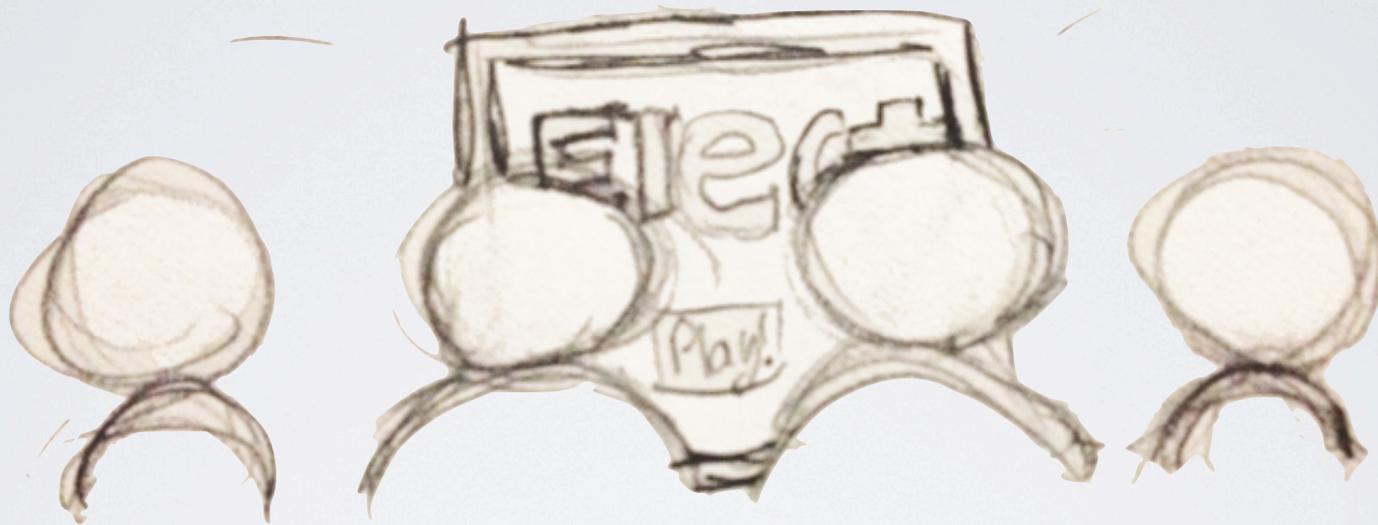# PRESIDENTIAL ELECTIONS GAME

Team Members:

Mingming Fan

Adithya Gajulapally

Michael Gould

William Lawrence

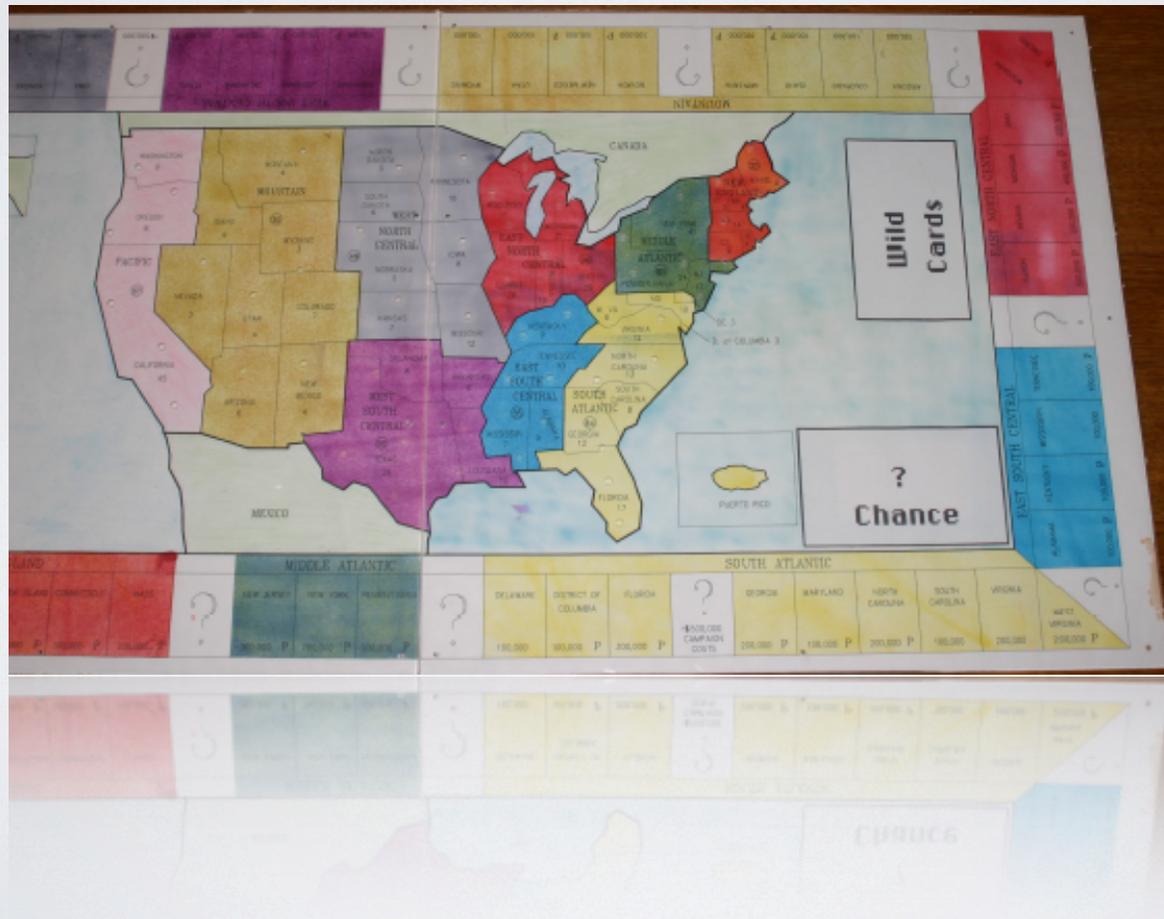Benjamin McDowd

Udita Sharma

Cathy Tran

Xin Wang

Presentation Outline

- Background of board game
- Internet version of game
- Goals of the game
- Timeline and tasks:
  - Design phases
  - Evaluation phases
- Sample wireframes
- Evaluation plans

THE BOARD GAME

- **Presidential Race** board game created in 1986 by Jean-Claude Falmagne

BOARD GAME (CONT.)

- Rules designed to simulate the U.S. presidential election process
- Four main phases of election process:
  - Primaries
  - Conventions
  - Presidential campaign
  - Election day

Internet Version of the Game

- Game board replaced by interactive U.S. map
- More realistic simulation of election process:
  - Hiring of consultants
  - Debates
  - Press conferences

GOALS OF THE GAME

- **User interface:** intuitive and easy to use

- **Educational:** learn about the presidential elections and history

- **Appeal:** fun and engaging

- **Strategy element:** allows smart players with no or little money to win the election
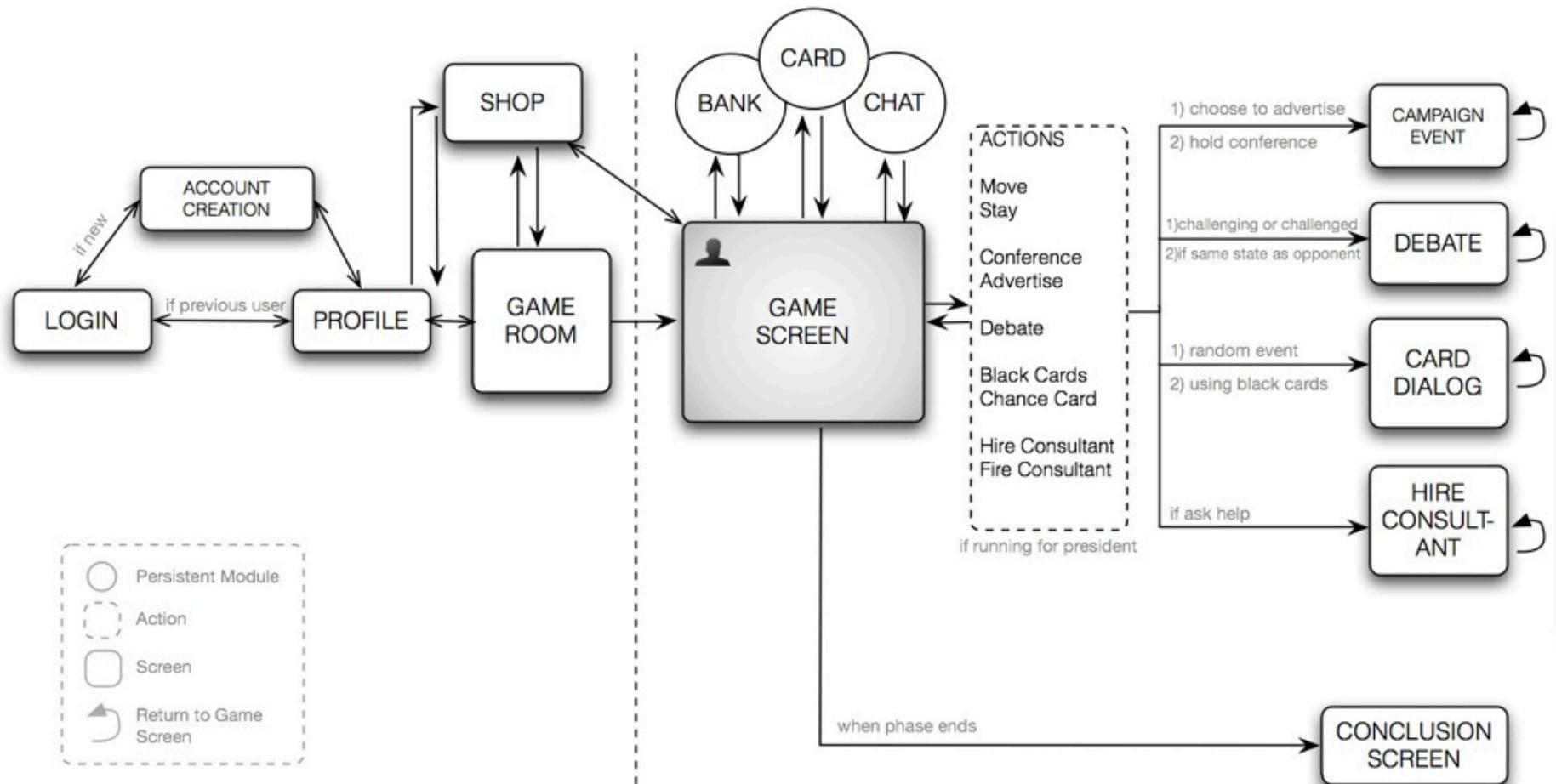
DESIGN: PHASE I

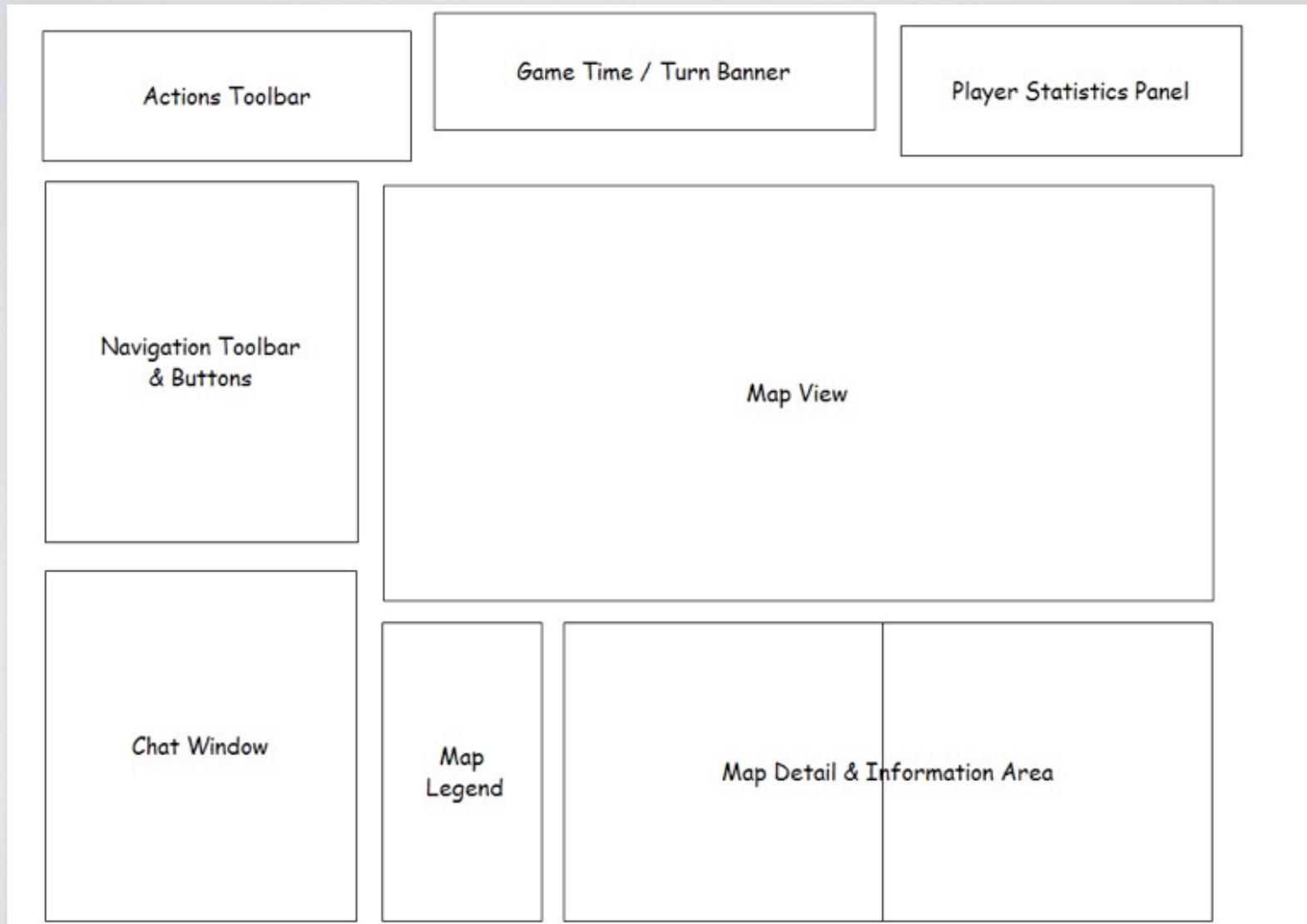| What	When	Who
Read background paper + learn board game rules	Oct. 3-7	Everyone
Create navigation flow chart for the game	Oct. 14-21	Everyone
Create abstract wireframes	Oct. 8-21	Everyone
Create presentation slides	Oct. 13-16	Everyone
Presentation for client	Oct. 18	Cathy, Jason, Kal, Michael
Create template wireframe	Oct. 20	Everyone
Create detailed wireframes	Oct. 16-26	Everyone

DIVISION OF LABOR

Wireframe elements	Team member(s)
Log in	Kal & Michael
Profile	Adithya & William
Game room	Adithya & Mingming
Game screen	Kal & Michael
Shop	William & Jason
Consultancy	Udita & Mingming
Press Conference	Cathy & Adithya
Debate	Jason & Cathy
Use chance and black cards	Mingming & Kal
Bank	Udita & Jason
Advertising	William & Cathy & Udita
Template (e.g, action bar, time)	Michael & Jason

NAVIGATION FLOW CHART

WIREFRAME OF INTERNET VERSION

| Actions Toolbar | Game Time / Turn Banner | Player Statistics Panel |

| Navigation Toolbar & Buttons | Map View |

| Chat Window | Map Legend | Map Detail & Information Area |

ABSTRACT WIREFRAME: SHOP
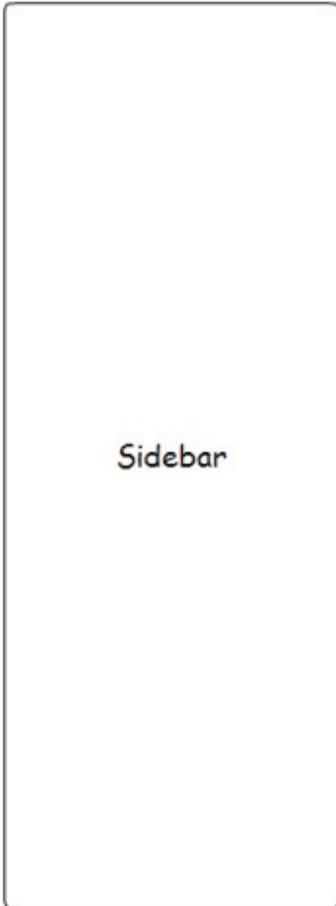
Sidebar

Shop window

DETAILED WIREFRAME: SHOP

Avatar portrait

:)

Current $$$$$:

$$10,000,000,000$$

Item list:

in either word list form
or thumbnail icon list

likely mouse-overable
thumbnails would work
best

Purchase Currency

Return

Ultra-DLux Turbo Je

Image of a Plane, or
some other object
purchasable by the
player.

$$100,000,000$$

Purchase

Image of a Plane, or
some other object
purchasable by the
player.

Purchase

Image of a Plane, or
some other object
purchasable by the
player.

Purchase

Image of a Plane, or
some other object
purchasable by the
player.

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player.

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some other object
purchasable by the
player.

Purchase

DETAILED WIREFRAME: SHOP
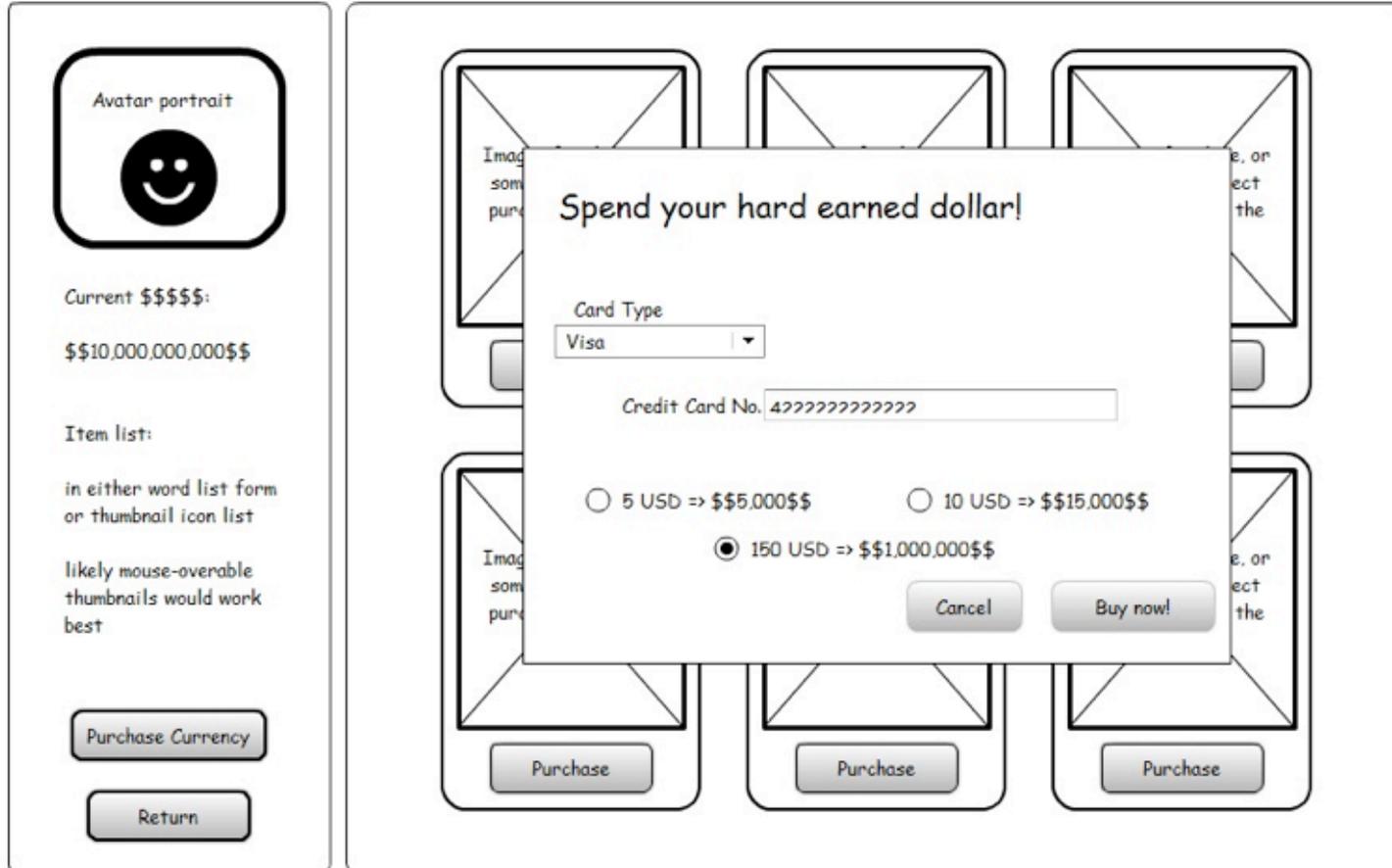
EVALUATION: PHASE I

What	When	Who
Design protocol for cognitive walkthrough	Oct. 27-30	Mingming & Udita
Conduct cognitive walkthrough	Oct. 31	Everyone
Analyze and summarize results	Oct. 31-Nov. 2	Screen owners & Cathy

EVALUATION PLAN – PHASE I COGNITIVE WALKTHROUGH

- Goal
  - To find global problems of game design
  - Analysis & results will guide revision of wireframe prototype
- Method
  - Performed by team members
  - Focus on **usability** and **comprehension**

EVALUATION PLAN – PHASE I COGNITIVE WALKTHROUGH

- Steps
  - Team members will put themselves in the place of users trying to play the game

  - Team members will evaluate each others' screens to reduce personal bias / perspective

  - Update design (based on C.W. results)
    ‣ The version will be used for usability testing

DESIGN: PHASE II

What	When	Who
Revise prototype based on cognitive walkthrough	Oct. 31-Nov. 6	TBD (2-4 people)
Update navigation flow chart	Oct. 31-Nov. 6	Jason

EVALUATION: PHASE II

What	When	Who
Design protocol for usability testing and survey	Nov. 7-Nov. 13	TBD (4 people)
Recruit participants for usability testing and survey	Nov. 7-Nov. 13	TBD (4 people)
Create presentation slides	Nov. 11-13	Everyone
Presentation for client	Nov. 17	Everyone
Conduct usability testing and survey	Nov. 21 and/or 24	TBD (4 people)
Analyze and summarize results	Nov. 24-27	TBD (4 people)

EVALUATION PLAN – PHASE II USABILITY TESTING

- Goal
  - See whether users are able to understand & complete the game

- Method
  - Divide users into small groups (2-4)
  - Assign users to specific tasks, in specific order
  - Identify where breakdowns occur:
    ▸ If something is missing
    ▸ If something is confusing / unclear
  - Evaluate how long it takes users to recover from breakdowns

EVALUATION PLAN – PHASE II SURVEY

- Survey
  - After usability testing
  - Discuss with users to find their suggestions

- Update final design
  - Based on usability testing and survey

WRAP UP

What	When	Who
Revise prototype and/or suggestion revisions based on	Nov. 28-Dec. 4	TBD (2-4 people)
Write final report	Nov. 30-Dec. 9	Everyone
Submit DVD/CDs	Dec. 6	TBD (1 person)
Submit final report	Dec. 10	TBD (1 person)

QUESTIONS?

THANK YOU