**COMP 2910 PROJECT PROPOSAL TEMPLATE**

**TEAM NUMBER: 37**

**TEAM NAME: Rascots**

**TEAM MEMBERS:**

1. **Daniel Hodek**
2. **Nate Lemke**
3. **Adam Doquiatan**
4. **Justin Kwok**
5. What does your application do (maximum of 4 lines):

It’s a puzzle game in which players lay down pipes to transfer water from one side of an area to the other. On the way, players will need to avoid water-wasting obstacles such as sprinklers, leaks, washrooms, and faucets, all of which drain a limited supply of water. The goal is to connect the pipe to its destination without letting your water source run dry.

1. What specific problem does your application help your users solve?

Our game is designed to raise player’s awareness of our water system – particularly, the amount of water we waste every day and the many ways water is commonly wasted. Theme and narrative will push the environmental message, as will statistics and facts presented to players between levels. At the end of each level, the amount of water wasted will be quantified and displayed for the player.

1. Who is the target market? Who will pay to use your app and/or service, i.e., students, seniors, moms, restaurant owners...:

The target market of our game is residential occupants such as homeowners and kids, as well anyone uninformed about the current water system and who prefers to learn through gameplay rather than more traditional means. No one will be paying for the game; it will be used exclusively to inform and raise awareness.

1. How is your web app different from any similar, existing apps (if any)?

* Educates and informs on top of being an addictive game
* Provides steady supply of facts and tips on water conservation
* Widely relatable setting (suburbs)
* Real water usage/waste statistics
* Environmentally relevant narrative
* Racoon mascot (Rascot)

1. Provide a clear, bulleted list of your application’s minimal requirements for success, i.e., your minimum viable product (MVP):

* One level
* One obstacle type
* Grid-based level layout
* Pipes (straight and elbow)
* Pipe selection box
* Finger-tap functionality
* Minimalist art style
* Water Level (Timer)
* Main Menu Screen
* Victory Screen
* Lose Screen

1. Provide a breakdown of each member’s responsibilities. For meetings, will one person take minutes, or will you rotate? Who will manage version control merge conflicts? Who will write code? Who will write unit tests? Who will test the app?

**Web App Development**

Daniel: Art Assets, Game Design, Phaser Programming

Adam: Phaser Programming, Presentations, Game Design, Writer

Nate: Database (Leaderboards), Phaser Programming, PHP

Justin: Dropbox, Phaser Programming, Testing, Version Control, Presentations

**Meetings**

Nate: Time Management

Daniel: Debrief

Adam: Facilitator

Justin: Recorder

1. Your group should have some idea of the technologies you will use. Create a list here, i.e., HTML, JavaScript, MySQL, Firebase, JavaScript libraries like Processing.js, Angular, Node.js, the Firebox browser for debugging, the WebStorm IDE, etc.:

* Phaser Framework
* JavaScript
* HTML
* PHP
* MySQL
* Chrome
* Photoshop
* Visual Studio Code
* Brackets
* Github
* XAMPP
* Discord (Communication)