause and then change audio settings, save the game and return to the main menu.
An exit screen (e.g. to congratulate player if finished all designed levels or to alert player to indicate game over.)	Y	According to the choices that the player makes in the last trial at the end of the game's level 2, the message shown in the end screen changes.

Some aspects of RNG (e.g. random item generation, enemy attacks except random level generation covered under 'design features')	Y	RNG aspect has been implemented in the minigame. The numbers, operations and result are randomly generated when the minigame is accessed in the cafeteria.
Playtesting of all above features within your own team.	Y	Playtesting was done throughout the implementation at critical points.
Playtesting of all above features BY at least one other team. List which team(s) playtested your game.	Y	7Lives play tested our game
Playtesting of all above features FOR at least one other team. List which team(s) you (members from your team) playtested for.	Y	Some members from our group play tested the 7Lives group's game.
Design Features (15%)	Achieved?Y/N/P*	Comments/Description
A player life/health system where lives/health can be lost/gained/maxed out (e.g. 3 lives max) [worth max 5%]	Y	We have a health system in the form of chances the player gets to complete the trial in a level. When 3 lives are lost, the player just loses the level (and therefore, the game) and has to retry the game.
Touch/Swipe/Tap functionality for those aiming to deploy to a smartphone: Make use of one sensor [worth max 2.5%] or maximum two sensors [worth max 5%] in meaningful ways, examples include but are not limited to: Accelerometer, Gyroscope, Camera, Proximity Sensor, Light Sensor.	Y	We have leveraged smartphone Tap functionality as well as the Gyroscope (scene tilting) and Microphone sensors (blowing air to take dust off mini-game).
Adding sound/music to the game and triggering on appropriate events [worth 5%]	Y	Background music has been added which can be switched off. Trigger sounds have also been added for events such as walking, entering a room etc.
Advanced Features (5%)	Achieved?Y/N/P*	Comments/Description
Launching on app store (discuss and seek approval first.)	P	Needs approval from Rashina before we can. Currently the build is Android compatible.
Feature swap/ any additional features / any comments: <i>While the above are basic features, if for some reason a feature does not apply to your game, give us a <u>good reason</u> why it doesn't and add an <u>alternative feature</u> to this list that will be marked instead. Use this space to list any other features you've implemented and any other comments you may have.</i> Since Rashina requires us to ask her permission before publishing our game on the App Store, we have kept Fixed-Level Generation as our backup Advanced Feature.		

2. SERIOUS CONCEPT TABLE

Please refer to "Serious Concept Mapping Guide" on Canvas for instructions on how to best fill this table.

Serious Concept Selected	Argumentation / Critical Thinking / Critical Literacy
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Self-Evaluation of Mapping Achieved	Deep / Medium / Surface	
Sub-Concepts	Related Game Mechanics/Element(s)	Manifestation in Game Play (Examples, including screenshots as required.)
<i>Source</i>	“Evidence” objects can be collected from talking to characters or collected throughout the game. Some “evidences” will have more credible sources than others and the player needs to distinguish them. Certain “evidences” can be “verified” to provide more information by talking to characters while possessing the item.	The player will gather a “detention slip” for Bruce with sloppy handwriting as one evidence, claimed by Jimmy to “prove” that Bruce was in detention during the theft. The player can use the detention teacher to verify that it was forged. Another evidence would be a Cafeteria register entry signed by Bruce at time of theft, but with a credible system-generated timestamp. Player must distinguish which to present for the case.
<i>Facts vs opinions</i>	Characters within the game will sometimes pass off opinions as a base for an argument to try and convince the player to their perspective. The player needs to recognize this and distinguish this from actual facts that are relevant to the case when making decisions.	The reception lady will claim to have seen the janitor enter the principal’s office while she is leaving for lunch. The player is obliged to verify that this is actually an opinion, by finding an official working log of the janitor that states he was working during that period. As a result, the player must recognize he cannot present the opinion as a concrete fact.
<i>Bias</i>	Certain characters within the game will have distinct biases to the suspect: either positively or negatively. Players must recognize this when interacting with them, and their interests affect the information they provide to the player	Characters within the game will have biases towards each other: the janitor has a negative bias towards Bruce for having caused him mischief in the past, while Jimmy appears to be Bruce’s friend and really wants to help him. When talking to these characters, the player needs to recognize the bias they have and avoid using them to present a valid case argument.