

Final Project Description

Group Name: Dimension Cubed

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Proposal:

We are planning on developing an app for the Android mobile device. We want to make this app a game instead of an informative tool. The Android operating system is based off of Linux, so it would be easy to run the game on an ECC machine, or any machine with Linux for that matter.

We want to use the Unity engine to develop the game, and we want to program it in C#. Unity is a useful tool for game and app development because you are able to port directly to Android and many other platforms. We also plan on deploying this app to the Google Play store when we finish development.

This app is worthy because we are taking advantage of a powerful market that is growing in popularity exponentially. The mobile market is what a lot of developers have started aiming towards, and we thought this app would be a great addition to the advancing industry. It will be interesting and fun because we plan on making it an interactive game that appeals to varying audiences. We have a few ideas for what the game will be like and how we want to present it.