

# Peak Adventure Experiences: Design Review III

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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

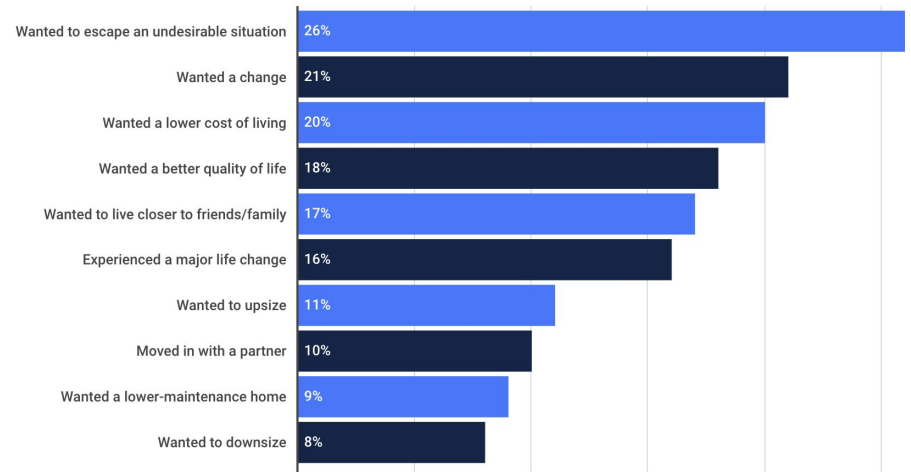


Figure 1: Bar chart of homeowner's relocation reason [1]



# 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

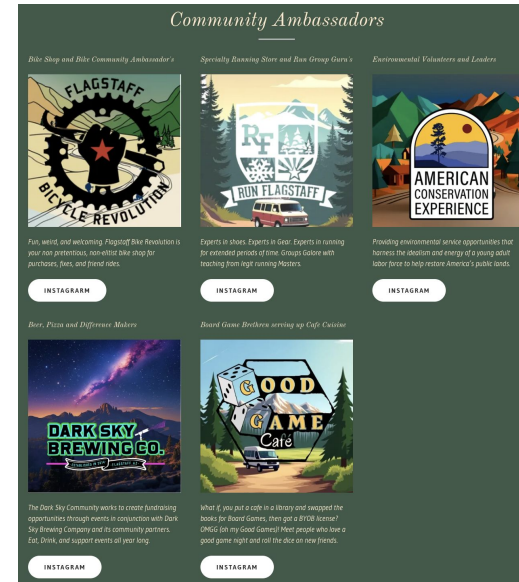


Figure 3: The Scouting Party website with listed community ambassadors [2]



# 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
- Weather Services

## Database: Store

- PostgreSQL

## External Dependencies: Fetch

- Weather API

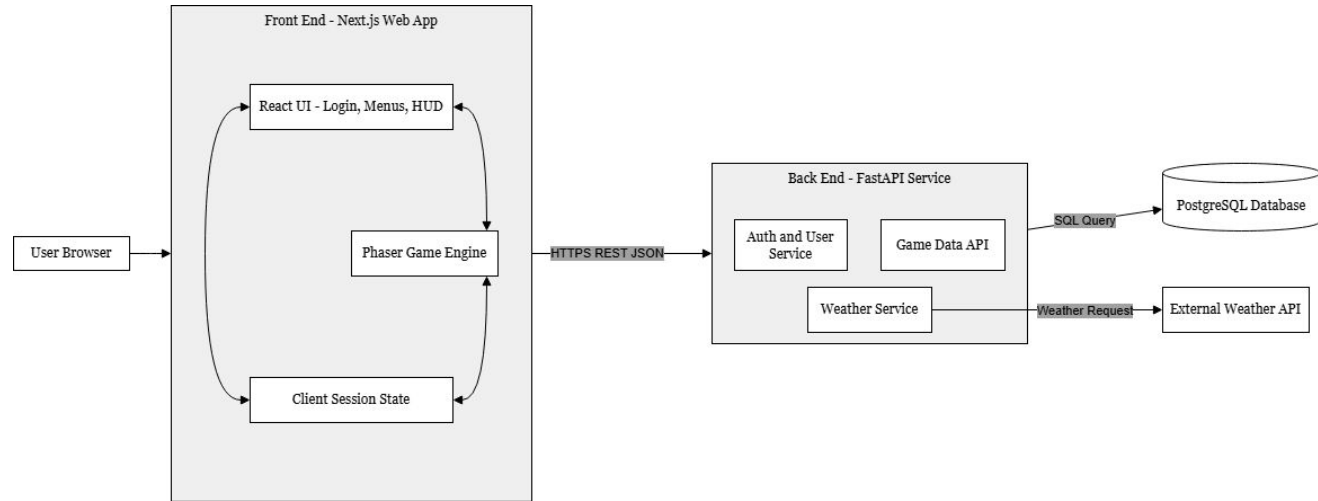


Figure 4: Software Architecture



# Testing Plan

## Unit Testing

- Aimed at validating the Back-End and Database

## Integration Testing

- Aimed at validating Front-End to Back-End communications

## Usability Testing

- Aimed at validating Front-End and the experience



# Alpha Demo II

**Table 1:** Alpha Demo II User Stories

<b>ID</b>	<b>User Story</b>	<b>Acceptance Criteria</b>
US-1	As a user, I would like to see tutorials for how to interact with the game	Tutorial pop-ups show the user how to play
US-2	As a virtual tourist, I want to be able to receive quests from NPCs	NPCs assign quests to users and is later completed
US-3	As a gamer, I want to be able to access a minimap for easy navigation	Minimap of virtual flagstaff is displayed
US-4	As a competitive player, I would like to see my high scores saved on mini games	Player's high score for each mini game is displayed
US-5	As a gamer, I would like to see a pause menu that shows controls and resume/exit buttons	Pause menu is displayed when user hits Esc key



# Alpha Demo II, US-1 - Tutorial

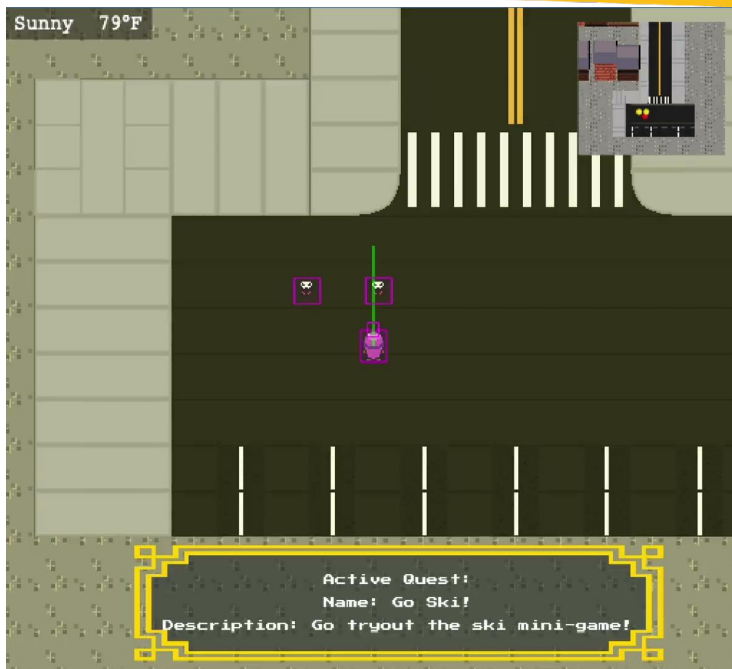


**Figure 5:** Alpha Demo II, US-1 Demonstration

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# Alpha Demo II, US-2 - Quests



**Figure 6:** Alpha Demo II, US-2 Demonstration Part 1

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# Alpha Demo II, US-2 - Quests



Figure 7: Alpha Demo II, US-2 Demonstration Part 2



# Alpha Demo II, US-3 - Minimap



**Figure 8:** Alpha Demo II, US-3 Demonstration

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# Alpha Demo II, US-4 - High Scores



Figure 9: Alpha Demo II, US-4 Demonstration

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# Alpha Demo II, US-5 - Pause Menu

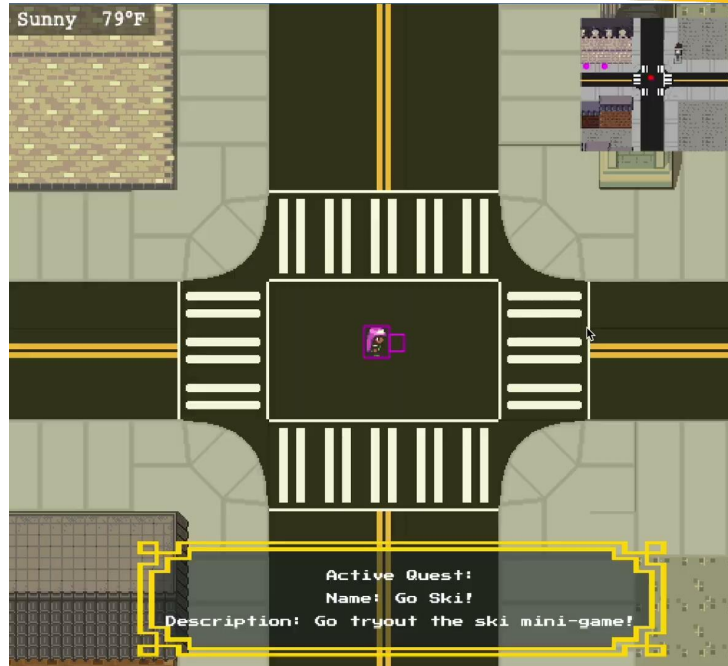


Figure 10: Alpha Demo II, US-5 Demonstration

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# 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 2 Cycle

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

## Acceptance Demo Cycle

- Downtown Map
- Fleshing out Interactive game objects
- Additional Minigames & related quests
- Reward systems



# Conclusion

## Impact

- Target Relocation Regret

## Progress

- Tutorials
- Quests
- High scores
- Pause menu
- Minimap

## Plans

- Downtown Map
- Interactive buildings
- Mini games & Quests



# 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/>.

