| Design document - OOP Demo | | 05|02|2023  **Zuvuyan** | | --- | |
| --- | --- | --- |

| **1**  **App Info** |  | | Tentative Title: | | Programming Theory Project - OOP Demo | | --- | --- | --- | | | |
| --- | --- | --- | --- | --- | --- | --- | --- |
|  | | **Y** | Education & Training | | --- | --- | | | | **Y** | Utilities & Reference | | --- | --- | |
| |  | Social & Networking | | --- | --- | | | |  | Media & Entertainment | | --- | --- | |
| |  | Productivity & Collaboration | | --- | --- | | | |  | Gaming | | --- | --- | |
| |  | Art & Creativity | | --- | --- | | | |  | Other: \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ | | --- | --- | |
|  | | This App will be available on: | [ mobile, | console, | **desktop**, | VR, | **web**, | other ] | | --- | --- | | | |

| **2**  **Pitch** |  | In this app, users will:   | Interact with a graphic of the 4 pillars of OOP, which themselves explain & exhibit behaviors demonstrating the Pillars & are coded using its principles. | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |
|  | The target audience / personas for this app include:   | * Unity Junior Programmer Pathway submission * People learning OOP principles * General Public curious about OOP | | | --- | --- | | |

| **3**  **Concept Sketch & Inspiration** |  |  | | |
| --- | --- | --- | --- | --- |

| **4**  **Features** |  | | When the user: | | | | The result is: | | | | --- | --- | --- | --- | --- | --- | --- | | Clicks on a Pillar | | , | | Highlight Pillar, in colour & display info Plaque | | | | Clicks on the Plaque | | , | | Return to default screen | | | | Clicks on exit button | | , | | Quit App | | | |  | | , | |  | | | |  | | , | |  | | | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| **5**  **Accessibility** |  | In order to make this app accessible to as many users as possible:   | * Clear Text in readable fonts and Colours * Intuitive Instructions * Understandable Explanations | | | --- | --- | | |
| --- | --- | --- | --- | --- | --- |

| **6**  **Timeline** |  | |  | | Milestone | | Date | | --- | --- | --- | --- | --- | | 1 | | * Create Initial app and layout canvas UI | | 1 day | | 2 | | * Create empty Scripts | | 0 Day | | 3 | | * Code Game manager Logic | | 1 Day | | 4 | | * Code Pillar Scripts | | 1 Day | | 5 | | * Test | | 1 Day | | | |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |

| **7**  **Backlog features** |  | | * Separate Scenes for each Pillar giving more in depth explanations * Animated Explanations * Audio Effects * Background Music | | | --- | --- | | | |
| --- | --- | --- | --- | --- | --- | --- |