

Initial:

Levels - MyPlate Category

Requirements limit user on how much they can grab

Everything is worth 1 unit of requirement

One option of each

Changes:

Levels are to get the lowest X impact, final level is all of them.

For now each item will say what its impact is, time permitting we will add blurbs instead to make them think.

They can remove items from the cart.

Each level will have a mini summary and the end will have a big summary.

Live feedback on the impacts.

Add messages between levels.

Maybe items 3 or 4 per food group to start

1: one good for water use

2: one good for energy use

3: one good for gas use

4: (optional) one not particularly good/bad in any one category, could come into play last level

Why did we make these changes?

We met with Dr. Wallace and Dr. Daignault and they had mentioned they wanted the game to follow a more level-like style with more challenge. We asked them how they would like the game to play through and we got to this as our minimum viable product. We also discussed potentially adding blurbs instead of data for the students to have to think about the items they are choosing, but that will have to be a stretch goal as writing the blurbs will require additional research.

The class had different views on our game from our stakeholders, but they both did agree it would be good to allow the students to remove items from the cart. The other mention was to go back an aisle, but with the level style we have this will no longer make sense.