

Team 20 - Initial Project Description

Team Members:

Adam Auer, Marco Borth, Christian Harris, Jinuk Park, Peng Zhang

Project Name:

Murder Mystery

Project Synopsis:

A Web-Based Adaptation of a murder mystery game designed to teach students about BioTech concepts and use of biotechnology for forensic analysis.

Project Description:

The idea of the Murder Mystery Game was first developed by Dr. Jack Trembl, a professor of BioTechnology at KU Edwards. The initial game was used as an educational tool to teach students about Biotechnology concepts and technology. However, the initial product of the game came with limitations to its educational ability, especially with simulating the biotechnology in PowerPoint and by outsourcing other tech to outside services. Dr. Trembl and our team saw the potential in the game to be an interactive, educational tool the students can use, and so our team has shown interest in creating the true Murder Mystery Game it can become.

Our Team seeks to improve on where the Murder Mystery Game made progress, by recreating the simulations of the biotechnology used in the game, and to contain all tech simulations and education within the application itself. In addition to recreating the game from its PowerPoint origin, our team seeks to add additional functionality and features, such as implementing more biotech simulations and concepts that weren't initially added, to develop and polish the true point-and-click adventure experience the game first invoked.

Our goal is to release this game as a Web-based application that KU can use to educate potential Biotechnology students.

Project Milestones:

- Fall Semester: (Prototype)
 - Core Features:
 - Point and Click Implementation (10/23/2020)
 - Room traversivity
 - Front End (1 week)
 - Back End (1 week)
 - Interactive Elements within the room
 - Front End (2 weeks)
 - Initial Inspection
 - Back End (2 weeks)
 - Further Inspection
 - Biotech Simulations 11/6/2020

- Thin Layer Chromatography
 - Front End (1 week)
 - Back End (1 week)
- Fingerprint matching
 - Front End (1 week)
 - Back End (1 week)
- Unit Testing (11/13/2020)
- Documentation (11/13/2020)
- Spring Semester: (Final Product)
 - Biotech simulations
 - Virtual DNA Scanning (2/26/2021)
 - Front End (2 weeks)
 - Back End (2 weeks)
 - Will ask Dr. Trembl if any additional simulations can be added if able
 - Additional Functionality
 - Interactive Dialog with non-playable characters (3/12/2021)
 - Front End (1 week)
 - Back End (1 week)
 - Inventory System for clues and notes (3/19/2021)
 - Front End (1 week)
 - Back End (1 week)
 - Password game state saving (4/2/2021)
 - Front End (2 weeks)
 - Back End (2 weeks)
 - Unit Testing (4/9/2021)
 - Documentation (4/9/2021)

Project Budget:

- Web Hosting Costs: \$25 / month through BlueHost services
 - Planning to allow the website to be hosted through .ku.edu domain.
 - Required by the end of Spring semester 2021
- Pluralsight Training Tools: \$30 / month
 - Required by the end of Fall semester 2020
- Graphics and Assets Development: \$200
 - Possibly outsourced to a graphics team recruited by Dr. Trembl.
 - Required by the end of Spring semester 2021

Team 20 Gantt Chart - Fall '20

Project: Murder Mystery

- Members: Adam Auer
 Marco Borth
 Christian Harris
 Jinuk Park
 Peng Zhang

MILESTONE	TASK OWNER	START DATE	DUE DATE	PCT OF TASK COMPLETE	POINT AND CLICK															BIOTECH SIMULATIONS										TEST & DOC									
					W1					W2					W3					W4					W5					W6									
					M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F	M	T	W	R	F
Point and Click Implementation																																							
Front End																																							
	Adam	10/5/20	10/23/20	0%	[Task Bar]																																		
	Andy	10/5/20	10/23/20	0%	[Task Bar]																																		
Back End																																							
	Marco	10/5/20	10/23/20	0%	[Task Bar]																																		
	Christian	10/5/20	10/23/20	0%	[Task Bar]																																		
	Peng	10/5/20	10/23/20	0%	[Task Bar]																																		
Biotech Simulations																																							
Front End																																							
	Christian	10/26/20	11/6/20	0%																[Task Bar]																			
	Peng	10/26/20	11/6/20	0%																[Task Bar]																			
Back End																																							
	Marco	10/26/20	11/6/20	0%																[Task Bar]																			
	Adam	10/26/20	11/6/20	0%																[Task Bar]																			
	Andy	10/26/20	11/6/20	0%																[Task Bar]																			
Unit Testing																																							
	Marco	11/9/20	11/13/20	0%																[Task Bar]																			
	Christian	11/9/20	11/13/20	0%																[Task Bar]																			
Documentation																																							
	Peng	11/9/20	11/13/20	0%																[Task Bar]																			
	Adam	11/9/20	11/13/20	0%																[Task Bar]																			
	Andy	11/9/20	11/13/20	0%																[Task Bar]																			