



Behavior App

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CS 4624 - Multimedia, Hypertext, and Information Access

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Virginia Tech, Blacksburg VA 24061

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The contents of this presentation are not confidential



Outline

1. Market / business info
2. Client requirements, screenshots
3. Long term development
4. Semester review
5. Acknowledgements

Why should this app exist?

Market: Parents or Adults w/ limited video game knowledge seeking to promote positive behaviors in others.

Role in market: App acts as middleman and coaching tool between game key distributor (API) and market.

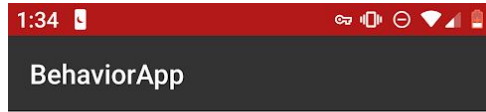
Client's Vision: Alternative tool to behavior therapy for the average parent.

Client's Requirements

An android app that includes the following features:

- ✓ 1. Cloud Authentication
 - Database set up
 - Live updating
 - Unique acc. registration
 - Secure log in
 - Log out
- ✓ 2. Main Screen
 - Quest card list
 - Wishlist game
 - Popular game list
 - Access profile, quests, wishlist
- ✓ 3. Profile Networking
 - Profile page
 - Send invite
 - Receive invite
 - Accept invite
 - Remove link
 - View linked accounts
- ✓ 4. Quests
 - View tasks
 - Create task
 - User
 - Description
 - Task is sent to linked user
 - Task is recorded in DB
 - Task can be completed
- ✓ 5. Wishlist
 - Search for game to add
 - Add game to wishlist
 - Update main screen
 - Update DB w/ added game

Authentication



Welcome to
Learn2Game

enter email address

enter password

Login Register



Welcome to
Learn2Game

enter username

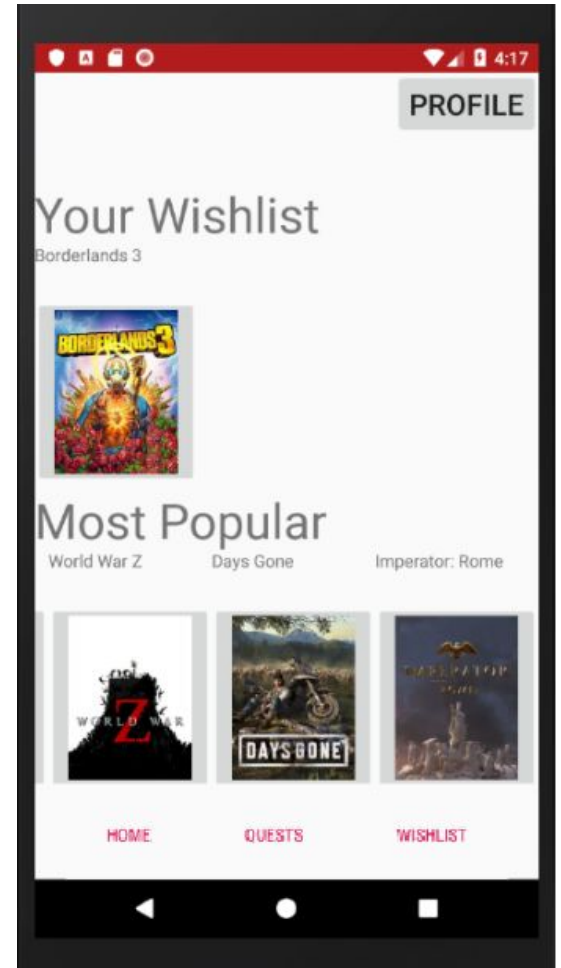
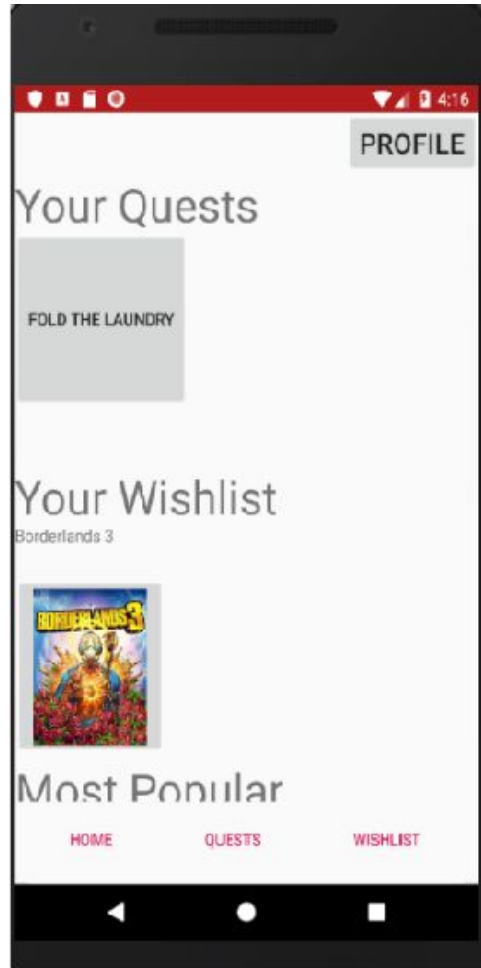
enter email address

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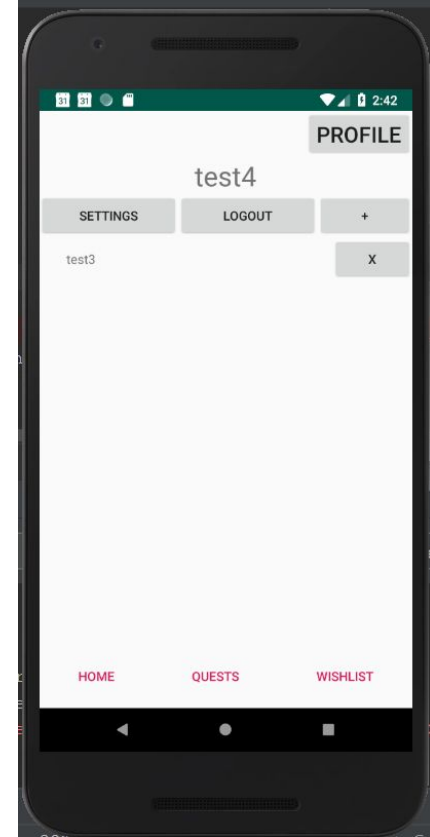
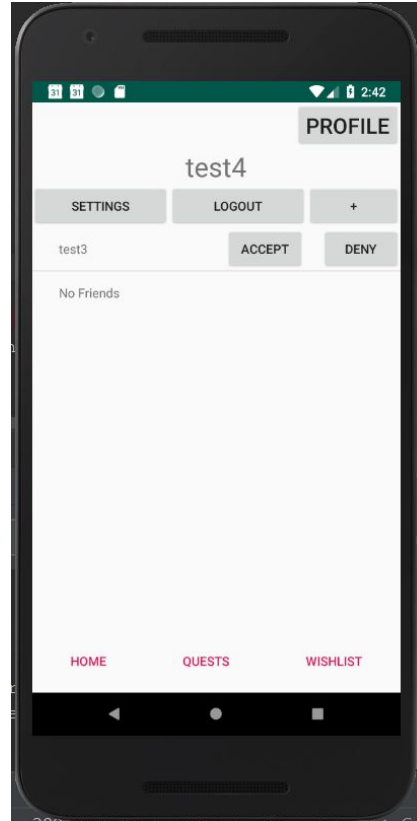
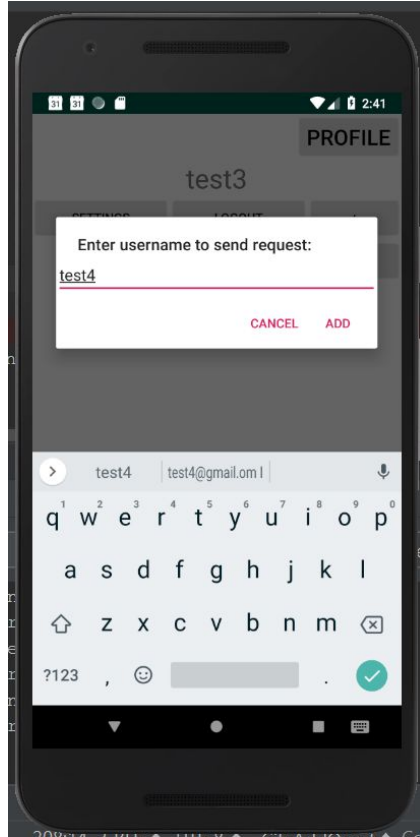
Register Return to
login



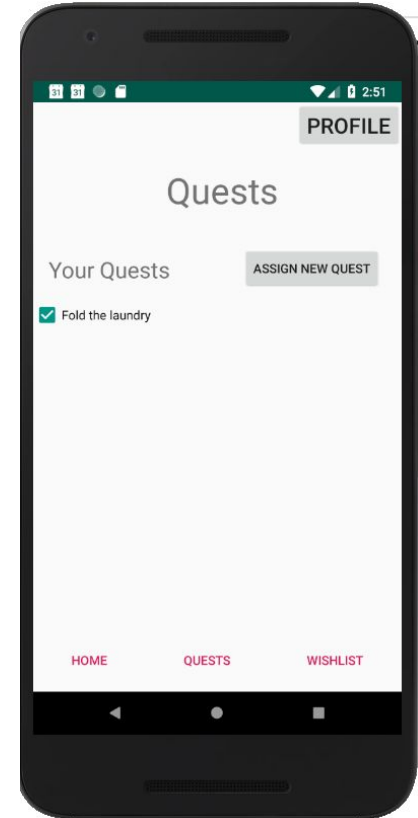
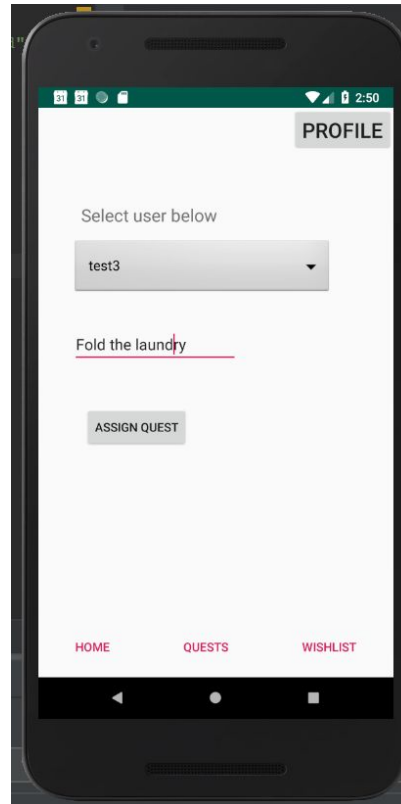
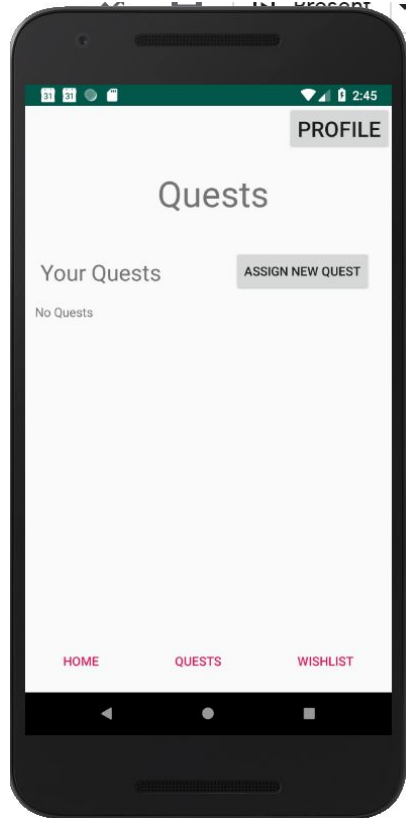
Main Screen



Linking Profiles



Quest Assignment



Not included in client's requirements

(Long-term development moving forward)

1. Transactions, extended functions
2. UI/UX (artwork, layout, color, consistency, etc.)
3. Legal review for minors
4. User testing
5. Security review
6. Submission to Google Play Store

Review of semester & challenges

- 2 person team
 - Limited time to finish all deliverables
 - Increased complexity of Android development
- API Key
 - Received late in semester
- Project scale
 - Year+ project , multiple parts
 - Development occurred alongside planning
 - Features needed to be realistically scaled back

Acknowledgements

Clients / Co-workers:

- Project Management- Loran Hauserman
- Behavioral Science Expert - Josh Hauserman

*App does not generate game keys; codes are purchased from distributor on behalf of the user and sent.