**iQuest Process Spec**

This spec corresponds to the flowchart doc: Back End Admin – Gameplay.pdf

This spec describes the back-end administration that will be required to manage both a full-scale usability test and a long-term evaluation with a partner location. This assumes the following:

1. There will be NO charge for any part of the game participation. The only reason a credit card number will be collected is in the event that a device is broken or not returned by the user. Therefore, there is no need for a shopping cart or checkout process. We DO, however, need to consider how to temporarily store the credit card information securely.
2. The limited Dashboard described here is for RedMark access ONLY. In the future, this will be a portal for clients – so login may be eliminated if necessary.

Sign Up

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| Box  | Action | Reaction |
| S1 | RedMark screen. Introduces iQuest Explorer. Touch to proceed. | Go on to next screen |
| S2 | Customer enters name, email, (possibly cell #?). Customer also sets the desired unlock code for this game. Touch to proceed. | A new Game Record is opened and assigned a unique number (D10). [This number should identify the location and day.] Contact info is entered into the record. The Unlock code is set for the iQuest Game Devices (G1). |
| S3 | Customer makes Demographic info selections. Touch to proceed. | Demographic info is entered into the record (D10) (not editable in the record). Viewable in aggregate in the Tracking Data area (D6) |
| S4 | Customer identifies how many players and enters names for the # of teams desired. Touch to proceed. | Game parameters are entered into the Game record (D10). Team names will populate the Choose Team screen (G4) and be stored in the Game record. Based on the # of players and # of teams, a certain # of devices will be automatically determined for use.  |
| S5 | Customer will either swipe (preferable) or enter a credit card #. Touch to submit and finish Sign Up. | CC# will be held TEMPORARILY in a secure fashion until the tablets are returned.  |
| S6 | A notification should appear in the Dashboard that the Game Record is available for device entry. |
| S7 | An email will be sent to the Customer with the unlock code. It will also repeat the terms by which the tablets are to be purchased if not returned. |

Device Administration (Start Game)

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| Box  | Action | Reaction |
| D10 | Open the “start game” notification to see the Individual Game Record. There should be some # of blank fields that indicate how many devices this group will be using. Admin enters the device #’s of that number of tablets and clicks a toggle “check out”. Any other edits to the game record can be made at this time. Touch to submit. | The Device #’s will populate the device selection screen (G3). The time that this is submitted should be the start time of the 2 hour game limit.The game start time should be entered into the Device Usage screen (D8) for future reference as to how many times each is used on that day. |

Game Wizard

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| Box  | Action | Reaction |
| G1 | Players enter the unlock code determined by the Purchaser (S2). Touch to proceed. | If correct, go to next screen. (If players are re-entering due to a change in device, this should take them directly to the game in progress.) |
| G2 | Players read the information. Touch to proceed. | Next screen. |
| G3 | Players select the # of the device they are using as entered in the Game Record (D10). Touch to proceed. | If there is a number mistake, the device # can be changed in the Game Record and then refreshed. The Device is now set so that all actions committed can be tracked and attributable to it. |
| G4 | Players choose the team for the players on each device as identified by the Purchaser (S4). Touch to proceed. | Not necessary to save in game record. Next screen. |
| G5 | Players enter names for each device/team.  | Not necessary to save in game record. Next screen. |
| G6 | Complete roster of teams is shown. Players have the opportunity to make final changes. Touch to proceed. | Once the device has moved on to the next screen, no additional players or changes to teams may be made.  |
| G7 | Players select answers to the questions in the Questionnaire, touching the Next/Back buttons to get from screen to screen. Once the last question has been answered, the player touches “Start Game” to submit all answers. | Questionnaire Data is entered into the game record (D10) (not editable). Viewable in aggregate in the Tracking Data area (D6). Each device goes to a holding screen. When the last device submits the Questionnaire, ALL devices move to the Game Home screen. |

Gameplay

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| Box  | Action | Reaction |
| G8 | Players first view a Game Overlay which gives a minimum “how to play”. Touch to make it disappear. Then the toolbars are active. | Gameplay proceeds. |
| G9 | The following “Task Data” are collected with every task submission:* Time submitted
* Internal task # (task info)
* Device # (team)
* Outcome (correct/incorrect)
 | Task Data is entered into the Game Record, but not editable. Task Data can be viewed in the Gameplay Data area of the Dashboard (D4). -- The info associated with the task should be entered as well for sorting purposes (Area, Sub-Area, Age Group, Effort, Task Type, Question Type). -- The team associated with the device should be entered as well for sorting purposes.  |
| G10 | The following “Game Data” are collected with the complete game:* Start time
* End time (or when it timed out)
* Final Team scores
 | Game Data is entered into the Game Record, but not editable. Game Data can be viewed in the Gameplay Data area of the Dashboard (D4). |

Device Administration (End Game)

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| Box  | Action | Reaction |
| D10 | If a game is nearing time out, an “end game” notification appears. When the group returns the devices, open the “end game” notification to see the Individual Game Record. The Admin goes to the device toggle and clicks “check in” for each device.If the group does NOT appear with the devices within a specified window (tbd), an additional notification appears. The Admin should attempt to contact the Purchaser either by email OR by text to cell. If the group does NOT appear by the end of the business day, the Admin should charge the devices cost to the credit card and send an email receipt to the Purchaser. | The game end time should be entered into the Device Usage screen (D8) for future reference as to how many times each is used on that day.Once the devices are checked back in OR paid for, the game is finished. The credit card information should be purged permanently from the system. |

Game Admin

*(RedMark has access to the information of all ongoing and previous data through the Dashboard)*

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| Box  | Action | Reaction |
| D7 | If anyone wishes to see the day’s activity, they access the Dashboard and click through to “Daily Activity”. Then they select a day to view. | Go to Daily view. |
| D8 | If anyone wishes to see the usage of any particular device, click on Device Usage. There should be a high level view of all devices – for how many games each device was used in that day. To see a particular device, click on it. NOTE: If a device becomes broken or no longer useful for any reason, the Admin should click the “INACTIVE” button on this screen and check the general reason. Then details should be added for background information. | Go to Device Usage and drill down to desired screen.  |
| D9 | If anyone wishes to see the games played, click on Game Data Table. There should be a high level view of all games – Game #, time started/ended, # players, Age groups, Team names and Team scores.To see a particular game, click on it.NOTE: If a device entry error is made, the Admin can go to that Game Record and edit the number. The player should refresh the device and should see the corrected number on the device screen (G3).NOTE: If a device fails during a game and is returned, the Admin can go to the Game Record and enter a new device number. The player SHOULD be able to go to the new device’s Entry screen and unlock it, resuming the game with no loss of information (process TBD). | Go to Game Data Table and drill down to desired screen. |