

Peak Adventure Experiences: Design Review II

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Introduction

In 2024, 70% of Americans had regrets about moving [1]

- 21% wanted a change
- 18% wanted a better quality of life

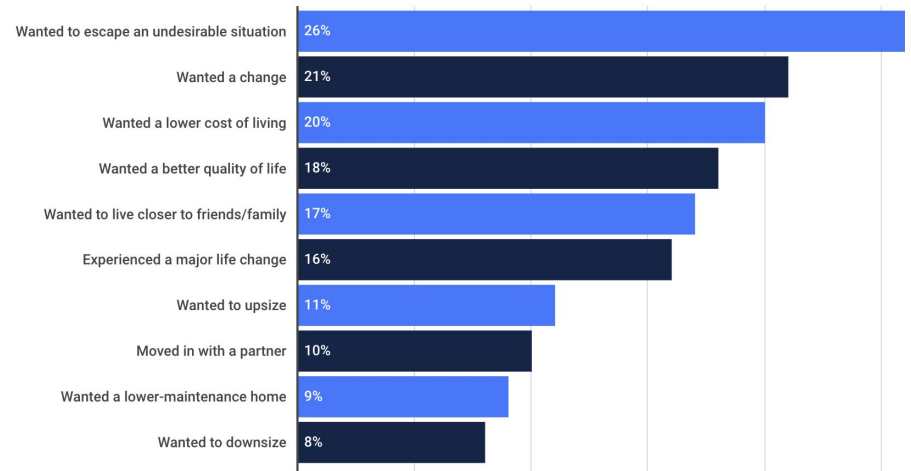


Figure 1: Bar chart of homeowner's relocation reason [1]



Introduction Cont.

Padraic “Paddy” McGarry

- Owner and CEO of The Scouting Party

The Scouting Party

- Flagstaff tours
- Instills confidence in relocating for future homeowners



Figure 2: Paddy McGarry [2]



Problem Statement

Static web page

- Difficulty in conveying core local information
- Limited customizability for each user

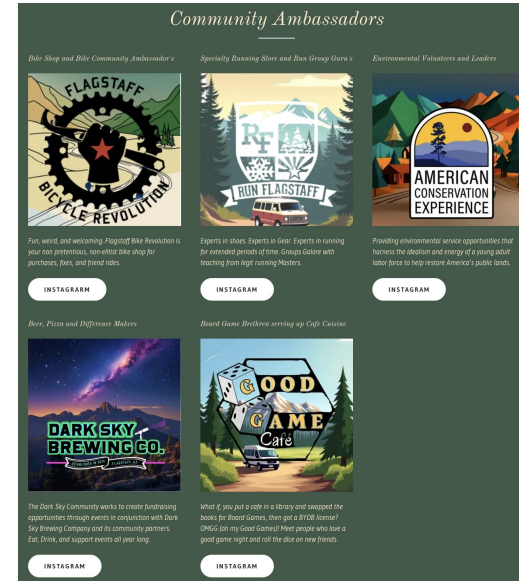


Figure 3: The Scouting Party website with listed community ambassadors [2]



Solution Overview

Virtual Flagstaff:

- Develop a gamified relocation experience
 - Games with potential rewards
 - NPCs with informational dialogue
 - Customer acquisition



Software Design Overview

Front End: Deliver

- React

Back End: Manage

- Auth & User Services
- Game Data API

Database: Store

- PostgreSQL

External Dependencies: Fetch

- Weather API

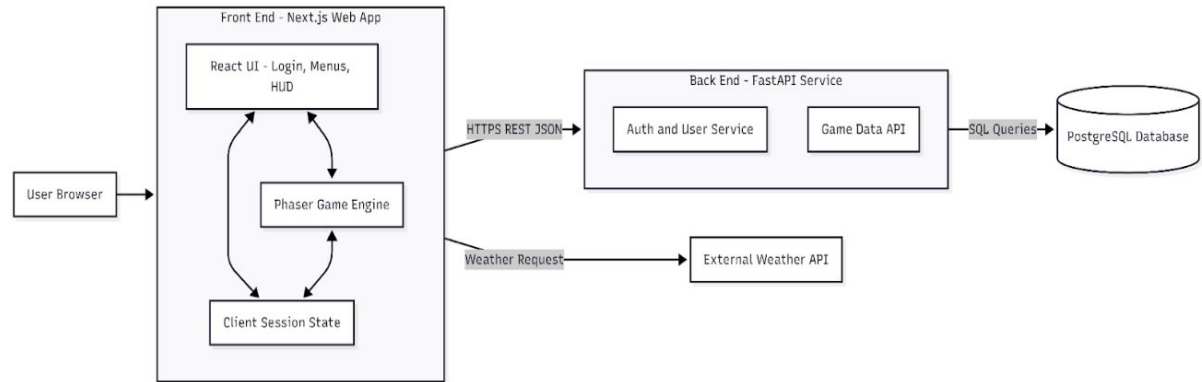


Figure 4: Software Architecture



Alpha Demo I

Table 1: Alpha demo 1 user stories

ID	User Story	Acceptance Criteria
US-1	As a future homeowner, I want to see how the climate is in Flagstaff	Current weather and temperature in Flagstaff is shown in game
US-2	As a future homeowner, I would like to have information relating to Flagstaff sent to me	The survey response is sent to Paddy and stored in the database
US-3	As a gamer, I would like to create a secure account and log in with my credentials	The system recognizes the user's credentials
US-4	As a virtual tourist, I want to be able to interact with NPCs	NPC's dialogue about the area is displayed



Alpha Demo I, US-1

User Story: As a future homeowner, I want to see how the climate is in Flagstaff

User Role: Future homeowner

Goal: View the current weather from Flagstaff in Virtual Flagstaff map

Demonstration flow:

1. User starts in main menu
2. User presses start
3. User loads into the virtual Flagstaff map
4. In game weather will reflect real time Flagstaff weather
5. UI should display real time temperature

Acceptance Criteria

The demonstration is considered successful if:

1. Current weather and temperature in Flagstaff are shown in game



Figure 5: US-1 demonstration



Alpha Demo I, US-2

User Story: As a future homeowner, I would like to have information relating to Flagstaff sent to me

User Role: Future homeowner

Goal: User receives relevant information from Flagstaff through email/phone

Demonstration flow:

1. User starts in main menu
2. User starts registering account
3. User selects to receive emails/texts
4. User registers account
5. User is prompted a survey after registering
6. User takes survey
7. User submits survey
8. Survey is stored in database
9. Survey is sent to Paddy via email
10. User returns to main menu

Acceptance Criteria

The demonstration is considered successful if:

1. The survey response is sent to Paddy and stored in the database

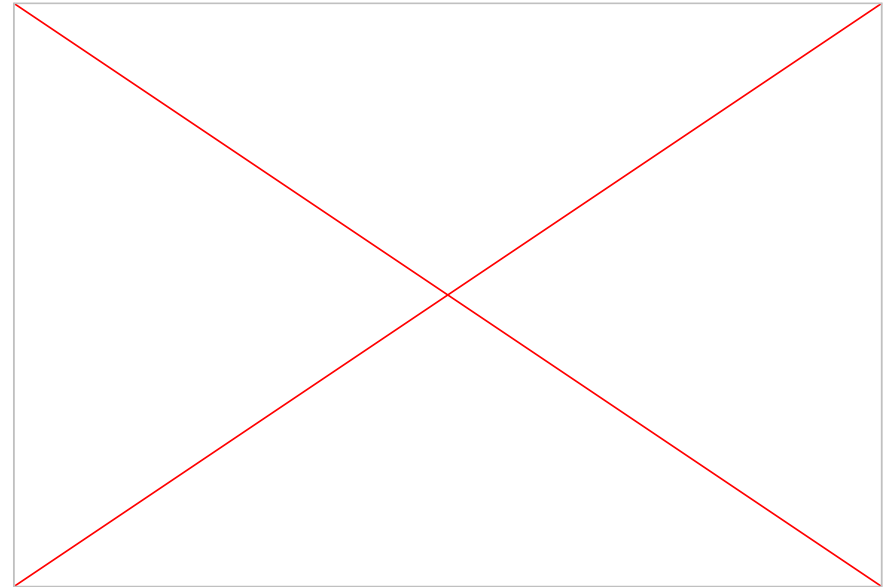


Figure 6: US-2 demonstration



Alpha Demo I, US-2

User Story: As a future homeowner, I would like to have information relating to Flagstaff sent to me

User Role: Future homeowner

Goal: User receives relevant information from Flagstaff through email/phone

Demonstration flow:

1. User starts in main menu
2. User starts registering account
3. User selects to receive emails/texts
4. User registers account
5. User is prompted a survey after registering
6. User takes survey
7. User submits survey
8. Survey is stored in database
9. Survey is sent to Paddy via email
10. User returns to main menu

Acceptance Criteria

The demonstration is considered successful if:

1. The survey response is sent to Paddy and stored in the database



Virtual Flagstaff

to me ▾

Username: abg287@nau.edu

Contact: abg287@nau.edu

...

Survey Response

first_name	Alonso
last_name	Garcia
flagstaff_intent	Thinking about moving to Flagstaff
community_interests	['Club & Hobby Communities', 'Health-Sport-Recreation Communities']
housing_status	Rent
relationship_status	Partnered
work_mode	Remotely
age_group	<31
current_region	West Coast
favorite_season	Winter
notes	made you look

Figure 7: US-2 demonstration result



Alpha Demo I, US-3

User Story: As a gamer, I would like to create a secure account and log in with my credentials

User Role: Gamer

Goal: Grant the user to create an account for future progress

Demonstration flow:

1. User starts in main menu
2. User starts registering account
3. User registers an account
4. User returns to main menu
5. User starts logging in
6. User is alerted that he has logged in

Acceptance Criteria (What Success Looks Like)

The demonstration is considered successful if:

1. The system recognizes the user's credentials

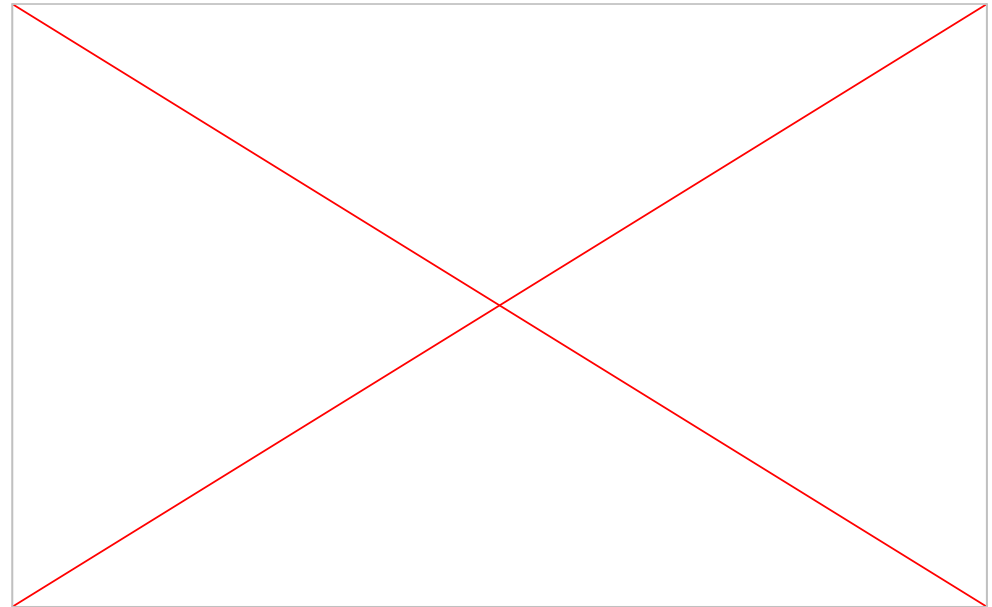


Figure 8: US-3 demonstration



Alpha Demo I, US-4

User Story: As a virtual tourist, I want to be able to interact with NPCs

User Role: Virtual Tourist

Goal: Interact with NPCs to be informed about the area/place they're at

Demonstration flow:

1. User starts in main menu
2. User presses start
3. User loads into the virtual Flagstaff map
4. User walks to NPC
5. User interacts with NPC
6. NPC's dialogue talks about the area/place they're at
7. User goes through dialogue to read about the area/place

Acceptance Criteria (What Success Looks Like)

The demonstration is considered successful if:

1. NPC's dialogue about the area is displayed on the user's screen

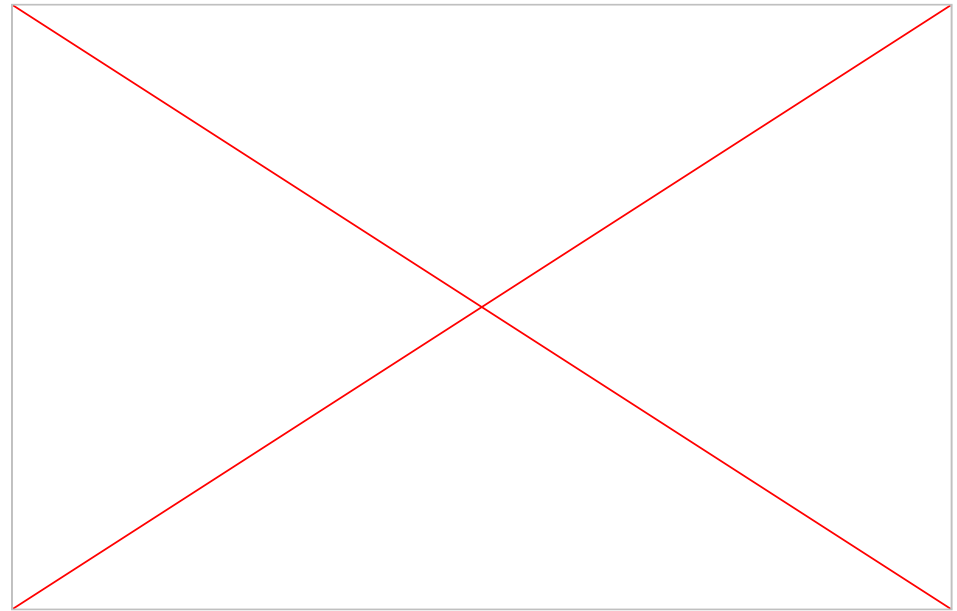


Figure 9: US-4 demonstration



Challenges

What challenges have come up?

What challenges do we expect?

What risks are we concerned about?



Mitigation Strategies

What plans have we come up with to solve these challenges/avoid these risks?



Project Status

Alpha Demo 1 Cycle

- User accounts and sign-ups
- Real-time weather display
- Interactable Non-Player Characters
- Skiing Minigame

Alpha Demo 2 Cycle

- In-Experience tutorials
- User Interface: Menus & Minimap
- Interactable Quest System
- Saved high scores in Minigames



Conclusion

Impact

- Target Relocation Regret

Progress

- Accounts
- Interaction
- Weather

Plans

- Quests
- Mini Map
- Extend UI



Thank you!

Questions?



References

- [1] J. Dunaway-Seale, “2025 data: 70% of Americans have regrets about moving,” Anytime Estimate, <https://anytimeestimate.com/research/moving-trends-2025/>.
- [2] P. McGarry, The Scouting Party, <https://scoutingparty.com/>.

