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

ROLE	Name; Email
Designer and Developer	Avneet Singh; Avneet@vt.edu
Designer and Developer	Evan Tatarka; evant@vt.edu
Client (Training and Project Coordinator)	Jessica Filip; jfilip@vt.edu
Client (Training and Project Coordinator)	Andrew Watling; andreww1@vt.edu

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

Station (Completed)

☐ 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
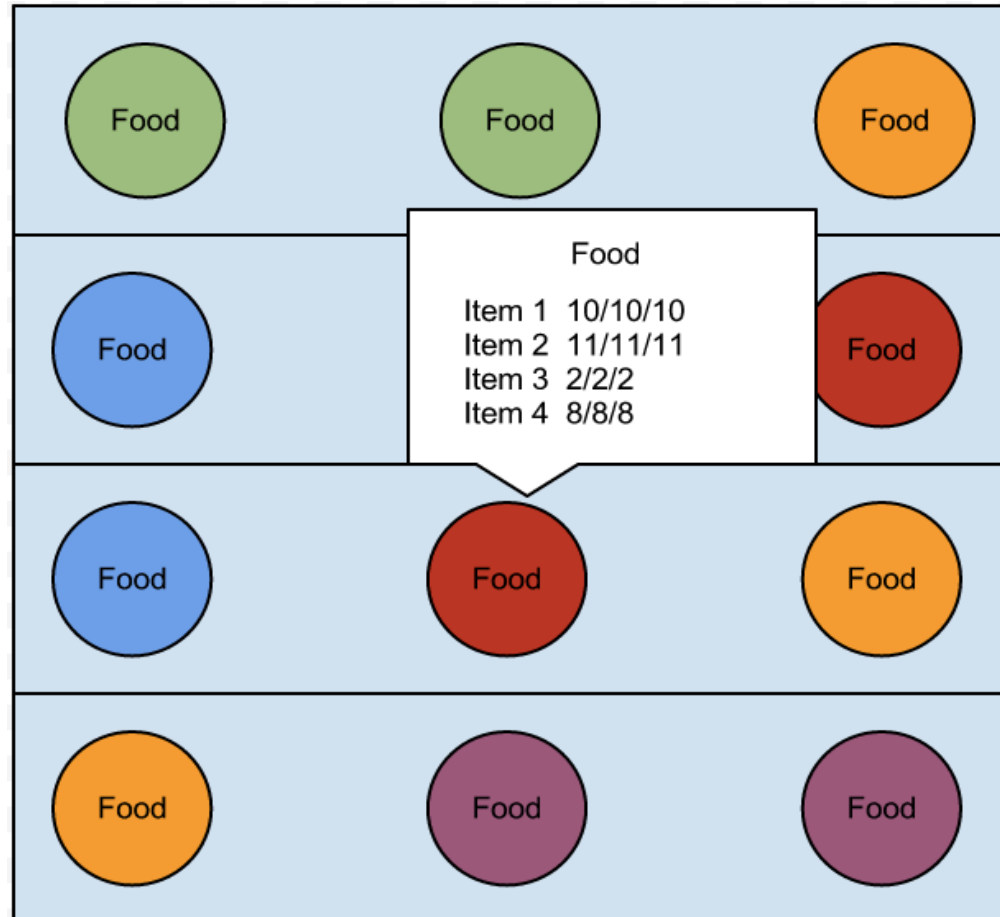
- ☐ Click on gloves to put on

Cooking Station (Completed)

Serving Station (Completed)
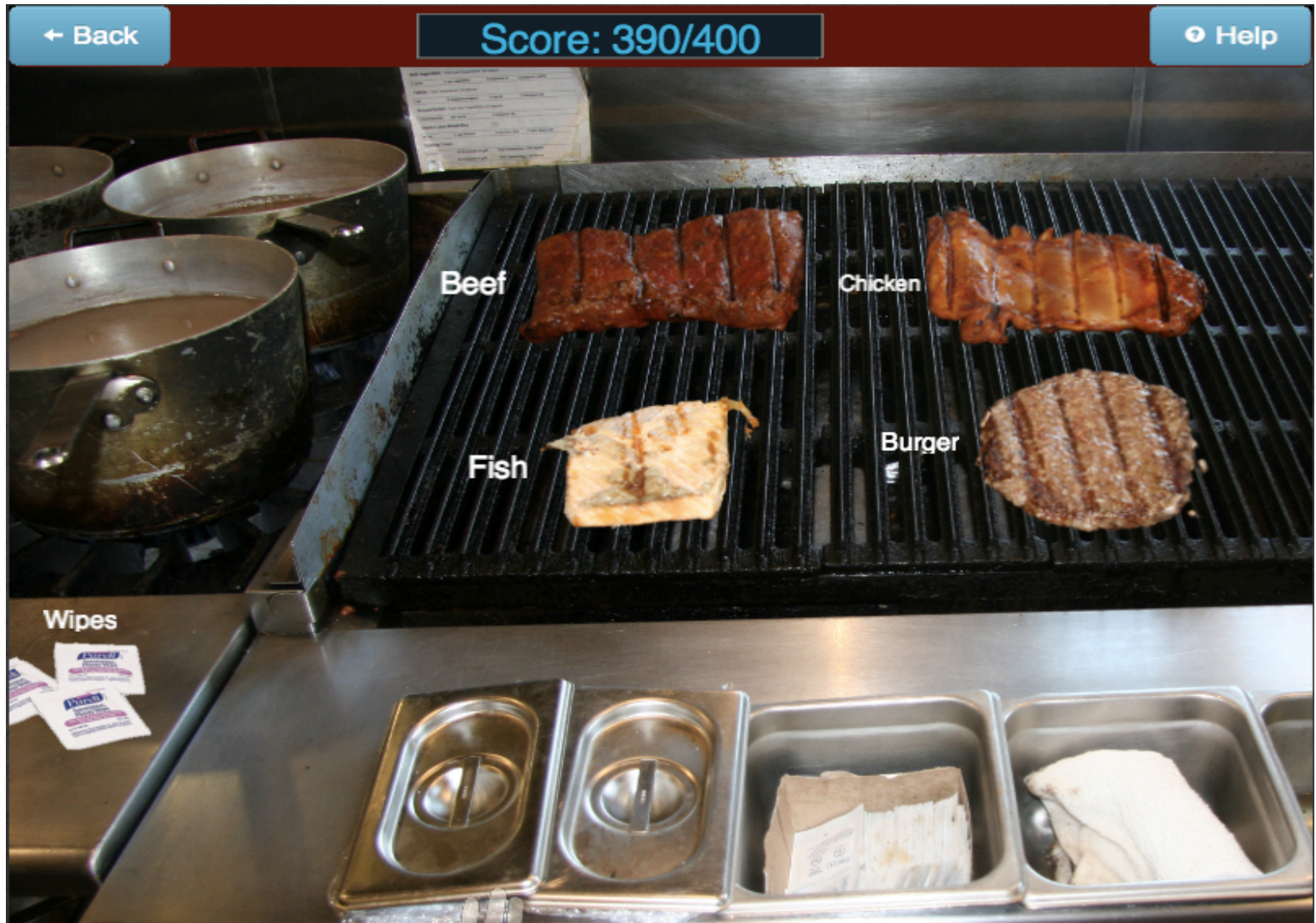
Serving Station (Completed)

Station (Next Iteration +1)

Cooler

Progress

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

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