CS206 - G1T2 FINAL PRESENTATION

ANON C

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OUTLINE

1. Position Statement
2. List of Features
3. Prototype Demo
4. Performance Metrics
5. Learning Points
6. Looking Back

ANON

OUR POSITION STATEMENT

For individuals looking for a casual but thought-provoking game, Anon gives its users a novel experience of fun, mystery and education in a single game.

WK7: MVP

GAME TUTORIAL

- Introduce player to characters
- Familiarise user with game mechanics
- Set up storyline

SINGLE PLAYER LVL 1

- Introduce cybersecurity tools and techniques
- Further establish storyline for subsequent levels

GAME TUTORIAL

- Implemented Wk7 features

SINGLE PLAYER LVL 1

- Implemented Wk7 features:
  - Introduced cybersecurity terms
  - Application of cybersecurity techniques using various resources (web browser, maltego, network scanner, usb sniffer)
  - Conditional dialogue

WK13: PROTOTYPE

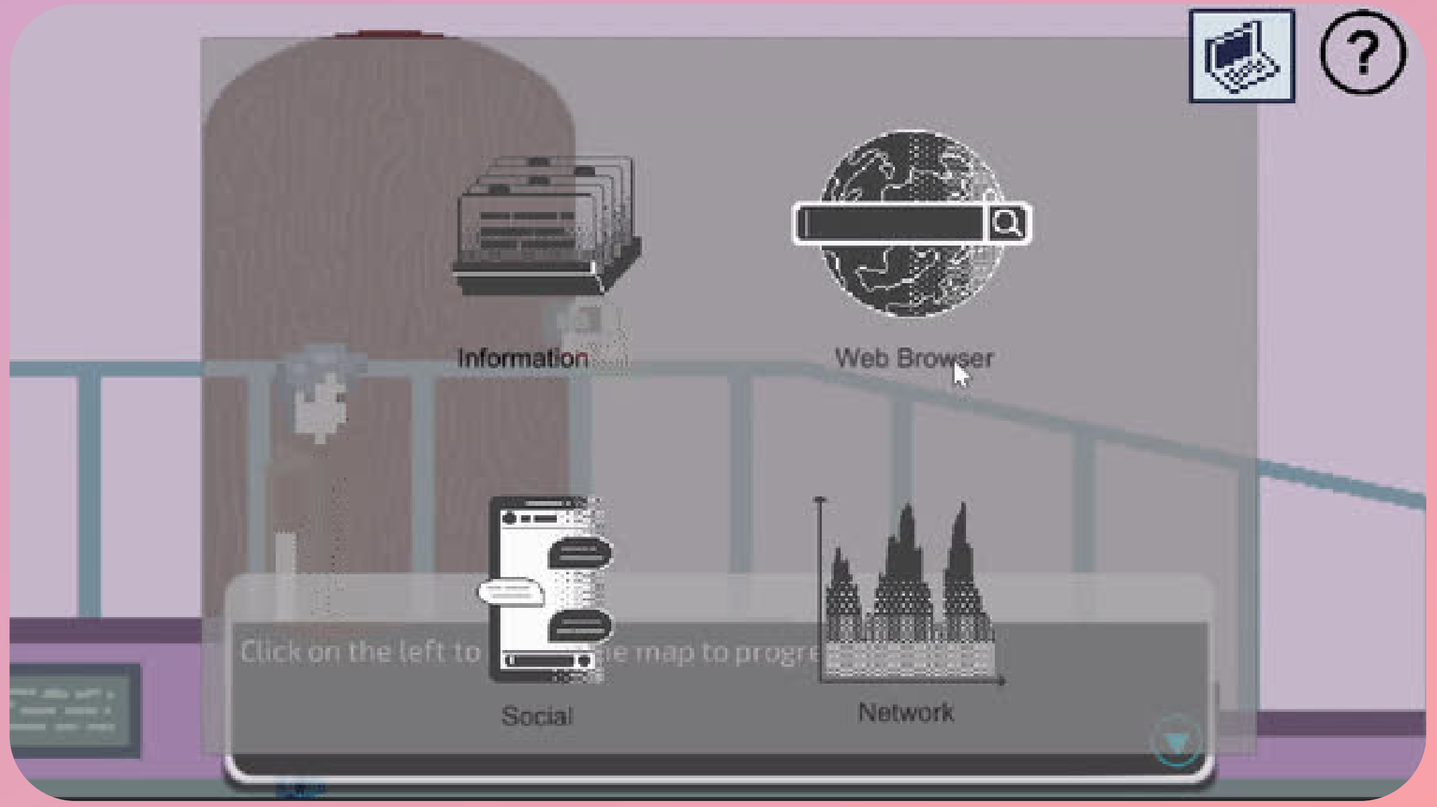
List of Features

- **CYBERSECURITY ELEMENTS**
- **STIMULATED WEB BROWSER**
- **DIALOGUE TO ADVANCE STORYLINE**
- **SIMULATED NETWORK SCANNING TOOLS**
- **STIMULATED MALTEGO** *(DATA MINING TOOL/GRAPH VISUALIZATION)*

List of Features

CYBERSECURITY ELEMENTS

- Cybersecurity elements are introduced through the storyline.
- Introduction and explanation of **cybersecurity terms**, players are able to review this later in the game
- Introduction and application of **cybersecurity tools**



List of Features

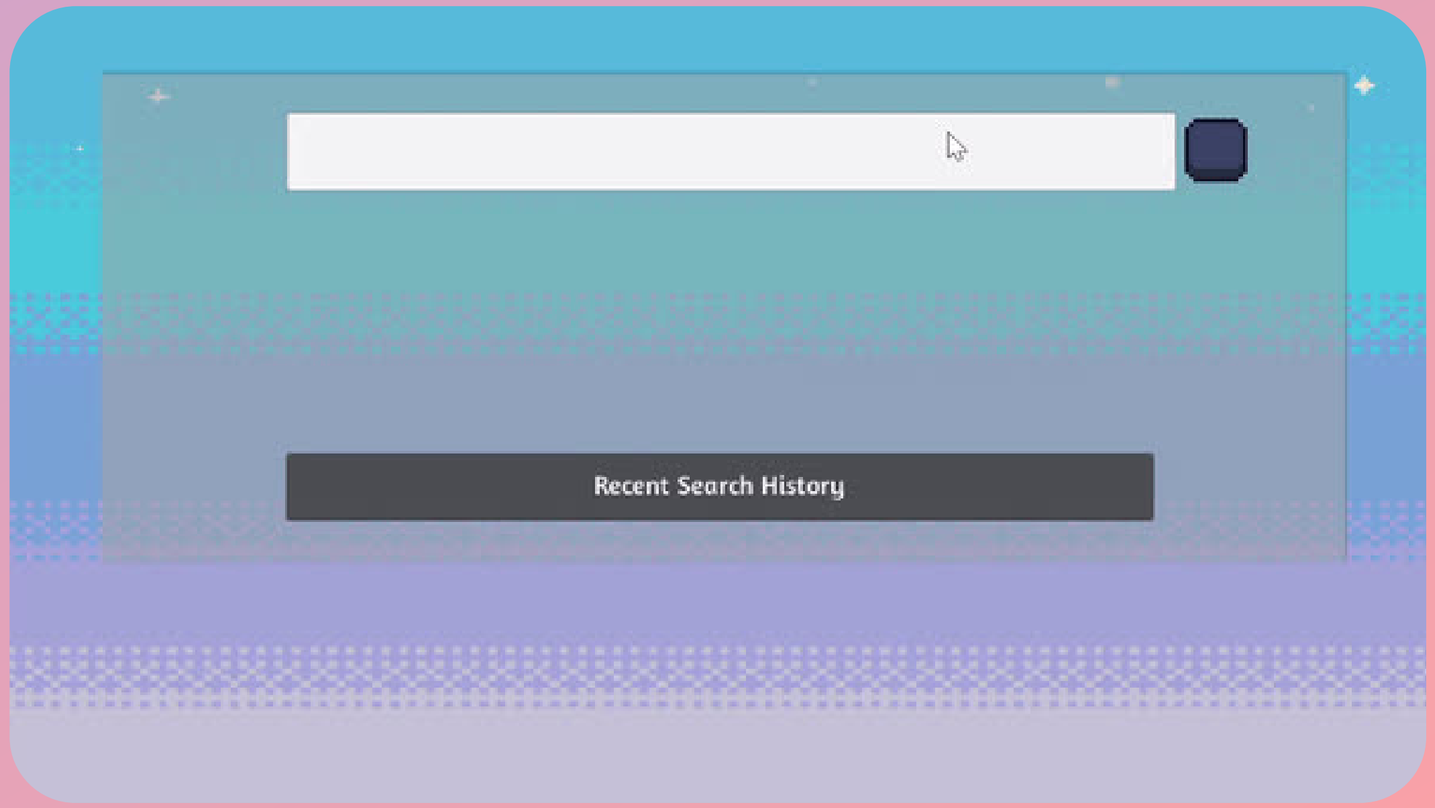
SIMULATED NETWORK SCANNING TOOLS

- Implementation of Wireshark-like tool
- Teach players about **network protocols** and how to use network scanning tools to find out more information
- Provides insight on how **flawed security systems** can **easily be hacked** by using network scanning tools.

List of Features

STIMULATED WEB BROWSER

- Implementation of Google-like web browser
- Show players how web browsers can be used in cybersecurity
- Not explicitly guided, but players should be able to learn **how to identify and search for keywords** from dialogue

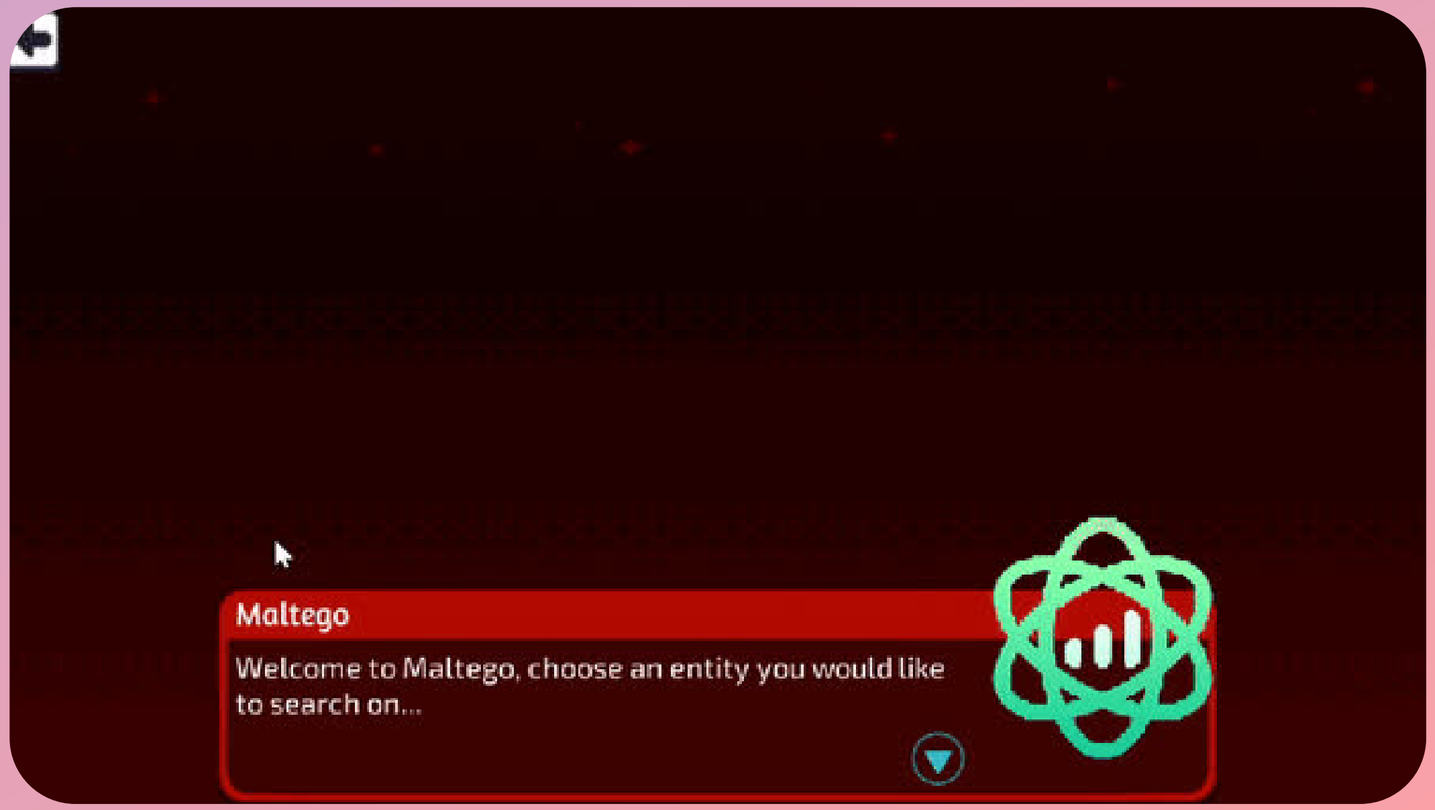


List of Features

STIMULATED MALTEGO

(DATA MINING TOOL/GRAPH VISUALIZATION)

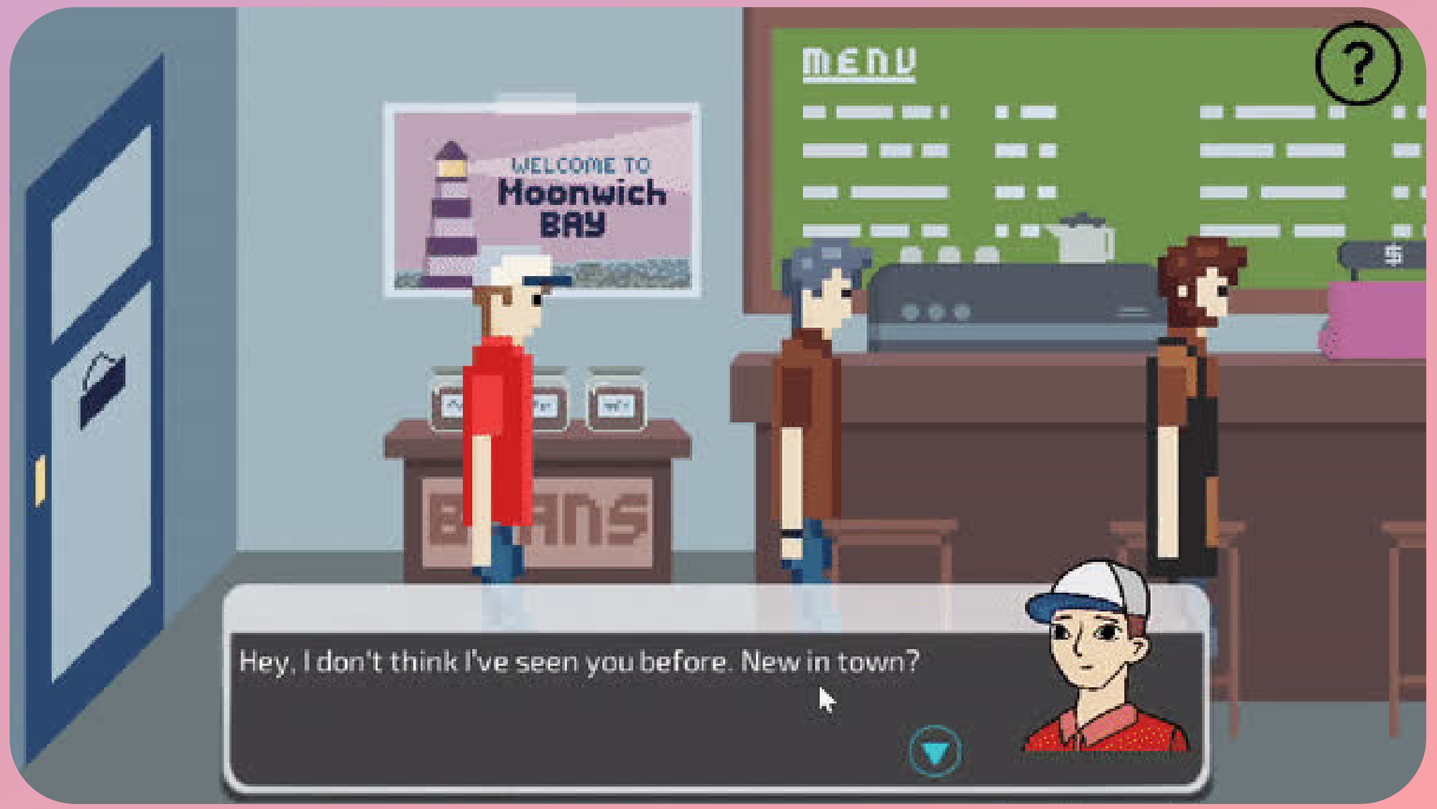
- Implementation of **Maltego;** a comprehensive tool for graphical link analyses that offers real-time data mining and information gathering.
- Educate users how to do basic data mining.
- Provides insight on how easily information on the internet could be extracted.

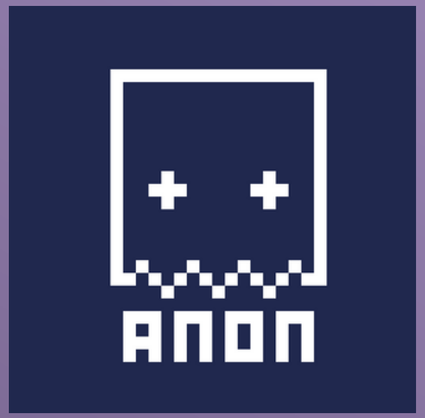


List of Features

DIALOGUE TO ADVANCE STORYLINE

- Choice player makes during dialogue affects the outcome of the game
- Asking more about himself
  - Gain more information
  - Able to research that information immediately in the browser
- Asking more about friend
  - Gain less information but will eventually get information required

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BETA TESTING

VALIDATION OF PRODUCT FUNCTIONALITY & USABILITY

ERROR RATE

6/13 testers encountered errors in the game

- Errors relating to button presses
  - Button did not work as expected
  - Back/Exit buttons did not close object
  - Map icons were not clickable
- **Action:** fix bugs in for future releases

PLAYER'S ADVANCEMENT

4/13 testers were stuck at some point during the game

- Directions on how to proceed after some actions (eg. search on social media) were unclear
- Not enough explanation on characters at the start -> feel lost
- **Action:** Add more visual cues, add introduction scene to tutorial

QUALITATIVE FEEDBACK

CLARITY OF TUTORIAL

How well were testers able to understand game features through the tutorial

WHAT KEPT YOU GOING?

What made players inspired to explore more in the game and continue the story

OVERALL FEEDBACK

Tester's overall thoughts on our game

CLARITY OF TUTORIAL

This was asked as a follow up question for players who gave the feedback that they were still unclear about the game features after the tutorial

10/13 found the tutorial clear

3/13 found it unclear

- 2/3: "There aren't clear enough visual cues to highlight what to do or which button to press"
- 1/3: Too many technical concepts introduced, hard to follow along

Future follow-up:

- Add in more system UI feedback as visual cues for players
- Reduce the number of technical concepts introduced in tutorial (can be introduced at other levels)

WHAT KEPT YOU GOING?

CYBERSEC ELEMENTS

7/13 was attracted to the cybersecurity information given through the game

MYSTERY STORYLINE

6/13 were attracted to the mystery aspect and want to find out what happens to the characters

AESTHETICS

2/13 were attracted to the visuals and aesthetics of the game

Future follow-up: Continue on developing **cybersecurity elements** and **storyline** for future releases since it encourages players to continue (hook factor).

OVERALL FEEDBACK

Grouped overall feedback received from testers into 4 categories

USER INTERFACE

- "[...] replay some scenes in case the player forgot what to do or type"
- Fix buttons, more visual cues (when button is pressed)

DIALOGUE

"As someone who is not into games with dialogue, I felt that this had too much chatting going on and lost my attention really quickly"

AESTHETICS

- "The characters' eyes are very soulless, please give them some life :("
- Add more clickables with highlight/glow/ sound

CHARACTER INTRODUCTION

- "maybe could give a small explanation of the characters..."
- "maybe can provide a character introduction[...]"
- Add narration

MAJOR LEARNING POINTS

PRODUCT POSITIONING

The importance of **distilling who our target audience**, what they **need** and how our product can **uniquely benefit** them

PRODUCT DIFFERENTIATION

Identifying competitors in same market segments and **make it more attractive** to a particular market

PLANNING FOR RELEASES

Planning for the product with **long-sighted vision**, not just for the MVP but also future endeavours (always **predicting the next trend**)

CUSTOMER FEEDBACK

Importance of regularly **gather customer feedback** and **identifying actionable insights from responses**

MAJOR LEARNING POINTS

EMBRACING FEEDBACK

After gathering some early stages customer feedback, we **adapted to what the customers hoped to see**

HONESTY

During development, we feel that honesty is very important when giving feedback to other members of the project for **better and faster progress**

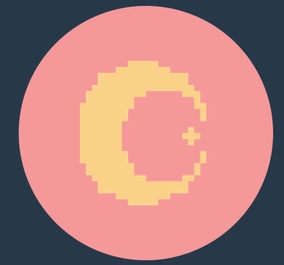
PERSEVERANCE

Persevere in finding the best solutions to provide the **best game experience for users**

DISCIPLINE

Discipline is needed to **achieve the tight deadline** from the start of development, testing and completion of MVP

LOOKING BACK



WHAT WOULD WE HAVE DONE DIFFERENTLY?

AVOID CODE COUPLING

MORE INTERATIONS

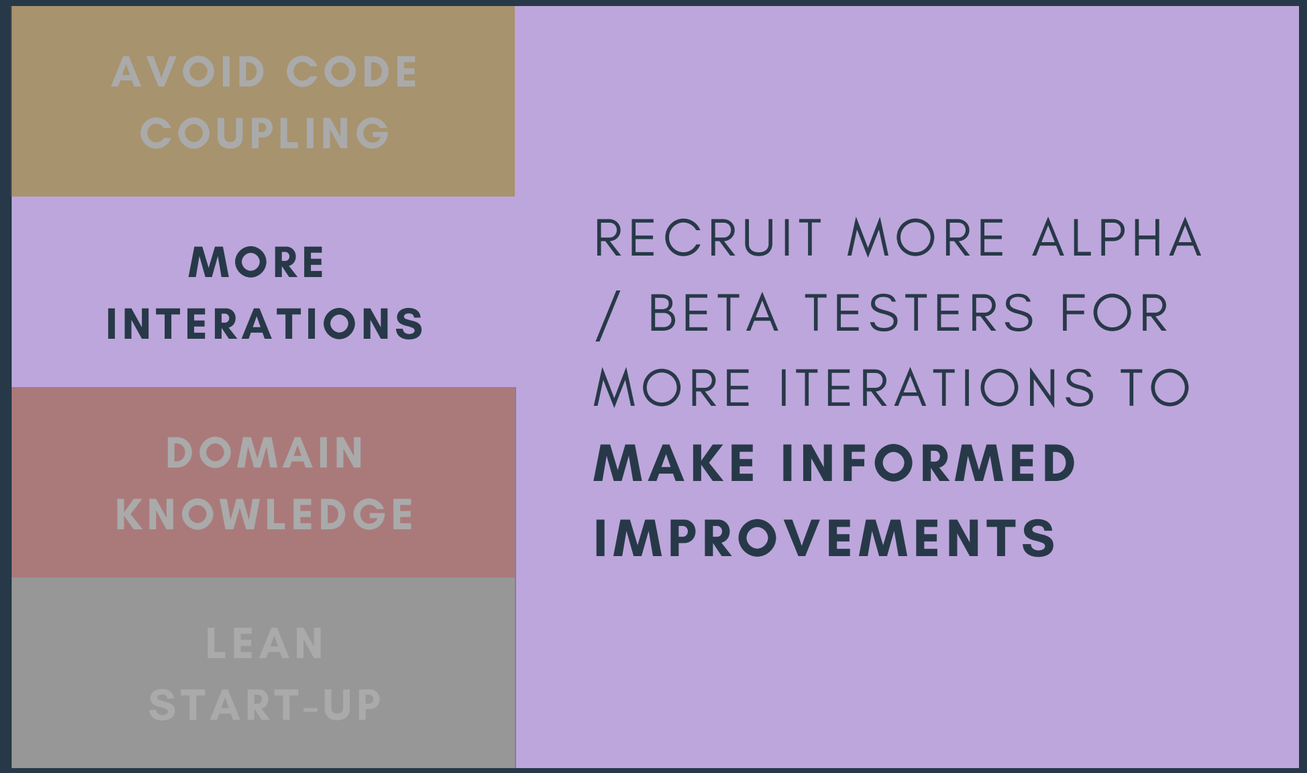
DOMAIN KNOWLEDGE

LEAN START-UP

DECOUPLE SECTIONS OF CODE TO **REDUCE BUGS** AND FOR **EASE OF EXPANSION**

LOOKING BACK

WHAT WOULD WE HAVE DONE DIFFERENTLY?



LOOKING BACK

WHAT WOULD WE HAVE DONE DIFFERENTLY?

AVOID CODE COUPLING

MORE INTERATIONS

DOMAIN KNOWLEDGE

LEAN START-UP

BE BETTER-VERSED IN CYBERSECURITY CONCEPTS **BEFORE STRUCTURING LEARNING MATERIALS**

LOOKING BACK

WHAT WOULD WE HAVE DONE DIFFERENTLY?

THANK YOU