

May 10, 2015

# Project Proposal

Prepared for PowerUp• Project: Game Development  
PowerUp Team

DESCRIPTION OF WORK	QTY/HRS	UNIT PRICE	SUB TOTAL
<p>Phase One: Game Mechanics</p> <ul style="list-style-type: none"><li>• Research on Database Pros and Cons</li><li>• Development of Database/Game Mechanics based on Project Managers Discussion</li><li>• Implementation of Database</li><li>• Testing and Debugging</li><li>• Documentation Writing</li></ul>	2 weeks	N/A	N/A
<p>Phase Two: Initial Game Screen</p> <ul style="list-style-type: none"><li>• Obtain Mock-ups from Project Manager</li><li>• Make active links of each button</li><li>• Animate buttons (extra)</li><li>• Testing and Debugging</li><li>• Documentation Writing</li></ul>	2 weeks		
<p>Phase Three: Introductory Screen and Clickable Map</p> <ul style="list-style-type: none"><li>• Obtain Mock-ups from Project Manager</li><li>• Make clickable map</li><li>• Create Database table to insert text from database to screen</li><li>• Create clickable introductory screen</li><li>• Testing and Debugging</li><li>• Documentation Writing</li><li>• Mid Evaluations</li></ul>	2 weeks		
<p>Phase Four: Conversation Screen</p> <ul style="list-style-type: none"><li>• Upload and Test Sample Content into the Database</li><li>• Implement Decision Making Mechanism with code</li><li>• Obtain Mock-ups from Project Manager</li><li>• Implement Decision Making Mechanism using characters</li><li>• Testing and Debugging</li><li>• Documentation Writing</li></ul>	2 weeks		

<p>Phase Five: Avatar Initial Creation Screen</p> <ul style="list-style-type: none"> <li>● Obtain Mock-ups from Project Manager</li> <li>● Develop Database to store images</li> <li>● Create Sample Slideshow of clothing items</li> <li>● Implement one avatar creator (1 week)</li> <li>● Implement full avatar creation screen (2 weeks)</li> <li>● Testing and Debugging</li> <li>● Documentation Writing</li> </ul> <p>Phase Six: Documentation Writing, Testing and Close Out</p> <ul style="list-style-type: none"> <li>● Testing and Debugging</li> <li>● Documentation Writing</li> <li>● Final Evaluations</li> </ul> <p>Deadline: August 2015 Hours: max 40 hours per week</p> <p>Next Goal GSoC 2016 - Mini Games</p>	3 weeks		
	1 week		
	12 to 14 Weeks		