**CPS353 Software Engineering Proposal**



**Group Details**

| Group Number | 4 |
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| Date | 2/1/2022 |

**Proposal Details**

|  | Item | Description |
| --- | --- | --- |
| *1.* | ***Project*** | Educational Learning for K-12 |
| 1.1 | Proposed Project Title | “Safari Snapshot” |
| 1.2 | Summary | Educational Safari game similar to “Pokémon Snap” to learn scientific details about animals and fun facts about them. |
| *2.* | ***Target Audience*** | *Young children learning about animals in Science class or similar environments.* |
| 2.1 | Field | Educational |
| 2.2 | Age Group | K+  Ages 5+, maybe younger if they can use a computer. |
| 2.3 | Rating | G Rating |
| *3.* | ***Features*** | *1st or 3rd person game about taking pictures of animals and learning about them as you do.* |
| 3.1 | Useful Features | What makes it useful and appealing to your target audience?  Provides a game-like program to learn the scientific facts about animals such as scientific classifications and other fun facts.  If a similar software exists, what makes yours better?  Will provide a fun way to learn about animals’ while being able to interact with a 3D world and environment. |
| *4.* | ***Software / Languages*** |  |
| 4.1 | Software | Unreal Engine, Visual C++, Blender, (IDE of choice) |
| 4.2 | Language | C++ |
| 4.3 | Purpose of languages / software (mentioned above) | * C++ for Unreal Engine * Blender used for 3D modeling (if needed) * Unreal Engine used for software assembly |