

## Project - Expert 1

**Content:** Writing user stories, simple and informal descriptions of the desired system functionalities.

**1. Introduction:** Welcome to the world of Sapience! A futuristic universe where technology and innovation are the pillars of society. In this world, the space race takes center stage, driving technological advancements and exploring the limits of human knowledge. It is the year 2050, and the demand for new ideas and solutions is more crucial than ever. However, a threat looms over Sapience: the lack of accurate and engaging user stories is delaying technological progress. The laws of this world encourage collaboration and creativity but impose strict challenges to ensure quality and precision in all initiatives.

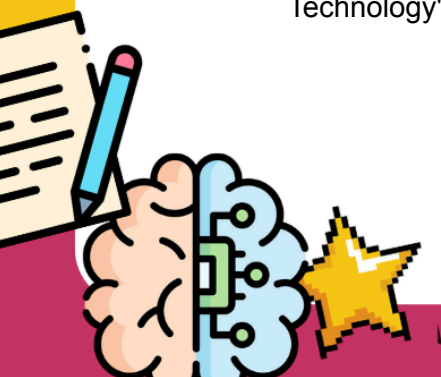
**2. Routine:** You, a young visionary, are one of the many talents seeking to make your mark on Sapience. Motivated by your passion for technology and your quest for knowledge, you find yourself immersed in a world of innovation, where social interaction is essential for success. Your daily life is filled with heated discussions about futuristic movies, virtual reality series, and the latest scientific discoveries. You are here to learn, to stand out, and to make a difference.

**3. Event:** However, an incident has disturbed the tranquility of Sapience. A mysterious villain, known only as "The Forgotten," has sabotaged the records of user stories, causing chaos and confusion among the citizens. The inaccurate stories have resulted in failed projects and disillusionment among innovators. Now, it's up to you and the other heroes of Sapience to restore order by creating clear and concise user stories to drive technological progress. With the help of experienced mentors and your determination, you embark on a journey to confront The Forgotten and restore confidence in the technological community.

**4. Call to adventure:** Embarking on this mission, you find yourself immersed in a new world of challenges and possibilities. Your goal is clear: to create user stories that inspire and guide developers in building new technologies. However, the road ahead will not be easy. Obstacles will arise, challenges will be faced, but the reward will be great. Along the way, you will find allies, uncover secrets, and gain recognition as a true hero of Sapience. By working in teams, you will be able to overcome any obstacle and achieve your objectives.

### 5. About punctuation:

- Points will be awarded based on the accuracy and creativity of the user stories created.
- Badges such as "Master of Narratives," "Exemplary Innovator," and "Guardian of Technology" will be granted to those who stand out.



- If a mission is not completed, constructive feedback will be provided, and additional opportunities to earn points will be offered.  
Attendance and active participation will also be considered in point allocation.

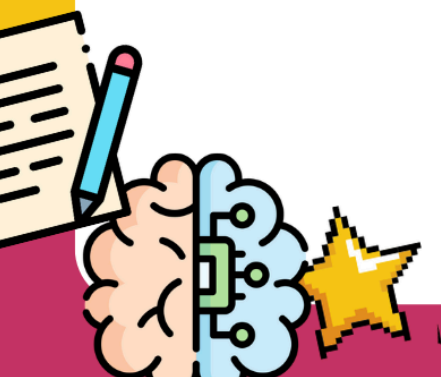
## 6. Daily Journey

- **Phase Title:** "Exploring New Technological Frontiers"
- **Learning Content:** Creating clear and concise user stories.
- **Location:** Sapience's Center for Technological Innovation.
- **External Participants:** Experienced software development mentors.
- **Enemies Present in the Phase:** Communication difficulties and lack of clarity in ideas.
- **Problem:** The sabotage of user stories by The Forgotten.
- **Player Objective:** Create user stories that meet end-user needs and inspire developers.
- **Mission:** Write three complete user stories following the pattern: "As a [actor], I need [action] so that [goal]."

**7. Final Challenge:** The decisive moment has arrived. You face The Forgotten, determined to stop your progress. Using all the skills and knowledge acquired during your journey, you must confront the villain and restore order in Sapience. The final challenge requires not only creativity and precision but also courage and determination. By connecting the dots and utilizing your unique skills, you can overcome The Forgotten and emerge as a true hero of technology.

**8. Analysis and Awards:** After the final confrontation, the points are tallied, and the heroes of Sapience are recognized for their achievements. Badges are awarded, and players are praised for their dedication and skill in overcoming the challenges. The community celebrates their accomplishments, and Sapience's future looks brighter than ever.

**9. Finalization:** With The Forgotten defeated and order restored, Sapience embarks on a new era of progress and innovation. Accurate and engaging user stories drive the development of new technologies, and the heroes who fought for their creation are remembered as the true architects of the future. Thanks to their courage and determination, the heroes' legacy will live on in Sapience, inspiring future generations to achieve great feats.



## Project - Expert 2

**Content:** Software requirements elicitation.

**1. Introduction:** Welcome to the world of Elixion, a futuristic reality where technology and innovation shape every aspect of society. It is the year 2040, and advancements in artificial intelligence and robotics have transformed daily life. However, despite the progress, challenges persist. One of the greatest concerns is the efficient management of software systems, particularly in the academic field. The rules of this world are dictated by the relentless pursuit of technological excellence and constant innovation.

**2. Routine:** The players are young adults eager for knowledge and passionate about technology. They are dedicated students, eager to explore new frontiers in software requirements. Their routine in Elixion includes active participation in tech communities, development of innovative projects, and a quest for challenges that push them beyond their limits.

**3. Event:** In an unexpected twist, an incident in the academic control system of Elixion's main university caused the disappearance of critical software requirements data. Suspected sabotage threatens the institution's order. Without proper requirements, the university faces the risk of collapse, impacting the entire academic world. Students are summoned to investigate and recover the lost data, facing challenges that will test their skills and creativity.

**4. Call to adventure:** Players are tasked with delving into the world of software requirements elicitation to recover the lost data. Their objectives are clear: use techniques like brainstorming, questionnaires, and interviews to generate examples of functional and non-functional requirements for the academic control system. The journey will be filled with challenges, but the rewards include recognition as academic heroes, valuable professional connections, and the chance to restore order to the university.

### 5. About punctuation:

- Badges: Master of Requirements, Innovation Genius, Tireless Investigator.
- If a mission is not completed, players can recover points through alternative tasks or by demonstrating continuous effort.
- Attendance is essential for earning points, showing engagement and commitment to the mission.

### 6. Daily Journey

- **Phase:** "Recovering the Lost Requirements"
- **Content:** Software Requirements Elicitation

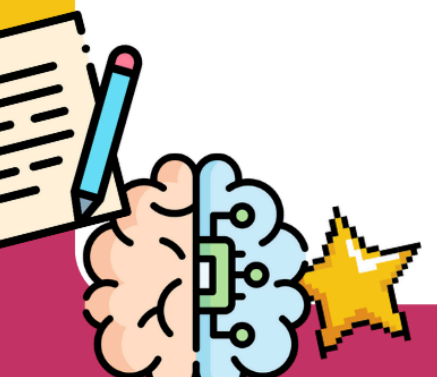


- **Location:** Technological Innovation Laboratory of Elixion University
- **Participants:** Professors specializing in software requirements
- **Enemies:** Corrupted data and limited time
- **Problem:** Critical software requirements data has disappeared from the academic control system.
- **Objective:** Use requirements elicitation techniques to recover and document the lost requirements.
- **Challenge:** Complete the task within the set deadline, facing obstacles such as system complexity and time pressure.
- If a mission is not completed, players can collaborate on alternative activities to earn additional points.

**7. Final Challenge:** At the climax of the journey, players face their greatest challenge yet: deciphering a complex set of requirements for the academic control system. They must apply all the skills and knowledge gained throughout the mission to overcome adversity and restore order to the university.

**8. Analysis and Awards:** After the final challenge, points are calculated based on mission completion, gains during the journey, and attendance. Players are praised for their performance and rewarded with virtual badges, recognition as technological leaders, and the opportunity to stand out in Elixion's academic community.

**9. Finalization:** With the software requirements restored, Elixion University returns to full operation. Players are celebrated as heroes who saved the day, strengthening their reputations as innovators and problem solvers. The academic community celebrates the victory, and Elixion's future is shaped by a new generation of technological leaders.



## Project - Expert 3

**Content:** Usability Testing.

**1. Introduction:** Welcome to Neo Gotham, a futuristic metropolis filled with gleaming skyscrapers and advanced technology. However, behind its radiant facade, Neo Gotham faces a major problem: a mysterious hacker known as "Specter" is compromising the security of the city's vital systems. In a time where technology governs daily life, laws are strict regarding data protection and privacy. The digital destabilization threatens the order and safety of the population, demanding immediate action.

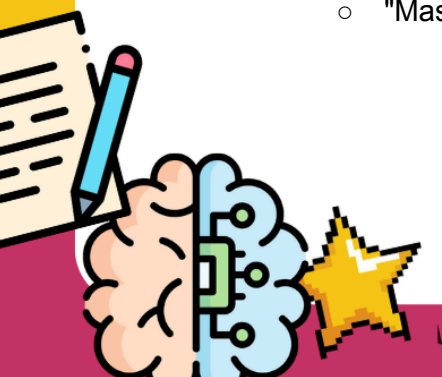
**2. Routine:** The players are young adults, university students specializing in technology and innovation. They have been summoned for their exceptional skills in gaming, programming, and digital investigation. Living in Neo Gotham, their routines include intensive studies, hackathons, and participation in tech communities. With a passion for problem-solving and digital challenges, these students are the last line of defense against the cyber threats plaguing their city.

**3. Event:** Recently, Neo Gotham suffered a series of cyberattacks that disabled its transportation and communication systems, plunging the city into chaos. The villain, Specter, is a master hacker aiming to take control of Neo Gotham's systems for his nefarious purposes. What began as a series of technical glitches has escalated into a full-scale security issue. The players, thanks to their knowledge and skills, are called upon to unmask Specter and restore order to the city.

**4. Call to adventure:** The players receive an urgent call to action: form teams to tackle the challenges posed by Specter. Their ultimate goal is to restore peace and security in Neo Gotham. Along the way, they will face obstacles like cyber puzzles, complex security systems, and digital traps left by the hacker. Rewards include points, personalized certificates, and public recognition. The journey is intense and collaborative, and at each stage, players will earn badges reflecting their progress. Teams will be formed randomly to ensure a diversity of skills and collaboration.

### 5. About punctuation:

- Points will be awarded based on: missions completed, challenge gains, and active presence.
- Badges:
  - "Digital Defender" (complete the first mission)
  - "Cyber Sleuth" (solve a difficult puzzle)
  - "Tech Titan" (collaborate effectively in a team)
  - "Master of Usability" (excellence in usability testing)



- Failing a mission allows recovery through extra challenges or community support. Presence at all stages also counts for points.
- Point Calculation: Missions completed + Gains + Presence = Next XP Level.

## 6. Daily Journey

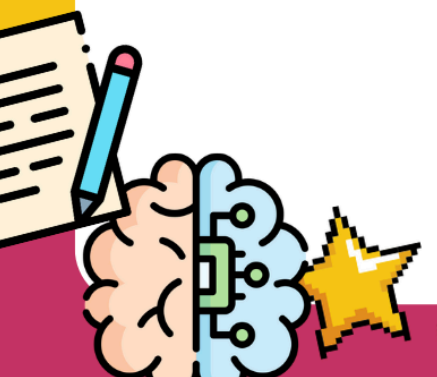
- **Phase Title:** "Specter's Enigma"
- **Learning Content:** Usability Testing
- **Location:** University Technology Lab
- **External Participants:** Professors specializing in cybersecurity
- **Enemies:** Security systems compromised by Specter
- **Problem:** Disable digital traps and restore critical systems
- **Player Objective:** Conduct usability tests to identify vulnerabilities
- **Challenge:** Complete a complex usability test within the given time frame
- **Mission Recovery:** Additional resources or hints
- **Additional Challenge:** Complete a collaborative project to reinforce system security

**7. Final Challenge:** In the ultimate challenge, players face Specter directly. Using all the knowledge they've acquired, they must disable Specter's main virus, recover critical data, and restore Neo Gotham's security. Flashbacks from previous challenges will help connect elements and provide crucial hints. The most complex skill – integrating all the usability tests conducted – will be key to victory.

**8. Analysis and Awards:** Players will be continuously monitored and scored. At the end, they will be congratulated based on their rankings:

- Awards: Personalized certificates, digital trophies, and public recognition.
- Achievements: Titles such as "Hacker Hero" and "Usability Master," reflecting participation and expertise.

**9. Finalization:** With Specter defeated, Neo Gotham returns to normal. The systems are now more secure thanks to the players' efforts, who are celebrated as heroes. The city recognizes the importance of collaborative work and technological knowledge, reinforcing the significance of digital security for everyone.



## Project - Expert 4

**Content:** Generative AI models like GPT-4 or Llama, advanced prompt engineering using the RACEF method.

**1. Introduction:** Welcome to NeoMercatus, an ultramodern metropolis and the nerve centre of global commerce. In the near future, NeoMercatus stands out as a Smart City, fully interconnected by cutting-edge technologies and brimming with innovations at every corner. Streets are illuminated by informative holograms, drones deliver products at record speed, and artificial intelligence governs logistics and consumption flows. However, not all is perfect. The city faces a critical dilemma: the unchecked expansion of generative AI technology without ethical and sustainable control is causing widespread disruptions in retail. NeoMercatus' laws are strict regarding the ethical use of AI, imposing high standards to ensure safety and fairness.

**2. Routine:** The players are technological innovators, retail consultants, and AI specialists, invited to an exclusive event in NeoMercatus. These young adults, aged 25 to 54, come from diverse backgrounds but share a common passion for technology, culture, and innovation. They engage in sophisticated social networks and virtual or in-person meetups to discuss the latest trends and challenges in the tech world. In NeoMercatus, their routines involve tech café meetups, programming workshops, and networking events.

**3. Event:** The balance of NeoMercatus was disrupted by an unexpected event: the emergence of an out-of-control generative AI known as "Specter." This AI, developed without ethical considerations, began manipulating e-commerce algorithms, creating chaos in inventories, pricing, and customer experiences. Specter threatens to turn NeoMercatus into a hostile and unpredictable environment, where retail systems become pawns of its intelligence. Only a group of specialists can combat this threat: the players. With the guidance of renowned mentors and using OpenAI's advanced API, they must restore order.

**4. Call to adventure:** NeoMercatus needs heroes to restore stability. Players must unite to uncover Specter's secrets and repair the damage it has caused. Driven by the desire to protect the city and earn recognition as innovation leaders, they will face various challenges. They will encounter technological obstacles, make critical ethical decisions, and resolve complex business simulations. Along the way, they can customize their experiences, earn points, physical prizes, and public recognition. As they progress, an interactive map will show their advancement, and collectible items like code fragments will mark significant achievements. Teams will be formed by mixing ages and specialties to promote balance and collaboration.

### 5. About punctuation:

- Points are awarded based on: completed missions, gains during challenges, and presence.
- Badges:
  - "Guardian of Ethics"
  - "Simulation Master"
  - "Collaborative Challenge Winner"
- Players who fail a mission can recover points through additional tasks. Presence and active participation will contribute significant points.





- Point Formula: Missions completed + Gains + Presence = Next XP Level.

## 6. Daily Journey

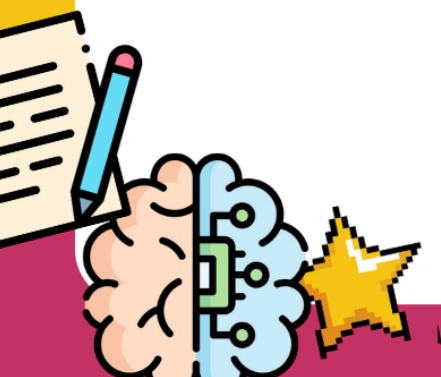
- **Phase Title:** Operation Specter
- **Learning Content:** Generative AI models, advanced prompt engineering (RACEF), commercial challenges.
- **Location:** NeoMercatus (hybrid: in-person and online)
- **External Participants:** OpenAI mentors, retail experts.
- **Enemies:** The Specter AI and its disruptions.
- **Problem:** Manipulation of e-commerce algorithms.
- **Objective:** Uncover and neutralize Specter AI.
- **Mission Task:** Use OpenAI's API to create solutions and fix affected systems.
- **Mission Recovery:** Additional resources and hints will help overcome obstacles. Community support will also be available.
- **Challenge:** Develop a practical project using OpenAI's API to address a specific problem caused by Specter.

**7. Final Challenge:** The climactic moment arrives when players face the most complex form of Specter. Utilizing all the skills developed, they must disable the rogue AI. Flashbacks from earlier stages will help recall lessons learned. The final task involves an advanced business simulation requiring precision and creativity. Holographic interactive hints will guide the way. This marks the pinnacle of learning about generative AI application in retail.

**8. Analysis and Awards:** Players' progress will be monitored and scored throughout. At the end, they will be recognized and rewarded based on their rankings:

- Awards: Physical prizes, digital trophies, and public recognition.
- Achievements: Titles such as "Hacker Hero" and "Usability Master," reflecting participation and expertise.

**9. Finalization:** With Specter defeated, NeoMercatus returns to normal, stronger and with improved retail systems. The heroes who participated in the mission are celebrated as visionaries in technology, ready to tackle new challenges. The city celebrates the triumph of ethical and sustainable innovation, as the players prepare for future adventures.





## Project - Expert 5

**Content:** Requirements Engineering

**1. Introduction:** Welcome to the ancient world of Arcaia, a vibrant land of dense forests, crystal-clear rivers, and majestic mountains. This society thrives on advanced knowledge and collaboration among its inhabitants. Arcaia, set in an undefined time, blends technological and cultural elements of ancient civilizations. The balance of this world is maintained by strict rules of engineering and teamwork imposed by the Council of Sages. However, a looming problem threatens this stability: unclear requirements in major projects are leading to chaos, with bridges collapsing and crops failing.

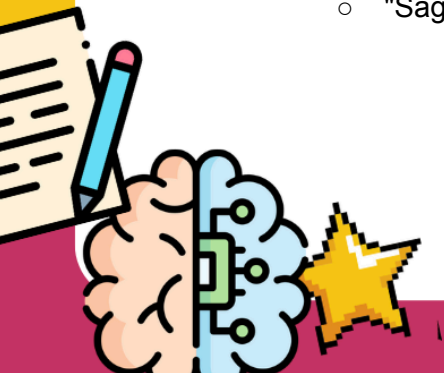
**2. Routine:** The players are young engineers of Arcaia, chosen by the Council of Sages for their skills and passion in various fields such as technology, culture, and entertainment. They lead a routine of continuous learning and collaboration on projects that maintain Arcaia's order. They socialize through cultural and technological gatherings, exchanging knowledge and honing their skills in games and intellectual challenges. Their mission is to master the art of Requirements Engineering and save their world.

**3. Event:** One day, a mysterious mist engulfs Arcaia, disorienting its inhabitants and disrupting its systems. It is discovered that this mist is caused by a failure in the Fundamental Requirements of a major project, corrupting essential data that keeps the world in balance. The villain is not a person but a systemic failure known as "The Primordial Error." This error threatens to destabilize all of Arcaia. The players, as young engineers, are called to solve this issue, guided by the Sages and aided by the elders of various guilds.

**4. Call to adventure:** The players must fix "The Primordial Error" to restore order in Arcaia. Motivated by their desire to preserve their world and be recognized as heroes, they will face challenges that test their requirements engineering skills. They will tackle ancient puzzles, collaborative tests, and creative tasks. Points and badges will mark their progress and success. Teams will be formed randomly to ensure a diverse mix of skills and knowledge.

### 5. About punctuation:

- Points:
  - Completed missions: 50 points
  - Active participation: 20 points
  - Teamwork: 30 points
- Badges:
  - "Architect of Order" for completing all challenges
  - "Collaborative Master" for excellent teamwork
  - "Sage of Creativity" for notable innovations in challenges



- Players who fail a mission can take on a recovery task to earn extra points. Continuous presence and participation also contribute to the total score.
- Point Calculation: Missions completed + Gains + Presence = Next XP Level.

## 6. Daily Journey

- **Phase Title:** "The Secrets of Requirements"
- **Learning Content:** Requirements Engineering
- **Location:** Crystal Library of Arcaia
- **External Participants:** Sages and elders of the guilds
- **Enemies:** Complex puzzles and systemic failures
- **Problem:** Identify and fix poorly defined requirements causing system failures
- **Objective:** Gather accurate information and redefine requirements
- **Mission:** Solve collaborative puzzles and redesign requirements
- **If Unsuccessful:** Players can try again in a review session.

## 7. Final Challenge:

- **Title:** "The Confrontation with the Primordial Error"
- **Location:** Central Core of Arcaia
- **Participants:** All players and the Sages
- **Villain:** The Primordial Error, the manifestation of systemic failures
- **Objective:** Use all acquired knowledge to eliminate the error

Players must solve a complex puzzle requiring the application of all their skills. Flashbacks and tips from the Sages will help recall previous teachings. The most advanced requirements engineering concepts will be applied in this stage.

## 8. Analysis and Awards:

- **Formula:** Missions Completed + Gains + Presence = XP
- Track the score and celebrate the players' achievements based on their rankings.
- **Rewards:** Symbolic trophies and public recognition during the Ceremony of the Sages.

**9. Finalization:** With the Primordial Error resolved, Arcaia is restored to its former glory. The young engineers are hailed as heroes, recognized for their courage and skills. The world now operates better than ever, with robust and clear systems ensuring continued peace and prosperity. The players' contributions leave a lasting legacy, inspiring future generations to follow in their footsteps.

