Lab 2 - PolyMorpher Prototype Product Specification

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1. Introduction

Programming is a technical skill that requires one both retain and apply the skill in practice. It can be very intimidating for those not committed to learning it. Traditional forms of teaching Object Oriented Programming (OOP) and problem-solving skills at Old Dominion University (ODU) and other colleges/universities are not producing the desired results. PolyMorpher is a programming game that is designed to teach the player complex OOP concepts and problem solving skills. For PolyMorpher to succeed, it must address the deficiencies and mistakes of traditional academic learning.

1.1 Purpose

PolyMorpher will teach OOP concepts and problem solving skills in an engaging an interactive way. PolyMorpher will be a single player game that will make use of both a Tangible User Interface (TUI) and a management simulator. Both of these components mimic the aspects found in modern computer-based games.

PolyMorpher will target ODU Computer Science (CS) students as its main end users. PolyMorpher will be designed and implemented by a group of students from the ODU CS department. Since this game will be designed under the jurisdiction of the ODU CS department, ODU will own and distribute it. ODU CS students will be the first users exposed to PolyMorpher. They will be the initial end users. The customers for PolyMorpher will also extend to instructors and individuals interested in programming within ODU and other colleges/universities.

PolyMorpher is intended to provide the necessary background and knowledge in OOP and problem solving skills to those that are motivated. PolyMorpher is not intended to replace the entire learning content for the CS curriculum at ODU.

1.2 Scope

Programming can be an arduous skill to learn. Because of this, ODU programming students often dropout or switch majors due to the rigor required to learn OOP and problem solving skills. Traditional educational tactics towards teaching OOP concepts are not effective to new learners.. If students are not able to find the necessary help to succeed in intro level CS courses, besides failing them or switching majors, they can potentially stop attending college.

PolyMorpher will consist of three important concepts:

- Realist Approach
- Improvement on Teaching
- Balanced Gameplay

The Realist Approach allows the game to use applicable and retractable examples to teach the player OOP. Improvement on Teaching will consist on facilitating the teaching of complex OOP concepts to the player. The Balanced Gameplay concept will apply both the gaming and learning experience. These implementations will allow PolyMorpher prototype to provide the necessary tools and features to the user so that they can have a good background to be successful in intro level CS courses.

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1.3 Definitions, Acronyms, and Abbreviations

API: Application Program Interface

API Book: An list of functions that the play can reference and use in their code

API Index: The menu where the user can decide rather they see the API of suggested functions for their level or all functions suggested to be used in the entire game

Assets: Game assets include everything that can go into a game, including 3D models, sprites, sound effects, music, code snippets and modules, and even complete projects that can be used by a game engine.

Coding Interface: The in game IDE where the user writes their scripts

Computer: a programmable electronic device designed to accept data, perform prescribed mathematical and logical operations at high speed, and display the results of these operations

Computer Programming: a process that leads from an original formulation of a computing problem to executable computer programs

Computer Science (CS): the science that deals with the theory and methods of processing information in digital computers, the design of computer hardware and software, and the applications of computers

Design: an outline, sketch, or plan, as of the form and structure of a work of art, an edifice, or a machine to be executed or constructed

Git: version control system for tracking changes in computer files and coordinating work on those files among multiple people

GitLab: web-based git repository manager the includes wiki and issue tracking

Gradle: an open-source build automation system that was designed for multi-project builds

GUI: Graphical User Interface

JavaScript: a programming language commonly used in web development where the the code is processed by the client's browser

Management Simulator: a way to simulate the management of a game in an organized fashion

MySQL: an open source multi-user database management system

Non-Technical Game: user-friendly gameplay able to be utilized by non-technical users

Non-Technical User: user who lacks formal education or knowledge in computer science, computer programming, object-oriented programming, or problem solving skills

Object-Oriented Programming (OOP): A schematic paradigm for computer programming in which the linear concepts of procedures and tasks are replaced by the concepts of objects and messages

ODU: Abbreviation for Old Dominion University

Platform: an integrated set of packaged and custom applications tied together with middleware

PolyMorpher: a programming game that focuses strictly on teaching OOP and problem solving skills

Problem Solving: the process of finding solutions to difficult or complex issues

Programming Game: a video game which incorporates elements of computer programming into the game, which enables the player to direct otherwise autonomous units within the game to follow commands in a domain-specific programming language

Regression Testing: a type of application testing that determines if modifications to the application have altered the application negatively

Software Development Kit (SDK): a set of software development tools that allows the creation of applications for a certain software package

Student Involvement: the amount of physical energy students exert and the amount of psychological energy they put into their college experience

Student Progression Dilemma: the problem of CS majors at ODU not advancing through the CS course schedule in order to graduate with a CS degree

TUI: Tangible User Interface

Ubuntu: open-source Linux operating system

Unity: a popular game development platform

User-Friendly: easy to comprehend by non-technical users

Virtual Machines: emulations of computer systems that provide functionalities of physical computers

Web Application: a client-server computer program in which the client (including the user interface and client-side logic) runs in a web browser

Wiki: a website on which users collaboratively modify content and structure directly from the web browser

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1.5 Overview

The purpose of this product description is to provide the general description of PolyMorpher prototype. This paper will describe PolyMorpher's architecture and functional capabilities. It will also provide detailed descriptions of its five external interfaces. Section 3 will address the product specification requirements and is submitted in a separate document.

2 General Description

The main objective of the PolyMorpher prototype is to provide a working demonstration of the final product. The final product will have the same capabilities as the prototype in that it will have the same gameplay style as other programming games. It will also teach problem solving skills and OOP concepts such as abstraction, polymorphism, inheritance, and encapsulation.

2.1 Prototype Architecture Description

The architecture found in the PolyMorpher prototype will be the same as that of the final product. The PolyMorpher prototype will be separated into three components: PolyMorpher website, PolyMorpher application, and the Unity file structure

- PolyMorpher website: This website will contain the PolyMorpher game application that users can download as an executable file. It will also provide a play guide for the users to inform themselves of the rules and tips for the game.
- PolyMorpher application: The application will be a downloadable executable file that will allow the user to play it on their local machine. The application can be downloaded from the PolyMorpher website

- The Unity file structure: PolyMorpher prototype will contain the entire unity file structure. It includes the “StreamingAssets” directory which will be accessed and modified when the user uses the “morphing” option in the game objects.

Figure 1 illustrates the components of the architecture structure for the PolyMorpher prototype and their interactions.

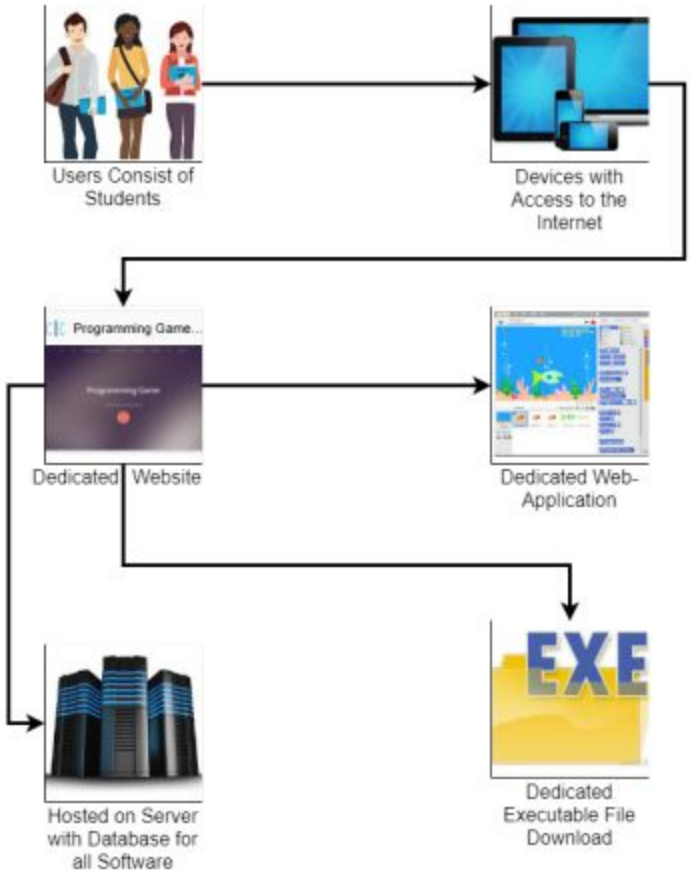

Figure 1: Major Functional Component Diagram

2.2 Prototype Functional Description

Both the PolyMorpher prototype and final product will be able to be downloaded from its website. The prototype version will be compatible with Windows, Linux, and MacOS. Table 1 summarizes the sixteen differences between the PolyMorpher Prototype and the final product.

Elements	Description	Real World Product	Prototype
Teaches Polymorphism	Provision of a single interface to entities of different types		
Teaches Abstraction	Technique for arranging complexity of systems		
Teaches Encapsulation	Building of data with the methods that operate on that data		
Teaches Inheritance	When an object or class is based on another object or class, using the same implementation		
Single Language Taught	A single programming language will be focused on C#.		
Single Player	Focused on an experience targeted to interact with only one player		
Downloadable .EXE File	Desktop application version of the game		
Game Assets	Primary components that are used as building block to construct the more complex features and levels of the game		
Developed Story	Narrative used to drive progression or direct player throughout a more guided/linear experience		
Portable Compiler	Code compiler used to run player-made code on the fly in game		
Tutorial Section	Precursor series of levels meant to help the player adjust to the in-game toolset given to them and also prep them with knowledge of the language(s) they will be working with		
Multiple Platforms	Version support for multiple operating systems (Windows, Mac OS, Linux)		
Sandbox Level	Open level where the player has access to all tools at once and can build their own level sequences and puzzles		
Player-Made Content	Variant of Sandbox Level, potentially allows the player to share custom levels with one another		
Multiple Player	An experience geared toward multiple players interacting with a game environment together		
Web Application	Web based version of the game running in-browser		
Multiple Languages Taught	Alternative programming languages for the player to use and learn in-game		

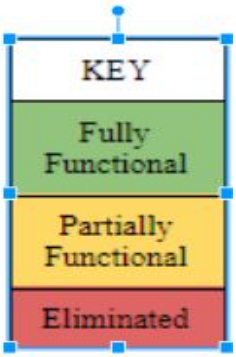

Table 1: Features of the Completed Product against the Prototype

The player will be able to benefit from a story progression and a tutorial section so that they can see their amelioration as they move from one level to another while they play through the game.

One of the partially functional features that might be implemented on the prototype is a sandbox level. This is where the player is allowed to have access to all the tools available in the game so that they can design their game levels and puzzles. The eliminated features of PolyMorpher for both the prototype and the final product are multiplayer, multiple languages taught, and the web application.

2.3 External Interfaces

PolyMorpher will require the implementation of five external interfaces: Hardware Interface, Software Interface, User Interface, API Book Interface, and Compiler Interface. The API Book and Compiler are also part of the internal interfaces.

2.3.1 Hardware Interface

PolyMorpher will be implemented as a 2-Dimensional game that will draw minimal computing resources. Polymorpher is designed to operate on the user's PC and will be optimized to perform with Intel's 4th generation i3 processor.

2.3.2 Software Interface

PolyMorpher will run as a desktop application. PolyMorpher will be cross-platform.

2.3.3 User Interface

The user will interact with and through the use of a Computer screen, Keyboard, and a Mouse.

- Computer screen: A computer screen is required to display the game. The game display will be under the Unity gameplay interface. Figure 2 will illustrate a technical gameplay demonstration of the prototype screen interface.

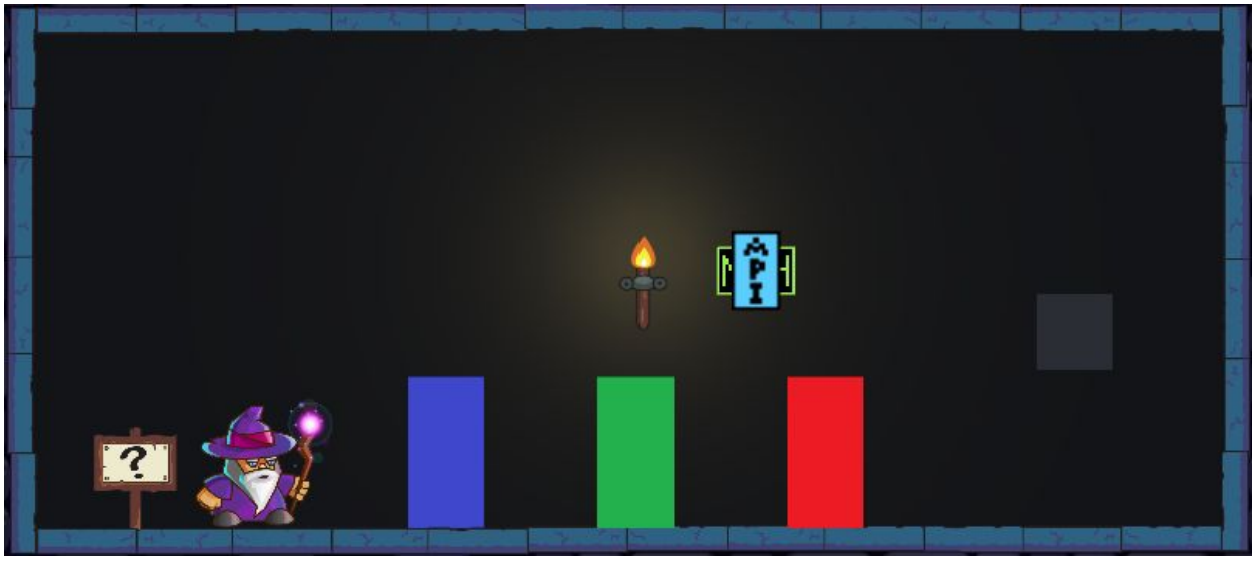

Figure 2: Technical Gameplay Demonstration for the Computer Screen

- Keyboard: The keyboard will be used to move the character and approaching objects to "morph". It will also be used to type the required syntax for C#. The keyboard will also be needed to type the text in the text editor box for every object the user decides to "morph".
- Mouse: The mouse will be needed to navigate through the TUI of the game. It will also be used to select the object to "morph" as well as accessing the API Book interface.

2.3.4 API Book Interface

The API Book interface provides a variety of tools to help the user complete the puzzles and challenges in each level. The API Book Algorithm illustrates the functionalities for the PolyMorpher's API Book option in the game. This algorithm consists of three simple procedures. First, the player selects the API icon which will be an image of a book that appears in a textbox. Then, they select a function inside the provided API Book. The function the player

selects appears in the textbox which it can be editable and manipulated. Figure 3 shows the API Book Algorithm diagram.

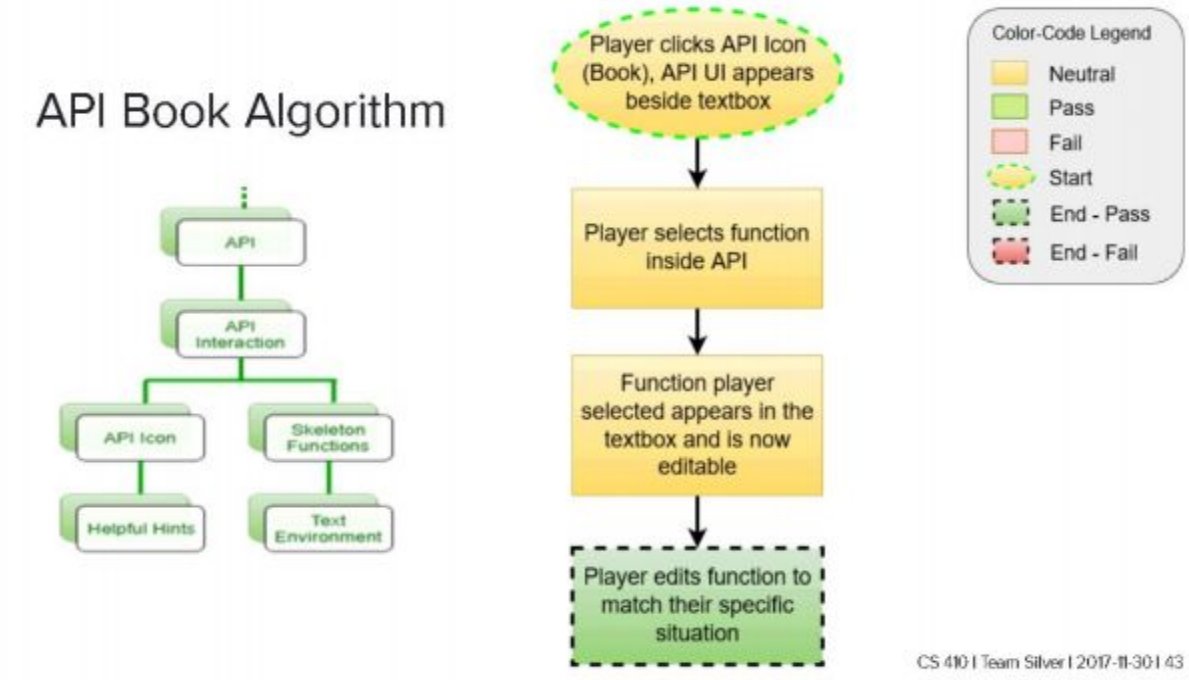

Figure 3: Dataflow Diagram for the API Book Algorithm

2.3.5 Compiler Interface

The Compiler Interface is composed of a text box that contains incomplete C# code in which the user is to edit it in order for it to become syntactically correct. It becomes available when the user selects an editable object to “morph”. The compiler will check the entered code to make sure it complies with the edited object’s needed functionality. If it does, the user moves on to the next level and if not; they have to repeat the “morph” process again. The Compiler Interface contains three buttons. Figure 3 will illustrate a technical gameplay demonstration of the Compiler Interface.

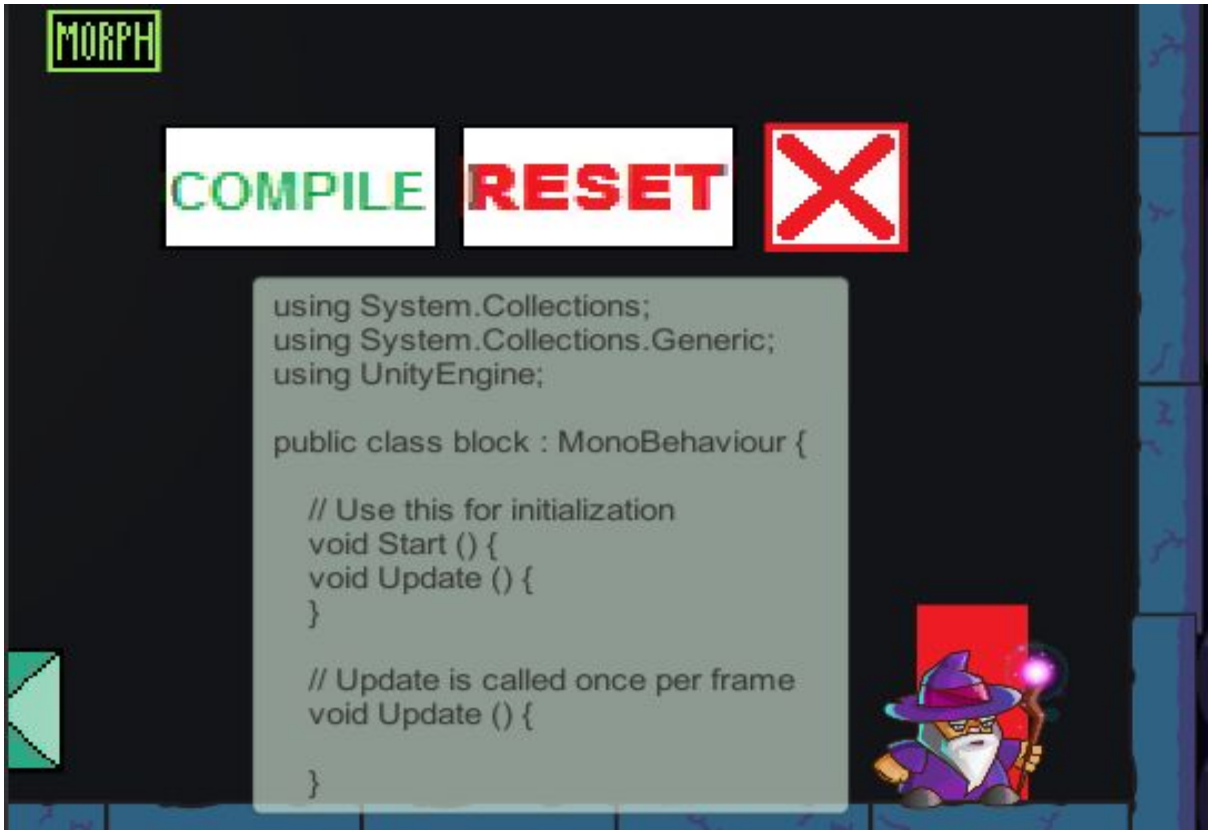

Figure 4: Technical Gameplay Demonstration for the Compiler Interface

The compiler algorithm comes into action when the user selects the compile button. It will act as a portable assembler to process the code the player enters as they “morph” their selected editable object. Figure 4 illustrates the entire overview of the Compiler Algorithm.

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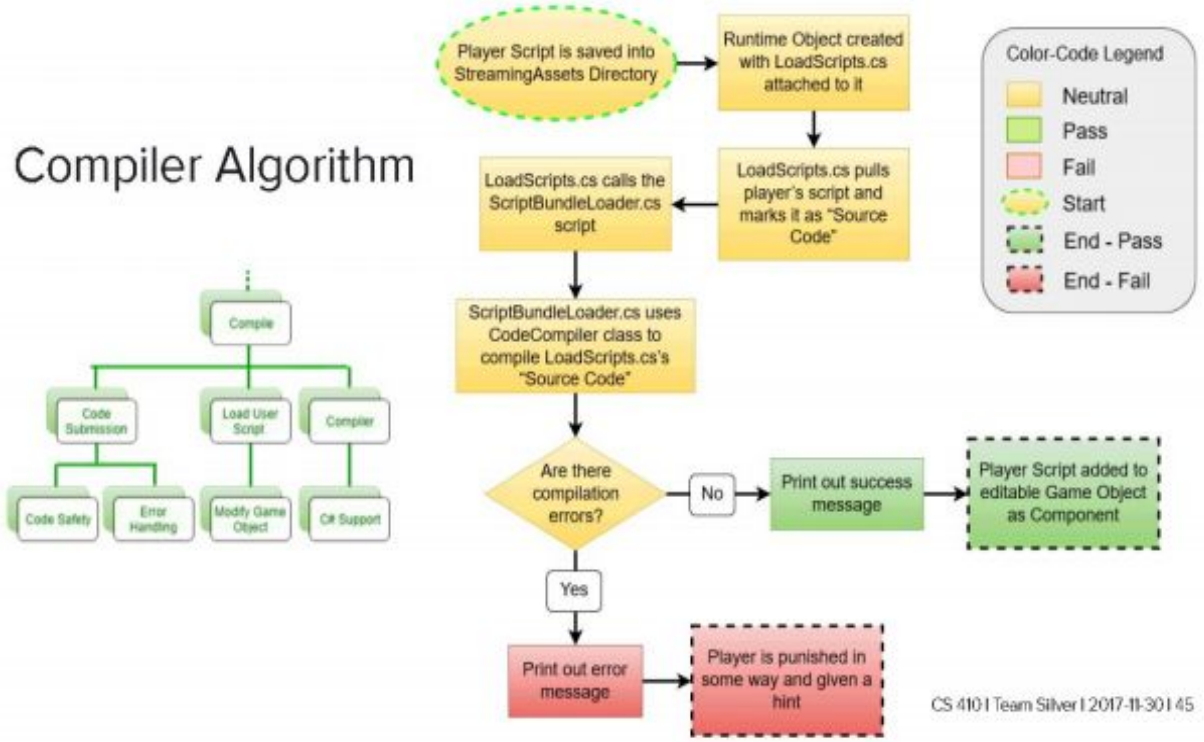

Figure 5: Dataflow Diagram for the Compiler Algorithm