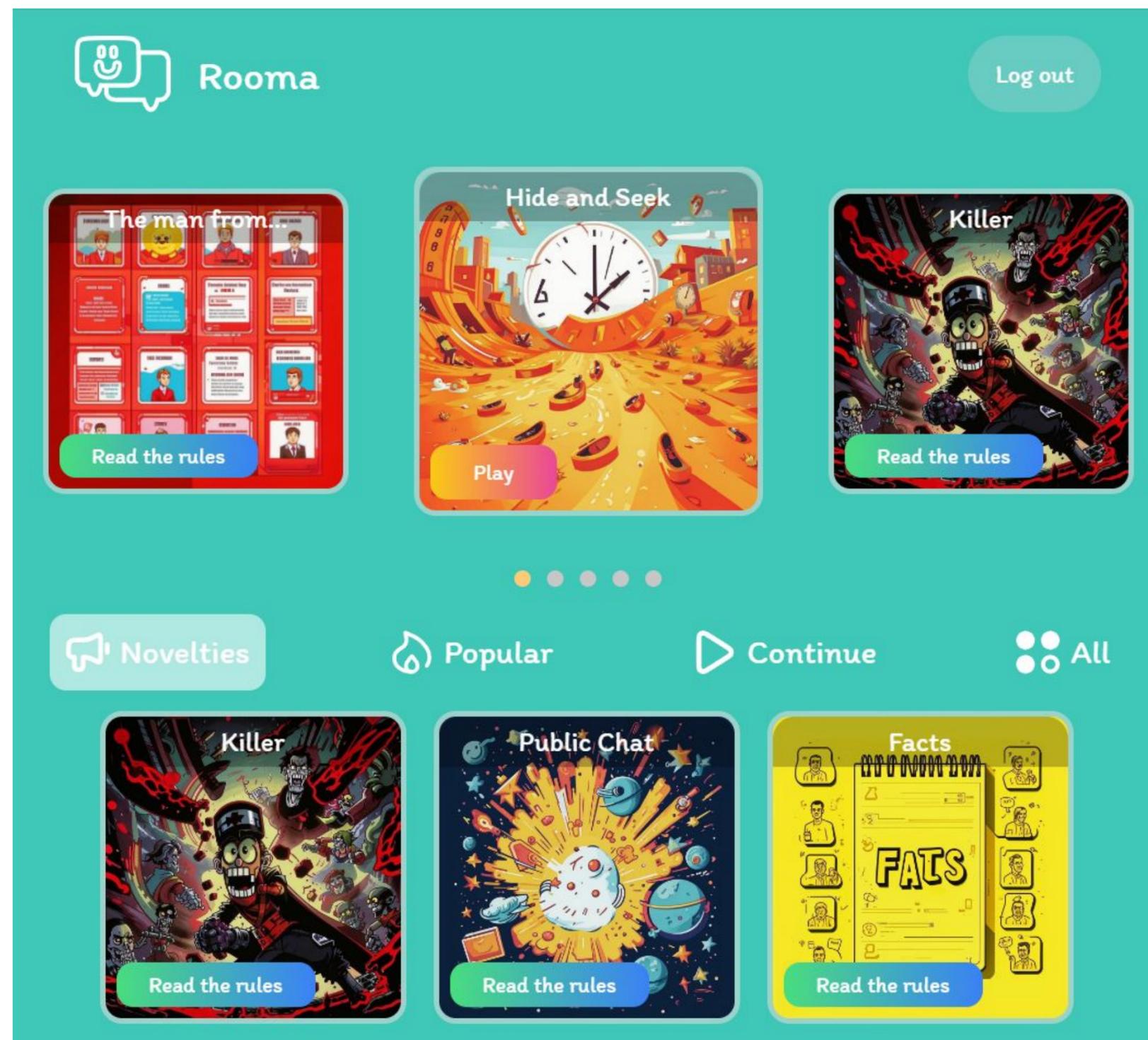УНИВЕРСИТЕТ
ИННОПОЛИС

ROOMA

Online service for offline games

CUSTOMER NEEDS

- Convenient and fast game organization
- Easy player tracking
- Game variety
- Less paper waste
- Intuitive and engaging game process

УНИВЕРСИТЕТ
ИННОПОЛИС

SOLUTION
Online organizing service

Game Creation and Customization

Results Compilation: Automatically track and display game results

Conducting the Game: Efficient game logic and real-time management

Feedback Collection: Gather and analyze feedback from players post-game

ABOUT OUR TEAM

Vlad Bolshakov

Team Lead
Backend Developer

Dmitriy Okoneshnikov

Backend Developer
Database Designer

Azamat Bayramov

Backend Developer
DevOps

Darya Koncheva

Frontend Developer

Sofia Bakina

Frontend Developer
UX/UI Designer

Anna Rylova

Frontend Developer
UX/UI Designer
Reporter
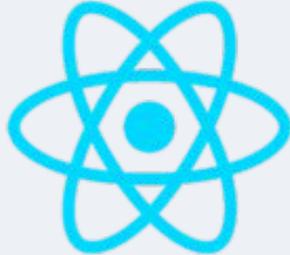
Sofya Ivanova

Frontend Developer
Reporter

TECHNICAL STACK

THE USE OF ARTIFICIAL INTELLIGENCE

AI feedback summary

After the game, administrators receive a concise summary of player feedback, highlighting the game's strengths and areas for improvement.

This helps in drawing conclusions about the current game and identifying opportunities for future enhancements.

Hide and Seek

3.5 ★★★★☆

Players' impression of the game:

Based on the feedbacks, here is a summary:

Likes:

* The game was "cool" and "perfect time to catch the man" (Score: 4) * Players enjoyed the thrill of the game, mentioning it was "scary" because there was a risk of not having enough time to catch the hider.

Dislikes:

* The game was too short, with one player requesting "more time" (Score: 3)

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FUTURE WORK

Game Improvement

Improve UX/UI and functionality of Hide-and-Seek.

New Game Development

Implementing 'Facts,' our next exciting game.

More AI Features

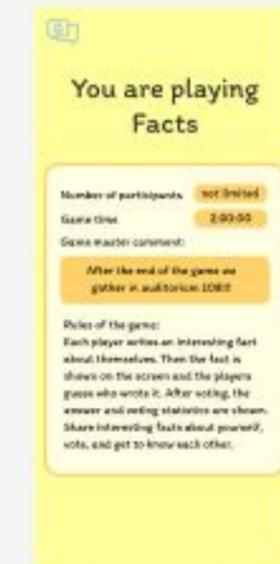Use AI for matchmaking and personalized game suggestion.

Partnerships

Form partnerships with schools, universities, and corporate

entities for team-building activities.
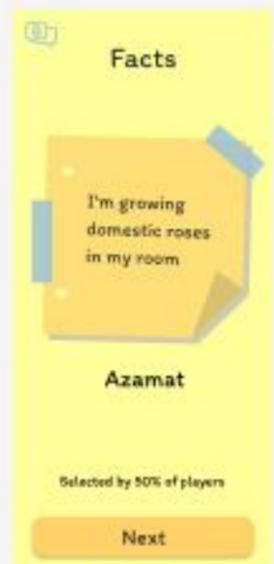
УНИВЕРСИТЕТ
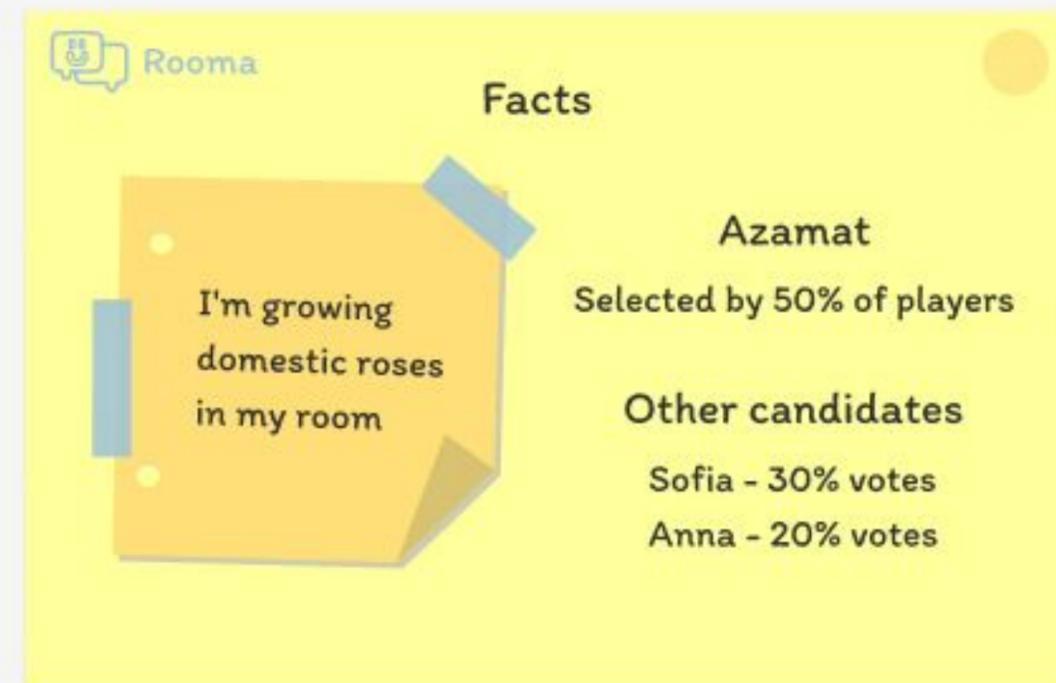ИННОПОЛИС

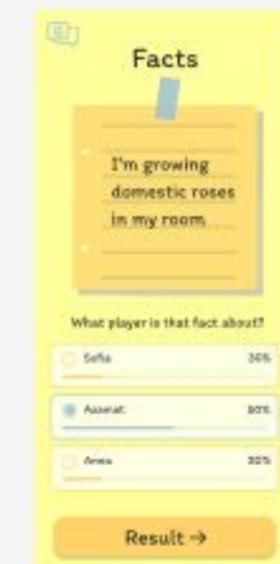Access Rooma