APPENDIX I
GANTT CHART

Task	Task/ Week	Duration (days)	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12	W13	W14
			SEPT		OCT					NOV			DEC			
Starter	Familiarize with software	14	P	P					M I D S E M B R E A K							
Design Phase	Draft of the flow of the	14	P	P												
	Draft the storyboard of the	14	P	P												
	Draft of the design and	14	P	P												
	Design the screens	~70	P	P	P	P	P	P		P	P	P	P	P		
	Screen - Title screen	~70	P	P	P	P	P	P		P	P	P	P	P		
	Screen - Recipe Information	~70	P	P	P	P	P	P		P	P	P	P	P		
	Screen - Cooking Activities (7)	~70	P	P	P	P	P	P		P	P	P	P	P		
	Design the architecture of the game	~70	P	P	P	P	P	P		P	P	P	P	P		
	Connect the links between the screens	~49					P	P		P	P	P	P	P		
Testing and Maintainance Phase	User testing and feedbacks	~49					P	P		P	P	P	P	P		
	Maintainance	~35						P		P	P	P	P	P		
Submission	Progress Report	n/a				D										
Presentation	PRE-EDX	n/a								D						
Submission	Dissertation	n/a										D				
Presentation	VIVA	n/a												D		
Submission	Final Dessertation	n/a													D	
Submission	Technical Report	n/a													D	D

legend ▮ progress

▮ deadline

Figure 1 Gantt Chart for Final Year Project II

APPENDIX II
USER TESTING AND FEEDBACK FORM

"Cooking with Kiah" Usability Test and Feeback Form

Thank you for participating in testing Cooking with Kiah!

On each following pages, please do each of the listed actions.

If the actions done meet the expected result, mark with a **P** in pass/fail. Else,

mark with an **F** and provide any necessary notes if possible.

When all the actions listed is done, please initial the signoff column.

Usability testing

Menu Testing

Action/Event	Expected Result	Pass/Fail (P/F)	Note	Sign-Off
Main Menu	Sound played.			
Main Menu: Select "Start game"	Chapter List menu screen displayed. Sound played.			
Main Menu: Select "Quit"	Execute application. Sound played.			
Chapter Menu: Select "Chapter 1"	Chapter 1 Introduction comic strip displayed. Sound played.			
Chapter Menu: Select "Back to Title"	Main Menu displayed. Sound played.			
Introduction: Select "Skip"	Chapter 1 home screen displayed. Sound played.			
Chapter 1: Select "Recipe"	Recipe screen displayed. Sound played.			
Chapter 1: Select "Let's Cook!"	Gameplay start.			

Action/Event	Expected Result	Pass/Fail (P/F)	Note	Sign-Off
	Sound played.			
Chapter 1: Select "Back to Chapter List"	Chapter List menu screen displayed. Sound played.			
Recipe >> Select "Back"	Chapter 1 home screen displayed. Sound played.			
End: Select "Skip"	Result screen displayed. Sound played.			
Result: Select "Back to Chapter List"	Chapter List menu screen displayed. Sound played.			
Result: Select "Retry"	Gameplay start. Sound played.			
Result: Select "Next Chapter"	Notification displayed. Sound played.			
Next Chapter >> Tap/click "(x)"	Notification disappeared.			

Gameplay Testing: Chapter 1

Action/Event	Expected Result	Pass/Fail (P/F)	Note	Sign-Off
Task 1: Drag the small bowl into big bowl.	Sound played.			
Task 1: Task finished.	"Next Step!" button enabled. Sound played.			
Task 1: Select "Next" button.	Task 2 screen displayed.			

Task 2: Drag the small bowl into big bowl.	Sound played.			
Task 2: Task finished.	"Next Step!" button enabled. Sound played.			
Task 2: Select "Next" button.	Task 3 screen displayed.			
Task 3: Move the rolling pin upwards and downwards for multiple times.	The dough image stretch. Sound played.			
Task 3: Task finished.	"Next Step!" button enabled. Sound played.			
Task 3: Select "Next" button.	Task 4 screen displayed.			
Task 4: Tap on dough.	White circles formed. Sound played. "Mini dough left:" decreases its number.			
Task 4: Task finished.	"Next Step!" button enabled. Sound played.			
Task 4: Select "Next" button.	Task 5 screen displayed.			
Task 5: Drag the fillings image towards the dough.	The fillings dough disappeared. "Dough remaining:" decreases its number. Sound played.			
Task 5: Task finished.	"Next Step!" button enabled. Sound played.			
Task 5: Select "Next" button.	Task 6 screen displayed.			
Task 6: Slide down following the arrow.	The dough is closed. Sound played.			

	Instruction changed.			
Task 6: Tap on the below edges of dough.	Dough pattern appeared. Sound played.			
Task 6: Task finished.	"Next Step!" button enabled. Sound played.			
Task 6: Select "Next" button.	Task 7 screen displayed.			
Task 7: Drag the mini dough towards the frying pan.	Mini dough changed image after 3 seconds. Sound played.			
Task 7: Drag the mini dough from frying pan towards the plate.	Mini dough placed on plate. Sound played.			
Task 7: Task finished.	"Done!" button enabled. Sound played. Victory bubble displayed.			
Task 7: Select "Next" button.	End screen displayed.			

Feedback

*required

1) Rate from 1 to 3 which criteria you prefer when downloading a game app

Gameplay(   )   Content(   )   Graphics(   )

2) Rate "Cooking with Kiah" from 1(Low rate) to 5(High rate) according to these criteria.*

(a) Gameplay   :   (1)   (2)   (3)   (4)   (5)

Comments :

(b) Content : (1) (2) (3) (4) (5)

   Comments :

(c) Graphics : (1) (2) (3) (4) (5)

   Comments :

(d) Overall : (1) (2) (3) (4) (5)

   Comments :

Suggestions/Comments :

APPENDIX III
TECHNICAL REPORT