
Global Frog Games

**Sir Stanley's Well Rounded Adventure
Vision**

Version 1.5

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Vision	Date: 03/05/2020
<i>Sir Stanley's Well Rounded Adventure</i>	

Revision History

Date	Version	Description	Author
01/10/19	1.0	Initial writeup	Brooke Smith (scope and other requirements), Nick Bonavia (various sections), David Rasberry (intro), Sellers Levy (positioning), Shane Mitchell (stakeholders), Westen Riley (product overview)
16/10/19	1.1	initial edit (Comments from dr wei, all sections)	Brooke Smith
20/10/2019	1.2	Added links to external references	Nick Bonavia
22/10/2019	1.3	Corrections after client meeting (all sections)	Brooke Smith
05/11/2019	1.4	All additions are in the forms of suggestions. More specification based off of prototypes. Made sure information was consistent. Also rewrote/edited some sections for clarity.	Brooke Smith
3/5/2020	1.5	Final Edits	Brooke Smith

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Vision (Small Project)

1. Introduction

Sir Stanley's Well Rounded Adventure is a (pilot) cell phone application designed to teach children how to make better lifestyle decisions in regards to eating habits and living an active life. This application will be built for Android and iOS devices which will allow children to play directly on their own (or their parent's) devices. The goal of this application is to build a fun and interactive game that will help educate children on healthy eating and lifestyle practices.

1.1 Background

The ultimate goal for this project is to educate children about living healthily as well as motivate them to make healthy lifestyle changes to help fight the obesity epidemic. England is number 2 in the obesity epidemic behind the U.S. Currently, nutrition and physical education are put on the back-burner in many schools across both the U.S. and England. Because of this, Sir Stanley Matthews Coaching Foundation and Professor Davis would like an app to promote healthy nutrition habits and physical activity. Our senior design team is partnering with the TCU School of Nutrition in order to achieve Sir Stanley Matthews Coaching Foundation and Professor Davis's goal to help children become healthier in a holistic manner.

1.2 References

Team website:

<http://riogrande.cs.tcu.edu/1920GlobalGameApp/index.html>

Glossary

Vision Document

Developers Guide

Software Development Plan

Installation and User Guide

Software Requirements Specification

Testing Plan

Github Repository:

<https://github.com/tcuseriordesigncourse/globalgameapp>

2. Positioning

2.1 Business Opportunity/Problem Statement

The problem of	Helping combat the epidemic of childhood obesity and the lack of education on how to live a healthy lifestyle
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affects	children, teachers, and parents
the impact of which is	childhood obesity and other related health problems
a successful solution would be	encouraging children to get active and to live a healthy lifestyle through the use of an engaging and fun mobile game

2.2 Product Vision/Position Statement

For	Children (ages 6-11)
Who	need to learn about nutrition and activity
The (product name)	mobile game
That	fun, educational, and motivational
Unlike	traditional teaching methods
Our product	will be an engaging and fun way to learn about having a healthy lifestyle

3. Stakeholder Profiles and User Descriptions

Name	Description	Problem
Samantha Davis	Professor, Texas Christian University.	In need of a nutrition based game

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(stakeholder)	Member, Sir Stanley Matthews Coaching Foundation.	application to provide to the Sir Stanley Matthews Coaching Foundation.
Sir Stanley Matthews Coaching Foundation (stakeholder/user)	Trustees/Owners/Members, Sir Stanley Matthews Coaching Foundation.	In need of an informational and engaging application to promote healthy lifestyle habits to young members of the foundation
Design Team (stakeholder)	Senior Design Students, Global Game Application	Work through the software development process to deliver a reliable, usable product to the client on schedule.
Bingyang, Wei (stakeholder)	Professor, Senior Design Project	Monitor the progress of the software development process for senior design students working on <i>Sir Stanley's Well Rounded Adventure</i> .
Primary School Students (user)	Global Students, Application Users	In need of an application that promotes healthy living in an engaging manner.
Paul Harbinson (stakeholder)	Sir Stanley Matthews Coaching Foundation contact	Works with Sir Stanley Matthews Coaching Foundation

3.1 Stakeholder Summary

Professor Samantha Davis, our client, is a Nutrition Professor at TCU. She is looking for a game that will be engaging as well as teach the foundations of a healthy lifestyle.

Paul Harbinson is working with Professor Davis. He is a member of Sir Stanley Matthews Coaching Foundation. He wants a game that is focused on encouraging children to be physically active.

Children from the ages 6-11 are going to be the main users or “players” of our game. We hope that our game will be able to hold their attention while being educational.

Dr. Wei and Dr. Scherger are stakeholders because they are our professors for Software Engineering and Senior Design.

3.2 User Environment

This project has a team of six Programmers, 2 graphics design students, a handful of nutrition students, and child-development students working on it. A task cycle will be around a month, but this is hard to measure because of our unfamiliarity with Godot.

Sir Stanley's Well Rounded Adventure offers a mobile platform for users to play interactive and instructional games pertaining to nutrition and fitness. A single user can download the application from the app store on their mobile

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device and begin playing the game within a few minutes. The game can be played anywhere that permits mobile device usage. The app can be updated and easily maintained. The game can be played, saved, and resumed at any time, allowing the user to play in whatever time increments they desire.

3.3 Summary of Key Stakeholder or User Needs

Need	Problem	Solution
Promote nutrition to children.	It is often difficult to get children interested in making healthy food choices.	Create fun, educational games that will keep children interested while learning about healthy eating.
Promote fitness to children.	With the popularity of video games and TV, it is important to teach children about the importance of being active.	Show users of the app different ideas of how to be active.
Promote ethical decisions to children.	With the exposure children are subject to through games, news, and TV, it is easy to receive mixed information on what is considered ethical.	Through some of the minigames that will be focused on helping others..

3.4 Alternatives and Competition

Alternatives to *Sir Stanley's Well Rounded Adventure* are available, such as mobile apps like: *Eat and Move-O-Matic*, *Healthy Heroes*, *Smash Your Food*, etc. However, many of these solutions are intended for a younger target audience (Ages 6 and under) than *Sir Stanley's Well Rounded Adventure*, which is aimed at children aged 6-11. Additionally, many of these alternatives focus on a singular issue, either nutrition, fitness, or being an ethical citizen but not combinations of these, which our game provides. Another alternative for stakeholders which is not mobile application based, is the traditional method of classroom instruction to teach the skills that our game offers. Classroom instruction is often not as engaging (or even available) for young children as games and there is a possibility for kids to spend more time interacting with the game than they would get in a school setting.

4. Product Overview

This section provides a high-level view of *Sir Stanley's Well Rounded Adventure's* capabilities and system configuration.

4.1 Product Perspective

Sir Stanley's Well Rounded Adventure is an independent and totally self-contained app for mobile devices.

4.2 Deployment Considerations

To ensure effective deployment of *Sir Stanley's Well Rounded Adventure* it will require a mobile device (IOS or Android).

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4.3 Assumptions and Dependencies

1. Multiplatform: We want to deploy the game on iOS and Android, however depending on the tools and technology available to us (also time constraints) we may have to choose one platform.
2. Audio and Art: Without the assistance of graphic designers we will need to either source royalty free sound fx and sprites or create them ourselves.
3. Health Facts: The educational component of the game heavily depends upon the information and facts provided to us by the client.

5. Product Features / Scope

The features of *Sir Stanley's Well Rounded Adventure* (Demo) are still being discussed. Some of the capabilities that we have discussed this far:

- At the title screen, the player has a few options to tap/click on:
 1. "Play": Where the player will be shown a map that will lead to several different minigames that will teach the core values mentioned throughout this document.
 2. "Achievements Mode": A screen that will list the items players have unlocked by playing the mini-games. Items could include things like easy, healthy recipes the player could try making outside of the game.
 3. "Tutorial/Tip Mode": As the player plays through the mini-games, the player will learn about nutrition, activity, and being a good citizen through an NPC "friend", Sir Stan. The friend's tips would be listed here.
- Save Data - Another important feature is that the game data (including story progress and unlockables) needs to be saved somehow (likely locally).

6. Other Product Requirements

- We must decide how to best ship to both iOS and Android systems
- Ideally the app would not take too much battery power
- We also have to worry about art and music