Introduction

Hello and welcome to our presentation for Assignment three, we are The IT Guys Team #22 and for our project we poured through our original project ideas and decided that we were going to develop a mobile app for parents and children that fosters better work ethic in children.

Break Down

We have decided we would develop or at least build a framework for a mobile application that fosters a stronger work ethic in children and young adults while also connecting kids to their parents and the expectations between both parties.

The app will be based around classic fantasy exploration and dungeon crawling but in order to play and succeed the player must do chores set up by their parents, should the child do these chores the parent pays their child with in-game currency that allows them to purchase items, attributes and other things needed to help them in their adventure.

Once the child has the money assigned to them based on their work, they are able to play and do a few runs of randomly generated missions broken down into a few separate phases. A shopping phase, where the player chooses their class, buys the items they think they will need on their adventure and attributes to help assist them in combat and skill checks when necessary.

After the shopping phase Is the adventure, each adventure has three mini quests of varying length and with varied paths and options that will change the story for the player, however the random nature of the game means that the player will have to pick and choose carefully the items in the shopping phase not only teaching better work ethic for better rewards but also a chance to teach children to buy what they think they will need and not always what they want.

A fourth and final stage which will be a boss phase will begin where the players actions in each of the previous missions can have different outcomes; possible bonus actions granted by allies gathered, special dialogue options unlocked or even puzzles that change how the battle will work. These events can also be detrimental to the player should they fail skill checks or ignore certain missions.

Lastly each time the player beats the boss we bring them to the Trophy phase, where the player receives a trophy based on the boss they beat. These trophies are a way to show the child that they have done a good job but also grant bonuses for every other run they do, making things easier, granting them a new experience even if they end up doing the same missions and fight the same boss.

How it will work

There are two major parts to the application, using both players and managers. The parent should be able to create an account as a manager and be given several options for their player/s who will also have an account that can be linked to one another. The manager can set difficulties, adjust prices and perhaps even chose missions they want their kids to play, tailoring a story of their design.

The Players side has been explained in our break down section but on the more technical side players could see the chores set out, how much they were paid and get an understanding of what their work means to them and their parent.

Underneath the flashy bells and lights of the app there would be random number generation, between the player making attacks, using their skills and even down to what dungeons and missions they play (should the Manager choose to let missions be random) creating constantly unique experiences with each mission whether they pass, fail or critically succeed or critically fail.

The goal is to create a system that creates and nurtures good work ethic, better relationships with children and their parents and teach kids to talk about working based on their skills too.

Tools and Technology

Skills of team #22

The skills of our team are varied which has allowed us to assign each other to tasks appropriate to them. Nicholas and Andrew are the more creative individuals and so they have been put to work on the concept art, storyline concepts and potential to be a part of the coding aspect.

Tyson, Connor and Alex are all very articulate people who when they have done their reports, they have been able to produce them in a quick and clean manner so when deadlines are set they meet these deadlines and allow for the whole teams ideas to be written in a way that we all enjoy.

That is not to say that anyone has a weakness in either of the two sections mentioned they are just the best people for the roles in order to develop the final product efficiently.

Summary

To recap what we have presented here is a short list of key concepts.

* Create and develop an app made to foster better work ethic.
* Teach children how to manage their time and even finances.
* Create unique and custom experiences for both sides of the users (Manager and Player)
* We have utilized our skills to the fullest in order to produce quality work.

Thank you for your time, this was a presentation by The IT guys team #22.