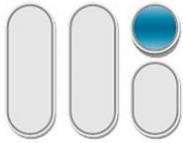


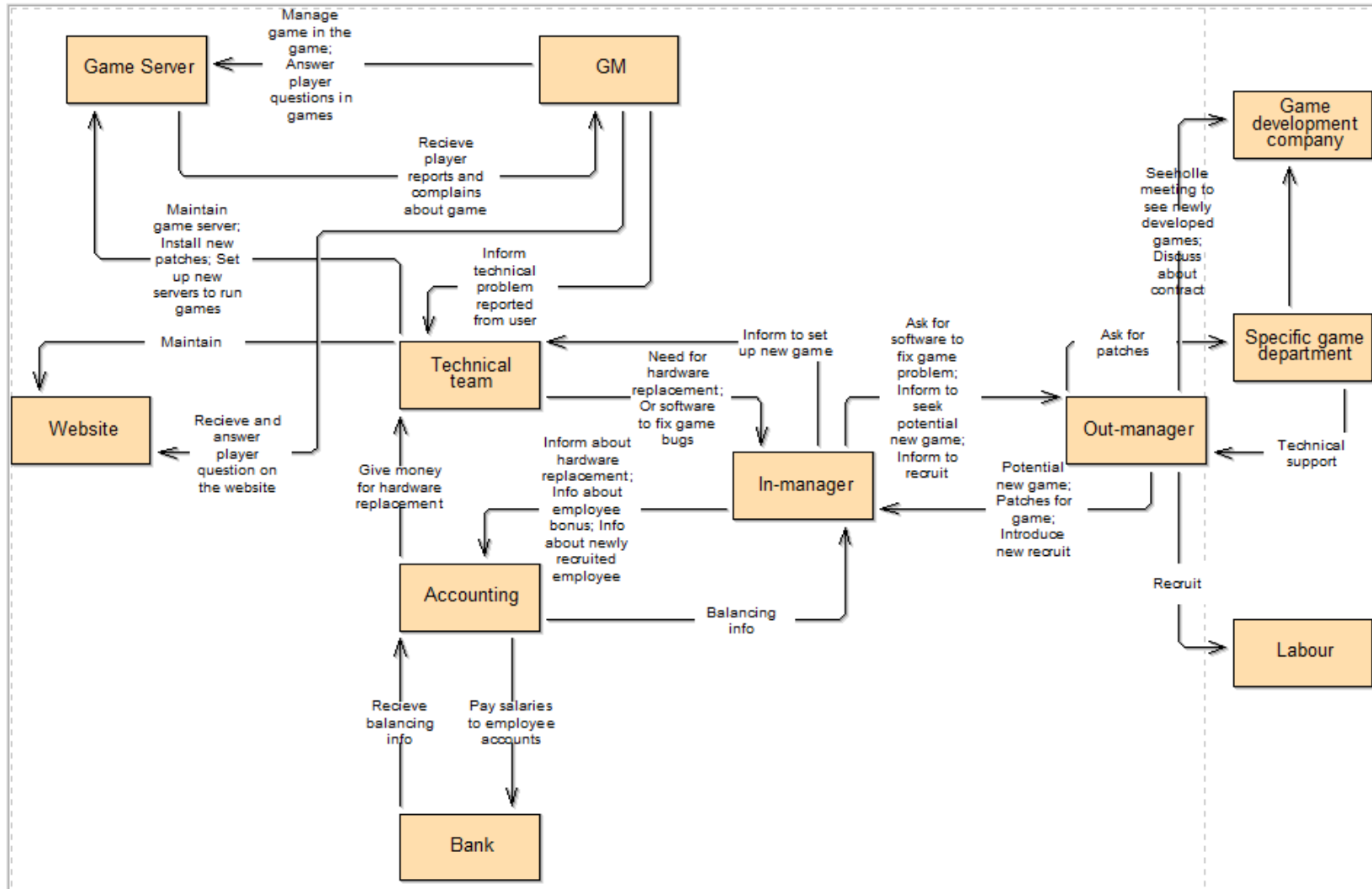
INFORMATION SYSTEM FOR WICKED INTERACTIVE

Presenting by
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Wicked Interactive

Wicked **INTERACTIVE**



Current Problem

- Information exchange system between the players and GMs is not well constructed
(eg Bug report issue)
- As a result, the procedures for solving even a single problem would take a long time to accomplish.

Functional Requirements

□ Inputs:

Player Personal Info., Player Info. Update, Report of Bugs, Report of Illegal Behavior, Feedbacks and Suggestions, Patch that Fix the Bugs

□ Outputs:

Player Registration Success/Fail Notification, Player Info. Update Success/Fail Notification, Login/Logout Notification, General System Response, Warning to illegal-behaved players, Account Suspension, Unsolvable Patch Request, User-friendly Patch

□ Data to be managed:

Players' Information, Players' account number with associated password, Players activity log & account status, Gaming data and error messages

Non-Functional Requirements

□ **Interface Requirements**

The interface of the system has to be user-friendly such as it should provide a help option and let the players easy to use.

□ **Performance Requirements**

Time bounds: The process for the user-friendly patch to generate cannot exceed one week, starting from the players' requests are received.

Space Bounds: Patch released should not exceed 50Mb.

Reliability: System must have less than 1hr downtime per months.

Security considerations: When updating for the personal info. or dealing with the report of illegal usage, the system should not disclose players' personal information.

□ **Economic requirements**

The system setup (installation of the software and purchase of the hardware, etc) cannot exceed the Net Present Value of the revenue.

□ **Standards the working systems should meet**

Patches should truly solve the problems that are reported and shouldn't create new bugs

Proposed alternative

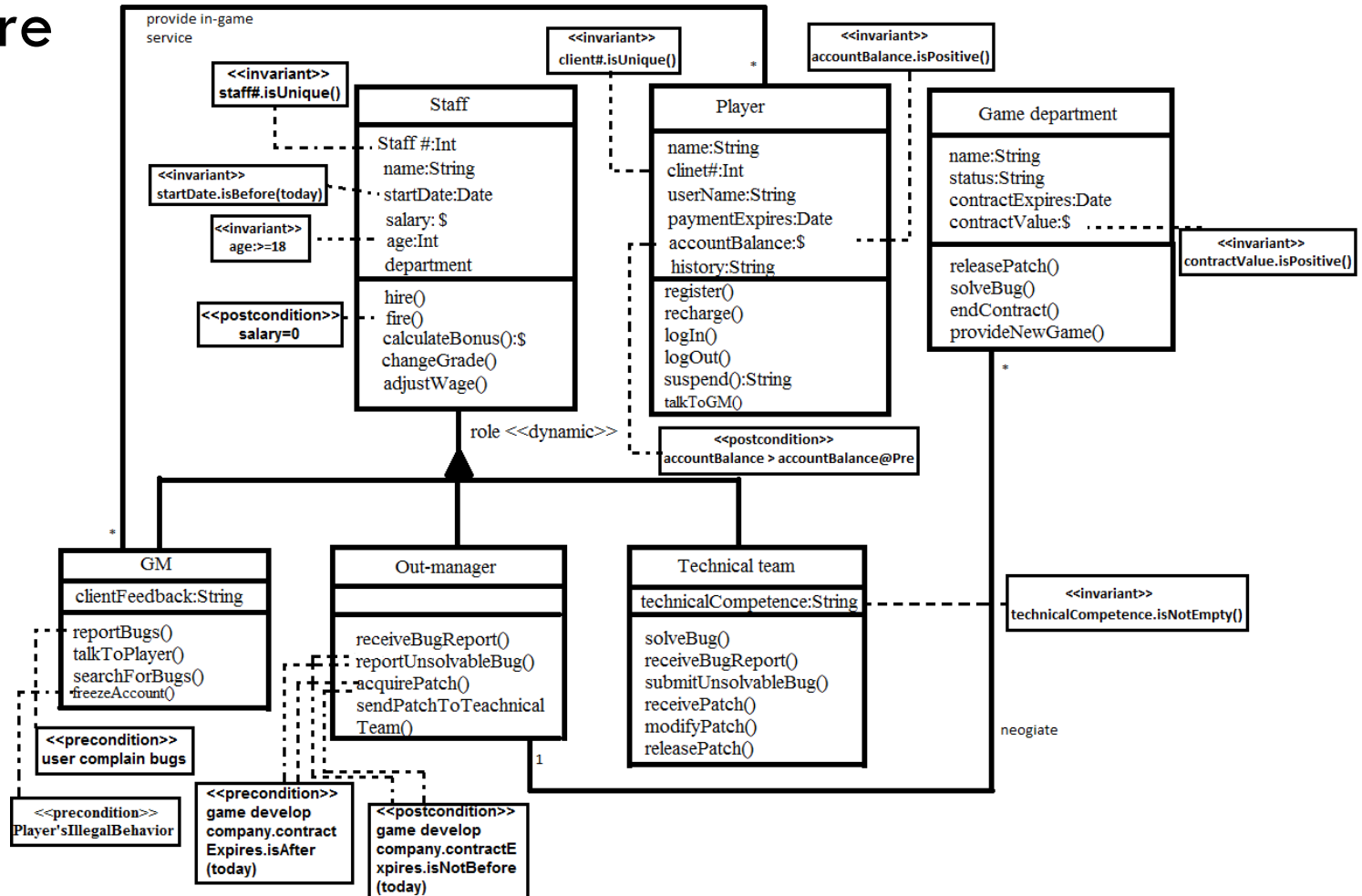
Hardware:

- | | |
|--|--------|
| ✓ 5 computers (Dell Studio XPS 9100 Desktop) \$1000 each for | \$5000 |
| ✓ 1 workstation (Dell Precision T7500 Tower Workstation) for | \$1900 |
| ✓ 1 Server and storage (Dell PowerEdge T110) for | \$1000 |
| ✓ Other electronic accessories for | \$100 |
| | <hr/> |
| ✓ Total: | \$8000 |



Proposed alternative

Software



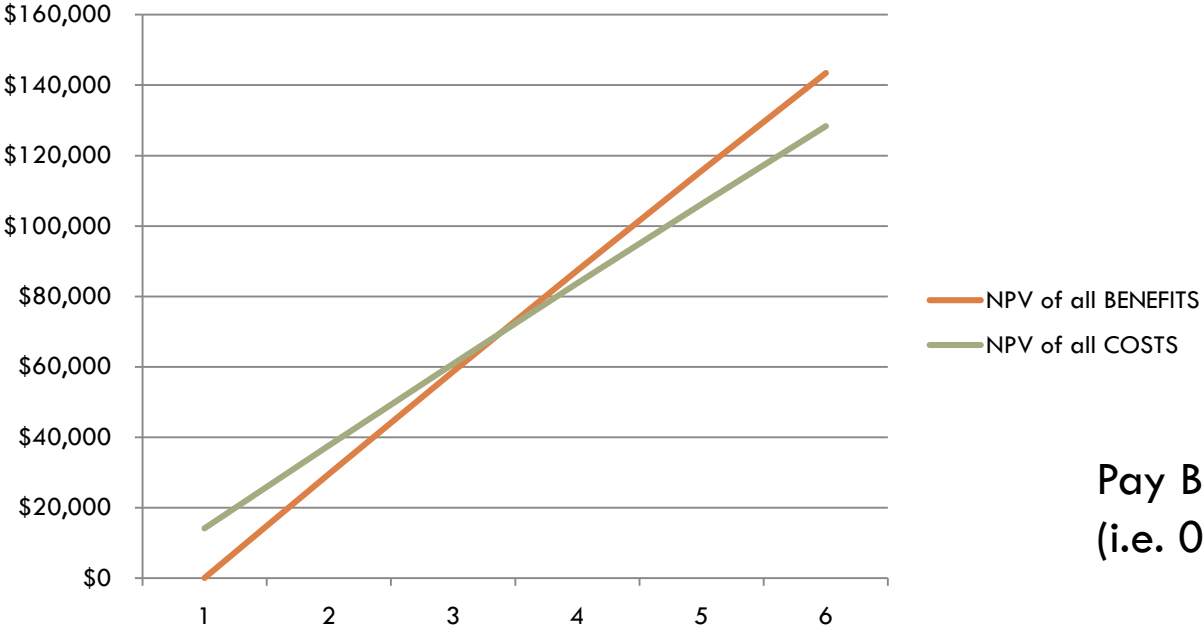
Break-even analysis

Development Cost		
Hardware	\$8,000	Purchased 5 computers and a workstation
Software	\$5,000	For software purchasing (Helper Desk Software + Oracle Database Standard Edition)
Information Gathering	\$100	\$50hr for 4 weeks and 2 people + early finish bonus
Training	\$1,000	For 2 day training
Total Development Cost	\$14,100	
Operational Cost		
Hardware	\$500	Hardware Maintenance Cost
Software	\$0	No long-term Software used
Operational Labor	\$23,400	Salaries per season
Total Operational Cost	\$23,900	
Benefit		
Reduced Operation Cost	\$39,000	Enhance work efficiency
Potential Gain from the Market	\$30,000	
Total Benefit	\$69,000	
Discount Rate Used (per Season)	1.5%	

Break-even analysis

Break-Even Chart

B-E Analysis Over 5 Seasons:	0	1	2	3	4	5
NPV of all BENEFITS	\$0	\$29,557	\$58,677	\$87,366	\$115,632	\$143,479
NPV of all COSTS	\$14,100	\$37,647	\$60,846	\$83,702	\$106,220	\$128,405



Pay Back Period = 3.4 Seasons
(i.e. 0.85 year)