

Task Analysis of “Dino Hunt Dice”

Aims

To identify the tasks performed by each player during a game of “Zombie Dice”.

Your Tasks

You have the whole of this course – 10 weeks of lectures and labs – to design a prototype for “Dino Hunt Dice”. YOU WILL NOT NEED TO IMPLEMENT THIS IN CODE.

As an interface designer in training, your job will be to work out how best to present the playing experience using a web-based or app-based interface.

- Play “Dino Hunt Dice” again, but this time write down each task that you perform as a player while doing it.
- Once you have created the task list for playing the game manually, consider how this would change if you played it electronically. Are there any tasks that you would no longer need to perform on the electronic version? Are there any extra tasks you need to add?
- Are there any tasks that were originally performed by the user but will need to be performed by the computer in the electronic version?
- Decompose all of these tasks using task diagrams and plans to show everything that both the user and the computer will have to do.

Assessed Task

Write a list of the tasks required to play “Dino Hunt Dice” in an online version of the game. Perform a hierarchical task analysis on these so that you have a fully-detailed list of tasks that both the user and the computer will have to perform.

Write a short scenario describing a user playing the game (200 words).