The Gamification of Fjell Fortress

Requirement Analysis

Version 3.0

Dokumentet er basert på Kravdokumentasjon utarbeidet ved NTNU. Revisjon og tilpasninger til bruk ved IDER, DATA - INF utført av Carsten Gunnar Helgesen, Svein - Ivar Lillehaug og Per Christian Engdal. Dokumentet finner også i engelsk utgave.

Revision History

Date	Version	Description	Author
19/01/2022	1.0	First version, setting up the report	Simon, Griffin, Oneal
21/01/2022	2.0	Finishing the report	Simon, Griffin, Oneal
16/05/2022	3.0	Adding more information in the user stories	Simon, Griffin, Oneal

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1. Introduction

This document is intended to visualize and discuss the requirements for the project. The analysis will make sure the different ideas for the game are realistic and well thought out. By analyzing every idea, the group can determine if some gamification functionalities cost time or if they are not realistic.

This document will include a functionality analysis with the help of user stories, as well as a point list for certain scenarios the player may encounter. A wireframe will also be presented with visual examples of the game flow and alternative NPC interactions.

2. Functionality

User Story 1

As a player, I want to be able to move freely around the scene, so that I can experience the game as I wish.

Point List :

- If I'm a player, I want to be able to move around the scene without any constraints.
- I can move the character by moving the joysticks on the controller. By doing so, it will allow me to move the player around the scene.
- I cannot move past fences or other objects that allow the player to move outside the play area.

User Story 2

As a player, I want to interact and manipulate objects in the scene so the user experience becomes more realistic.

Point List :

- If I'm a player I can pick up and throw objects around.
- I can pick up an object by navigating my hand towards the item and then pressing down the grip button on the controller.
- If I'm holding an object with my right hand, I can pick up the object with my left hand.
- I cannot pick up all the objects in the scene, some objects will be static.
- If I try to pick up a non movable object, the game will do nothing since some items are static, indicating that only certain objects can be picked up.

User Story 3

As a player, I want to be able to change the settings of the game so that I can adjust the game's settings to my personal needs.

Point List :

- I can open the menu button by pressing the pause button while in - game.
- I can open the settings tab from the menu canvas and adjust the settings from there. When in the settings, I should be able to change the settings by check - boxes or sliders.
- If I'm a player, I should be able to open the settings from the start scene or in - game.

Use Story 4

As a player, I want to be able to communicate with the NPCs so that I can figure out the story behind the fortress.
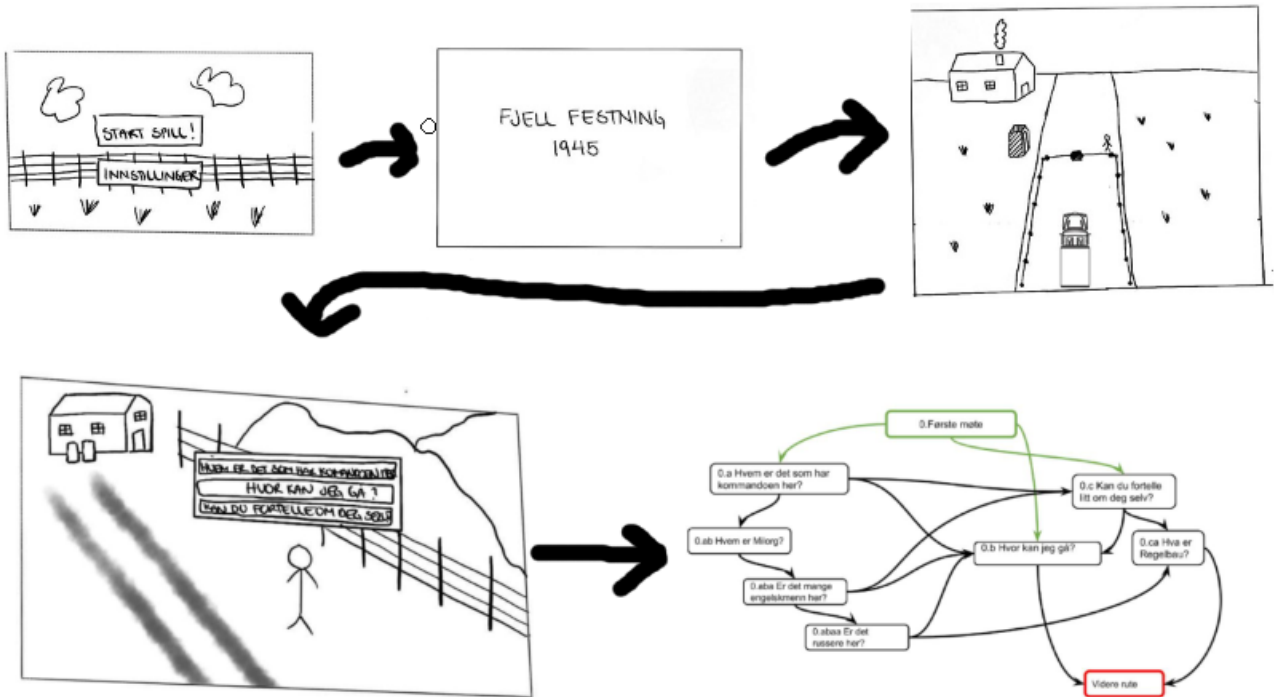
Point List :

- I can communicate with the NPC character with a point and click dialog system on my notebook. I can use the raycaster to point to the desired question I want to ask.
- If I'm a player, I can give an object, for example some cigarettes, to activate the conversation between me and an NPC.

3. Prototype
Wireframe

The project group has also considered having a notebook for questioning the NPCs in the scene. The notebook will appear when the player is near the character. This will replace the idea of having questions hovering over the NPCs' character. The image below is a rough sketch of how this would come to life. The group also wants to implement the function of giving an NPC an item, triggering the conversation.

4. References