FOOD SAFETY GAME
VIRGINIA TECH, BLACKSBURG, VA
DINING SERVICES
CS 4624 – MAY 6TH, 2013

By: Avneet Singh and Evan Tatarka
Purpose

- Design an interactive game that the dining employees can play to learn about food safety.
  - Navigate through virtual environment
  - Walk through simulations and activities
Approach

- Met with the client to determine project requirements
- Discussed feature requests with the client
- Determined the game engine we will be using
- Performed several iterations of design mock-ups and generated design comp
- Functional Design Specification
- Completed: Product Development
- Completed: Beta Testing
- Completed: Functional Specification (Documentation)
- Approved by client!
- Publish the game!
Functional Design Specification

VT Dining Gaming Project

CS 4624 – Virginia Tech, Blacksburg

Functional Specification
This spec describes the core requirements and the feature of the game that is being designed for the VT Dining Services. It outlines the core user scenarios and details the requirements of the game.

Document Information

<table>
<thead>
<tr>
<th>ROLE</th>
<th>Name; Email</th>
</tr>
</thead>
<tbody>
<tr>
<td>Designer and Developer</td>
<td>Avneet Singh; <a href="mailto:Avneet@vt.edu">Avneet@vt.edu</a></td>
</tr>
<tr>
<td>Designer and Developer</td>
<td>Evan Tatarka; <a href="mailto:evant@vt.edu">evant@vt.edu</a></td>
</tr>
<tr>
<td>Client (Training and Project Coordinator)</td>
<td>Jessica Filip; <a href="mailto:jfilip@vt.edu">jfilip@vt.edu</a></td>
</tr>
<tr>
<td>Client (Training and Project Coordinator)</td>
<td>Andrew Watling; <a href="mailto:andreww1@vt.edu">andreww1@vt.edu</a></td>
</tr>
</tbody>
</table>

SkyDrive: http://sdrv.ms/YwsdOB
Design: Kitchen with several stations

Five Main Stations:
- Hand washing
- Cooking
- Preparation
- Serving
- Cooler

- Each station is a unique activity that player must perform
- Player must visit all stations to win the game
Kitchen Mockup

Handwashing Station
Cooking Station
Serving Station
Hand Washing Station

- Click on faucet to turn water on
- Click on soap
- Show timer counting up (must scrub for 20 “seconds”)
- Scrub hands (Shake mouse back and forth?)
- Click on paper towel
- Click on faucet to turn water off
- Click on trash can to dispose paper towel
- Click on gloves to put on
Cooking Station (Completed)
Serving Station (Completed)
# Serving Station (Completed)

![Image of serving station]

### Score: 295/300

<table>
<thead>
<tr>
<th>Item</th>
<th>Time</th>
<th>Supervisor</th>
<th>Initial</th>
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<tbody>
<tr>
<td>Salsa Verde</td>
<td>2:00 pm</td>
<td></td>
<td></td>
</tr>
<tr>
<td>Last Checked:</td>
<td>1:00pm</td>
<td>![Icon]</td>
<td></td>
</tr>
<tr>
<td>Ranchera Sauce</td>
<td>2:00 pm</td>
<td>![Icon]</td>
<td>![Icon]</td>
</tr>
<tr>
<td>Last Checked:</td>
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<td>![Icon]</td>
<td>![Icon]</td>
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<tr>
<td>Pico de Gallo</td>
<td>2:00 pm</td>
<td>![Icon]</td>
<td>![Icon]</td>
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<td>![Icon]</td>
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<tr>
<td>Ancho Chile BBQ</td>
<td>2:00 pm</td>
<td>![Icon]</td>
<td>![Icon]</td>
</tr>
<tr>
<td>Reheated:</td>
<td>1:00pm</td>
<td>![Icon]</td>
<td>![Icon]</td>
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### Close

- **Wipes**
  ![Wipes Icon]
- **Temperature Log**
  ![Temperature Log Icon]
Station (Next Iteration +1)

Cooler
## Progress

<table>
<thead>
<tr>
<th>Goal</th>
<th>Week</th>
<th>Deadline</th>
<th>Deliverable</th>
<th>Member Lead</th>
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<tbody>
<tr>
<td>Project Requirements</td>
<td>Week 2</td>
<td>2/15</td>
<td>Design Mockups</td>
<td>Avneet, Evan</td>
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<tr>
<td>Game Engine</td>
<td>Week 3</td>
<td>2/20</td>
<td>Inform client</td>
<td>Avneet, Evan</td>
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<tr>
<td>Design Mockups</td>
<td>Week 3</td>
<td>2/20</td>
<td>Deliver to client</td>
<td>Avneet, Evan</td>
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<tr>
<td>Design Blueprint</td>
<td>Week 3</td>
<td>2/22</td>
<td>NA</td>
<td>Avneet</td>
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<tr>
<td>Begin Product Development</td>
<td>Week 4</td>
<td>2/25</td>
<td>NA</td>
<td>Avneet, Evan</td>
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<tr>
<td>Finalize Graphics</td>
<td>Week 5</td>
<td>3/5</td>
<td>Update Design Spec</td>
<td>Avneet, Evan</td>
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<tr>
<td>Finish Game Logic and finalize content</td>
<td>Week 5</td>
<td>3/7</td>
<td>Update Functional Design Spec</td>
<td>Avneet, Evan</td>
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<tr>
<td>End Product Development</td>
<td>Week 10</td>
<td>4/12</td>
<td>Update Client</td>
<td>Evan</td>
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<td>Beta Phase</td>
<td>Week 11</td>
<td>4/15 – 4/19</td>
<td>Beta Game Invites</td>
<td>Avneet, Evan</td>
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<td>Bug Fix</td>
<td>Week 12</td>
<td>4/22 – 4/26</td>
<td>Update game with fixes</td>
<td>Evan</td>
</tr>
<tr>
<td>Ship Deadline</td>
<td>Week 13</td>
<td>5/6</td>
<td>Deliver Game</td>
<td>Avneet, Evan</td>
</tr>
</tbody>
</table>
Problems/Concerns and Mitigations

Concerns

- Graphics were difficult and very time consuming
- Product development phase took longer than expected

Mitigations

- Worked with the clients to obtain realistic graphics
- Stations were completed in order of priority (3/4 stations completed)
References

VT Dining Services Contacts:

• Jessica Filip
• Andrew Watling
Quick Demo