### **Tanner Franz**

**Peter Vahlberg**

**“Project: Zambies” Proposal**

CPSC 312-01 Android App Development

3. We were motivated to make a game that is reminiscent of popular games that charge a fee to play. We wanted to bring the same experience to those who did not want to spend their hard-earned money on a simple video game. The target stakeholders for this project are consumers hoping to save money while keeping themselves entertained on their phone. We also predict possible conflict with Pop-Cap Games, the owners of Plants vs.Zombies, a similarly styled game, as the release of our game will most likely impact their sales negatively. Our project development team has agreed to manage all resources internally thus does not require any external data/content.

5. Proposed demo

Our app’s core functionality is to spawn enemy zombies that are moving unilaterally toward the users home-base. Users will have multiple defense towers with varying abilities available to strategically place while zombie hoard’s spawn at random. The user will be rewarded with currency as the levels are cleared and must strategically buy and place towers in order to effectively protect their bases keep zombies from crossing one side of the screen to the other. Game should conclude and display scores once players hit points fall below zero. Our game will have a 2d stagnant landscape view. Enemies will spawn off the right of the screen and move to the left.

### **Propose the Project**

Formally write up your proposed project. Your write-up should be a narrative (complete, grammatically correct sentences) that is single spaced, about ½ to 1 page long, and submitted to Blackboard by the deadline specified in the course schedule.

Content to be included in the proposal:

1. Names of team members
2. Project name (you pick!)
3. Project description
   1. Motivation
   2. [Stakeholders](https://www.projectmanager.com/blog/what-is-a-stakeholder) (users/groups that are impacted by the outcome of the project)
   3. The sources of any necessary data/content
   4. Impact
4. Implementation
   1. OOP design
   2. Data structures
   3. Library dependencies
   4. New Android topic(s) learned
5. Proposed demo
   1. What is your app’s core functionality?
   2. What will a user be able to do with your app?
   3. What will your app look like? Sketches and mock-ups are great here!