PROJECT IDEA- MOBILE GAME APP 'SEWER SAFARI'

WHAT DOES IT DO?

The state of this new mobile game app is still in the planning stages and will involve the player of the game being able to control a plumber whose job is to enter the sewers underground by going through people's toilets. The plumber is flushed down the toilet and will have to round by round eliminate different types of bacteria, slime monsters and other creatures that the plumber will encounter later in further levels.

 At this point in time the actual game has not been put into action yet and is still in the process of being thought out and put together with the members in our group. At this point in the app creation process, the idea for the game is to have the plumber clear 3 waves of monsters during a sewer run and each wave should incrementally rise in terms of duration from 10 seconds to 20 seconds and finally the last wave taking 30 seconds in length. The game in total is planned to consist of 20 levels and the scenery, background and enemies that the plumber comes across will change every five levels, while still remembering the fact that there consists 3 waves of enemies in each level so in total throughout the whole game there should be 60 waves that the player must pass and go through to complete the game. There will also be a ranking system in place in which the player, when they have completed a level, will receive a grade for their performance judged by the efficiency of enemies defeated, the amount of damage the plumber takes and as well as the amount of enemies defeated during the level. These are the factors that will determine a grade for the player ranging from an A+, A, B, C and F. The health bar of the plumber will be displayed on the top left corner of the players screen and will deplete each time the plumber takes damage from an enemy.

 It will take a total of three hits from opposing enemies to the plumber for the plumber to faint and the player to lose the level and have to start all over again from the level they were at, e.g. Plumber succumbs to slime monster at level 12 during the third wave and will have to begin all over again from level 12 and must start from wave 1 again in order to complete the level. In the next three years, the status of this game should be released and should be available for all to play and download it, however there will be regular updates on the app so that it can continue to grow and fulfil the needs and desires of the users who are regular patrons of the game.

 The technological resources used to make this game will most likely be some type of game developing software that specializes with mobile application game development such as Unity, GDevelop and Indie Game Maker. Other developments that will have to be made for the successful release and accomplishment of this app is for the developers of this app(our group) to gain experience in utilizing these types of software as well as engaging in numerous surveys and questionnaires towards the mobile gaming community about what they require in terms of features and playability for a game. Sewer Safari is a game that will require dedication and passion from its developers when in the process of creating it as well as an ability to understand from a user standpoint about, How can this game be playable and enjoyable for long periods of time and what can be done to continue to make Sewer Safari grow as a game to reach more and more users.

WHAT IS THE LIKELY IMPACT?

The potential impact of the development of Sewer Safari is that this game, with it's very lighthearted and wacky nature, can appeal to users playing it and have them realize the desirableness of the game. We are hoping that users can continue to come to this game as a source of entertainment during the user's spare time or when they are bored to enjoy themselves and value Sewer Safari as a game that can alleviate that sense of boredom that they are in. The things that are likely to change in the future for Sewer Safari will be dependent on the users experience with the game, such as any errors, glitches or bugs that players come across, will result in the updating or 'patching' of the game which will hopefully result in a greater interactive and better experience when playing the game for the user.

 The people most affected by the development and release of this game will be the developers themselves as we are eager to see the varying thoughts and opinions(good or bad) on our game, although it will be our very first time creating a mobile application game, we are not just satisfied and satiated with just the successful creation and distribution of our game, but also as well the ability for Sewer Safari to become popular among the mobile gaming community and environment. The creation of our game as well of the distributing of it will hopefully allow for the opportunity for our efforts as developers to be recognized and result in greater opportunities in creating more applications of that nature or even being employed to a large scale company or organization so that our ability as developers will continue to be increased and correspondingly our notoriety within the industry as well.

HOW WILL THIS AFFECT YOU?

In my daily life, Sewer Safari's successful release can help assist me in my employment opportunities as I may able to be recognized by a large company or organization that may offer me a sustainable job that helps in furthering my experience in the mobile game industry as well as letting me be able to show my ability in storyboarding and creativeness in being able to create new projects. The occurrences that may be present due to the release of Sewer Safari is the possibility of Sewer Safari becoming a globally popular game which would result in the game becoming a huge success and completely help all the group members involved in the process of making the game to be offered employment opportunities at companies as well as fame for being the developers of such a widely popular and critically acclaimed mobile game.

 The game being released may result in family members or friends downloading and enjoying the game. The support garnered from those close to you is very important in helping to grow a career in mobile game development and will also result in myself being able to push myself to create multiple new projects and ideas to create even more mobile app games so that I can continue to create fun and entertaining pastimes for those who are close to me. My friends and family may be recognized as well in their own lives by others as someone who is close to or related to the developers of such a successful game.