Moving Up:
One Intern's Journey to the Top

By John Peurifoy, Peter Sharpe, and Paul Vienhage
Central High School, Springfield, Missouri

The Problem

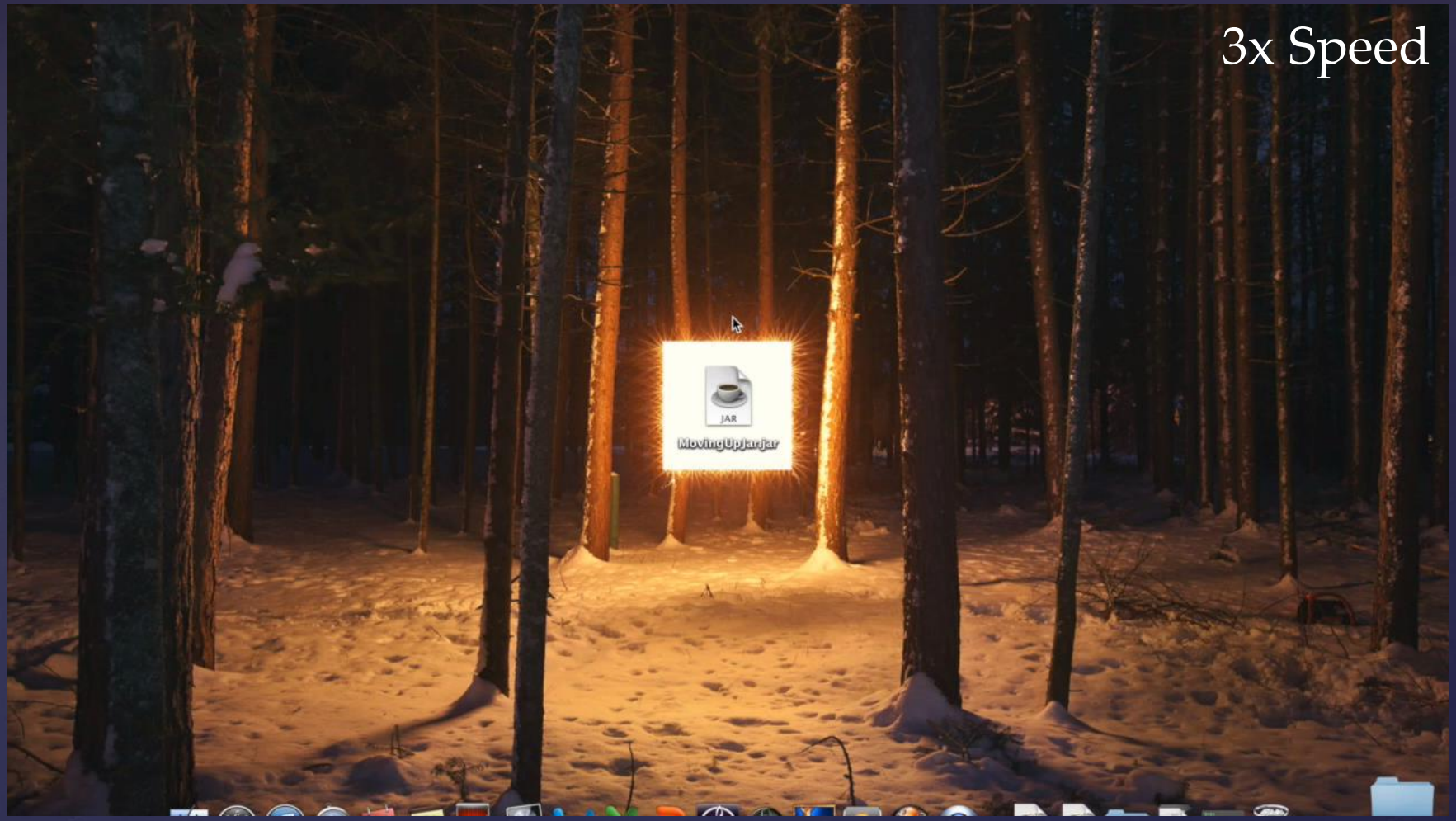
70%

of Americans are not engaged in their work

40%

of entrepreneurs do not have experience in their field

Moving Up



Input/Output, Program Parameters, & Gameplay

Planning Process

Listing Requirements

- Risk-taking
- Cumulative gains
- Storyline
- Central Goal

Review Previous Projects

- Bonequest
- AmazingAlgorithms

Create Alpha Version & Alpha Test

- Eclipse & Photoshop
- Get Feedback
- Collect Surveys

Code Cleanup, Beta Testing

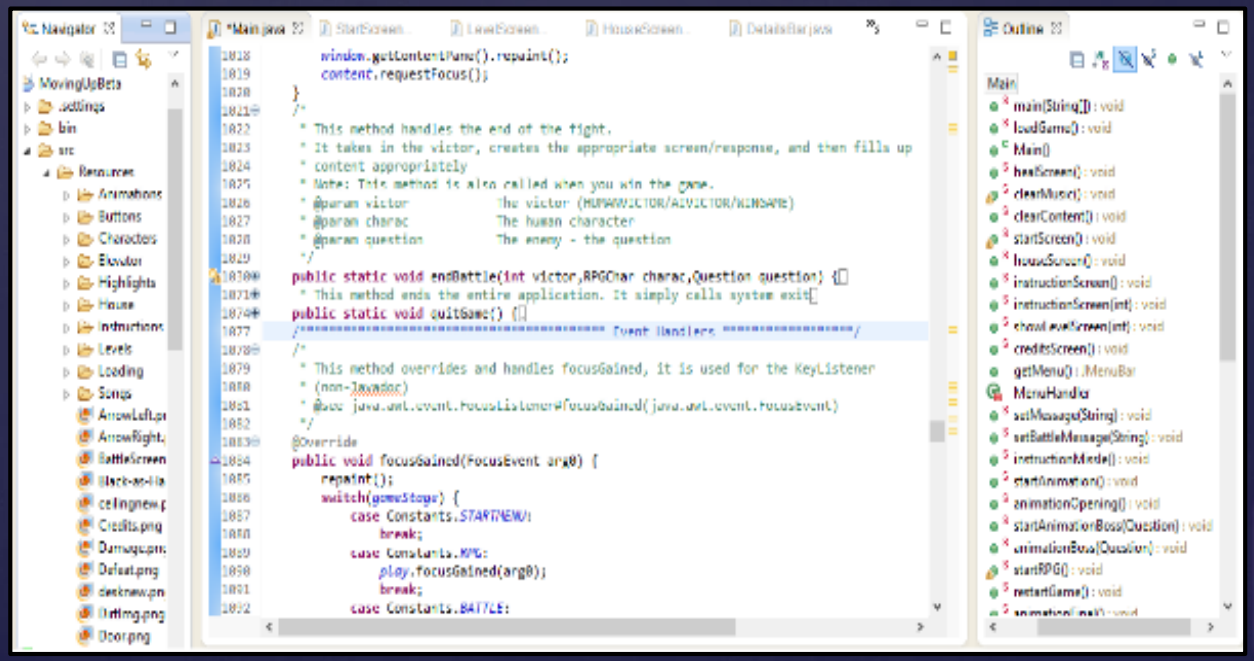
- 100s of Participants
- Brought to Middle School Classes

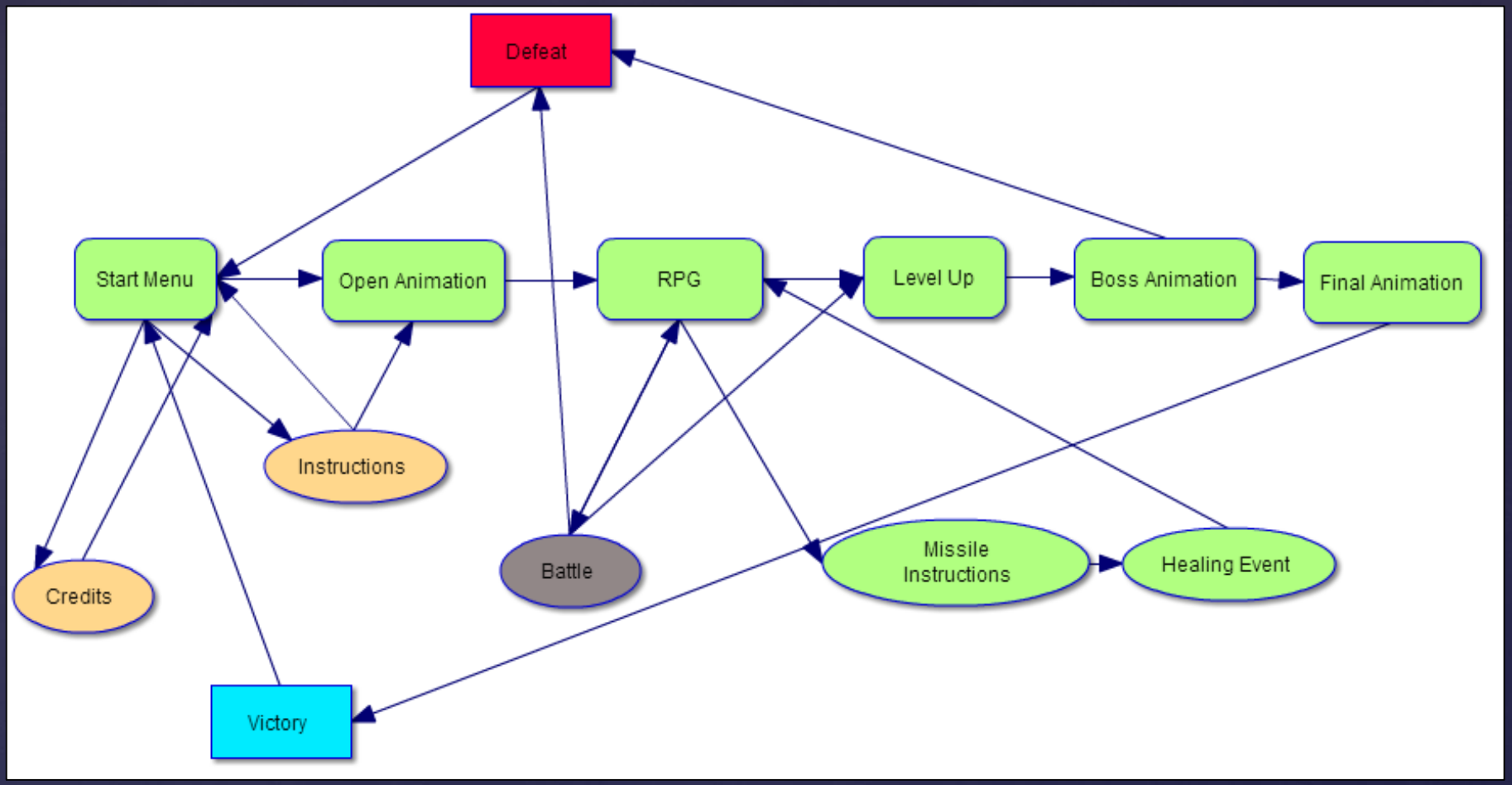
Updates

(Ongoing Process)

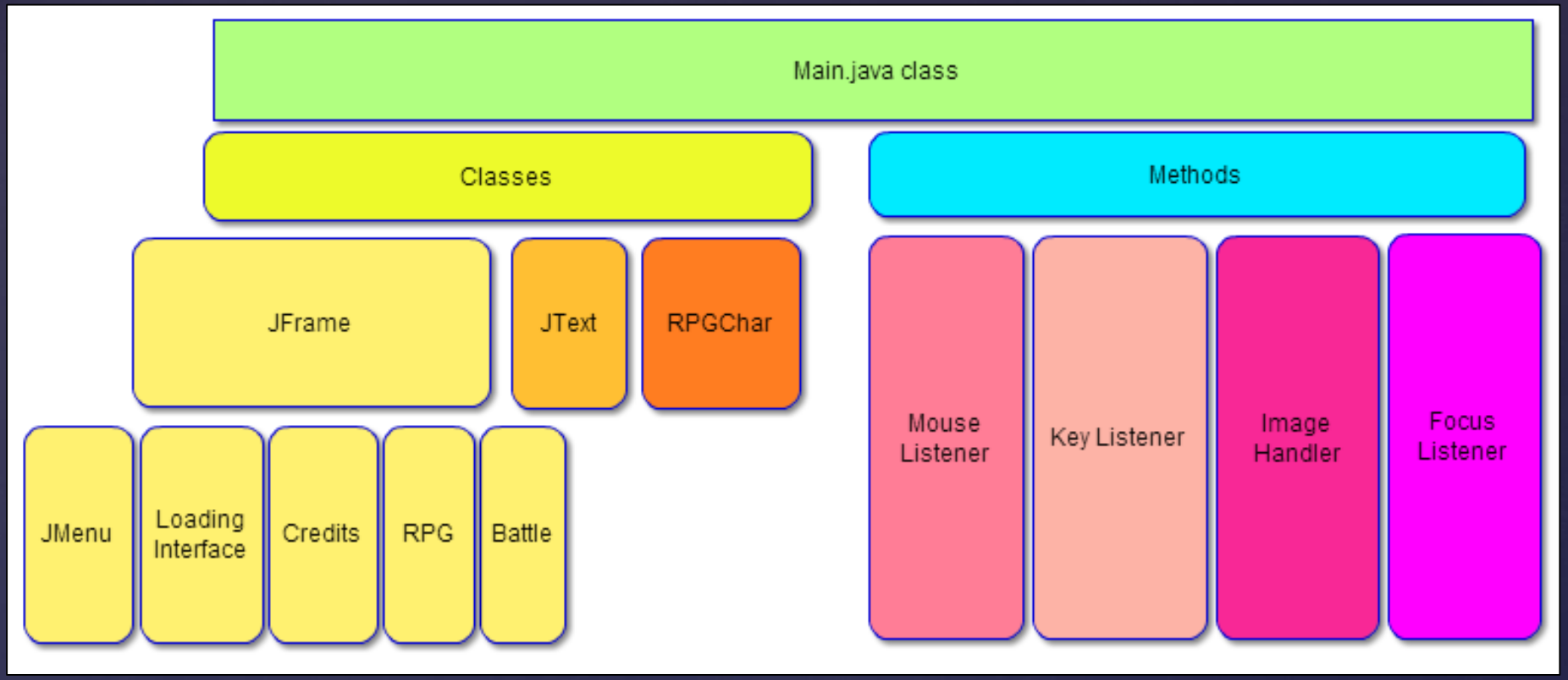
Program Documentation

- System Requirements
  - 256MB RAM, 130MB Hard Drive space, Java
- Architecture/Design
  - Environment: Java Runtime
  - Relations: Compatibility
  - Construction Principles
- Technical
- End User
- Marketing

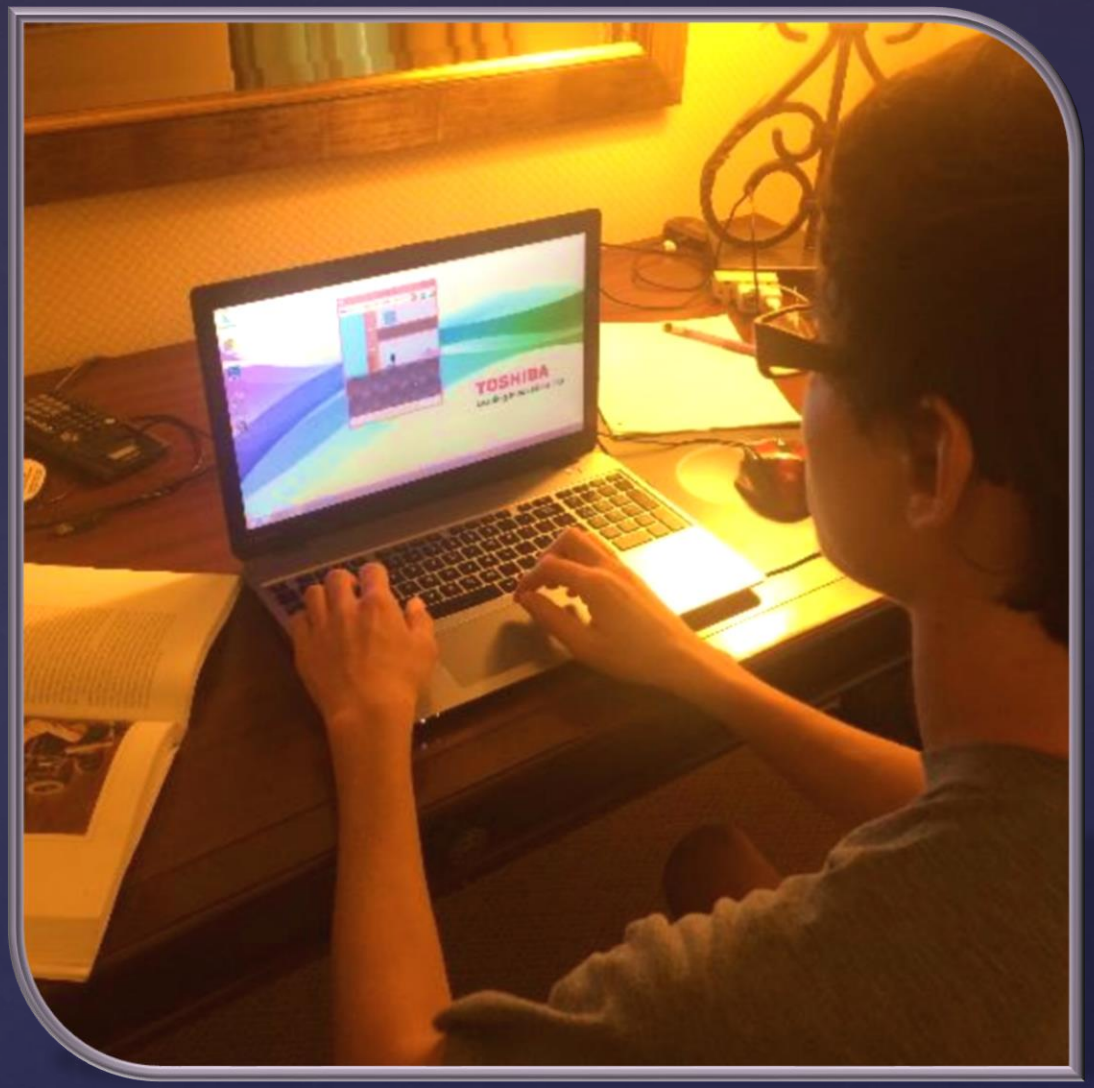




Program Flow



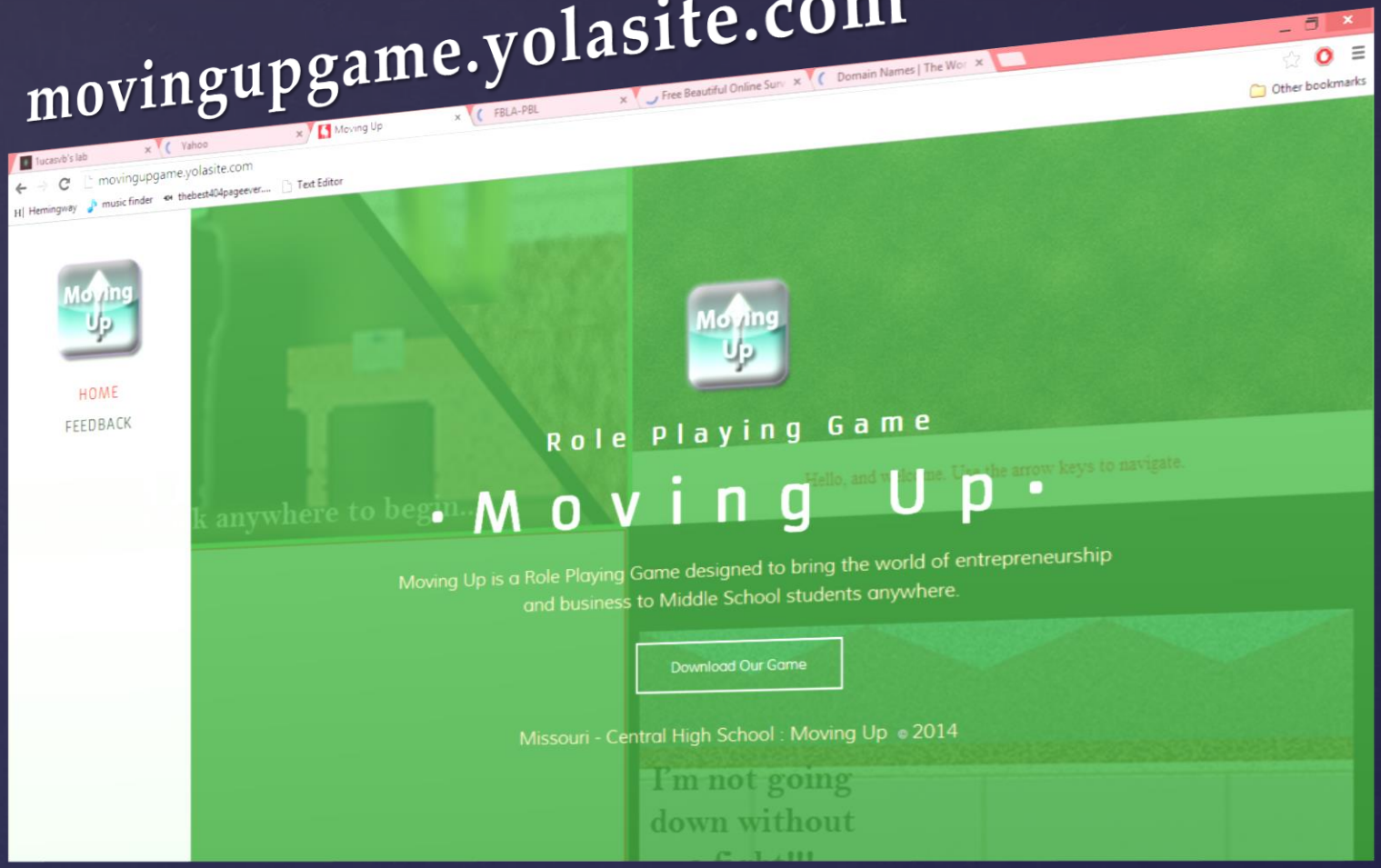
Program Structures



Usefulness of the Program

Moving Up

movingupgame.yolasite.com



On the Web

Moving Up:
One Intern's Journey to the Top

By John Peurifoy, Peter Sharpe, and Paul Vienhage
Central High School, Springfield, Missouri