

# WordScuffle™

**Project sponsor:** Barbara Jenkins    **Team mentor:** Ana Steinmacher



Vincent Messenger  
Anderson Moyers  
Jennie Ryckman  
Nathan Franklin





# BrainStim Studios



**Vince Messenger (Lead)**

NAU ASA/Programmer  
Animal Lover  
Video Games

**Nathan Franklin**

Bicycles  
Racecar



**Jennie Ryckman**

Loves dogs  
Video games

**Anderson Moyers**

English nerd  
Love UI  
Psychology of Fun



# Project Sponsor



**Barbara Jenkins**

Business Analyst

NAU University Budget Office

# Current Issues

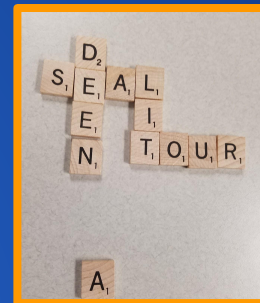
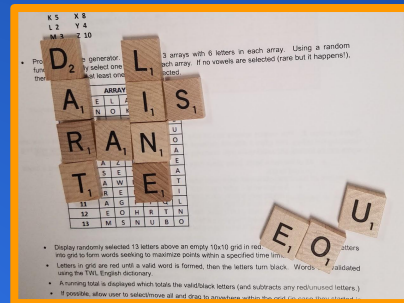
Alzheimer's and Brain Health

Physical Games vs. Digital Games

Time and Feedback

# WordScuffle

- iOS versus Website-based application
- Tile generating algorithm
- The game
- Multiplayer
- Monetization



# Plan For Development

- **Requirements Acquisition**: two weekly development team meetings, one biweekly meeting with the project sponsor. A set of topics to discuss is decided before the meeting begins, and the meetings do not conclude until all have been discussed.
- **Technical Investigation**: As requirements are discussed in meetings, the team researches technologies pertaining to the project. The team is specifically making sure all technologies are compatible and that future maintenance is easily feasible.
- **Trainings**: Due to various skill levels, the team has been building a set of required trainings and tutorials to complete before development processes begin. We have felt it is important to address skill set deficiencies early in the project. Current examples range from using Git for team collaboration to iOS development.

# Continued

- Develop Single Player game play
- Implement User Login (firebase)
- Develop Multiplayer game play
- Implement User Portal for high scores and tournaments (firebase)



# Closing

In summary, we're team BrainStim Studios and our goal is to create a game application that can provide benefits such as Alzheimer's prevention. This application is sponsored by Barbara Jenkins, who is the principal business analyst for NAU's University Budget Office. Our team is attempting to streamline the word game process into a fast and easy to play game that also serves as a brain training app which promotes critical thinking.