

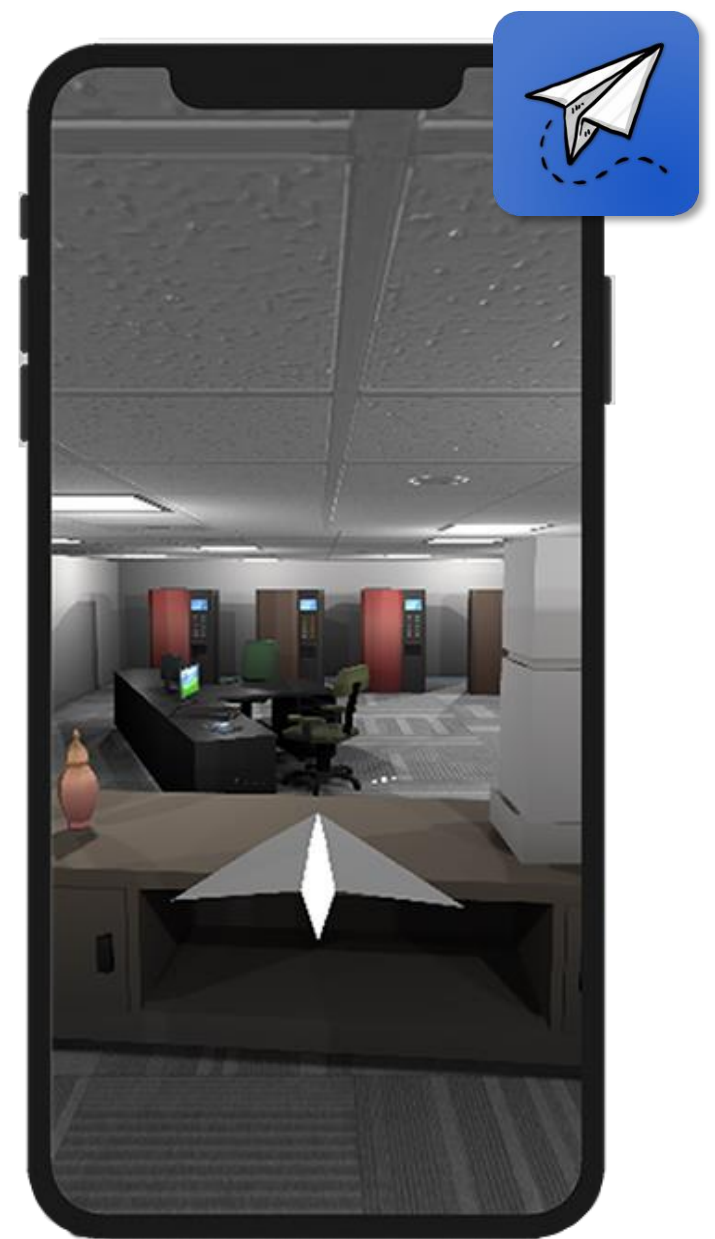
Paper in the Wind

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Introduction

- Main market is phones on iOS and Android
- An endless runner game—you're a paper flying through infinite levels and avoiding obstacles
- Limited control set, forcing last-second decisions
- Earn points for every meter travelled
- Upgrade your paper with new designs



Limited Control Set

- Player only has 9 possible positions to be in as they move forward
- They can only swipe left, right, up, or down to avoid obstacles



Customer Value

Targeting mobile gamers, who typically want a few things [1]:

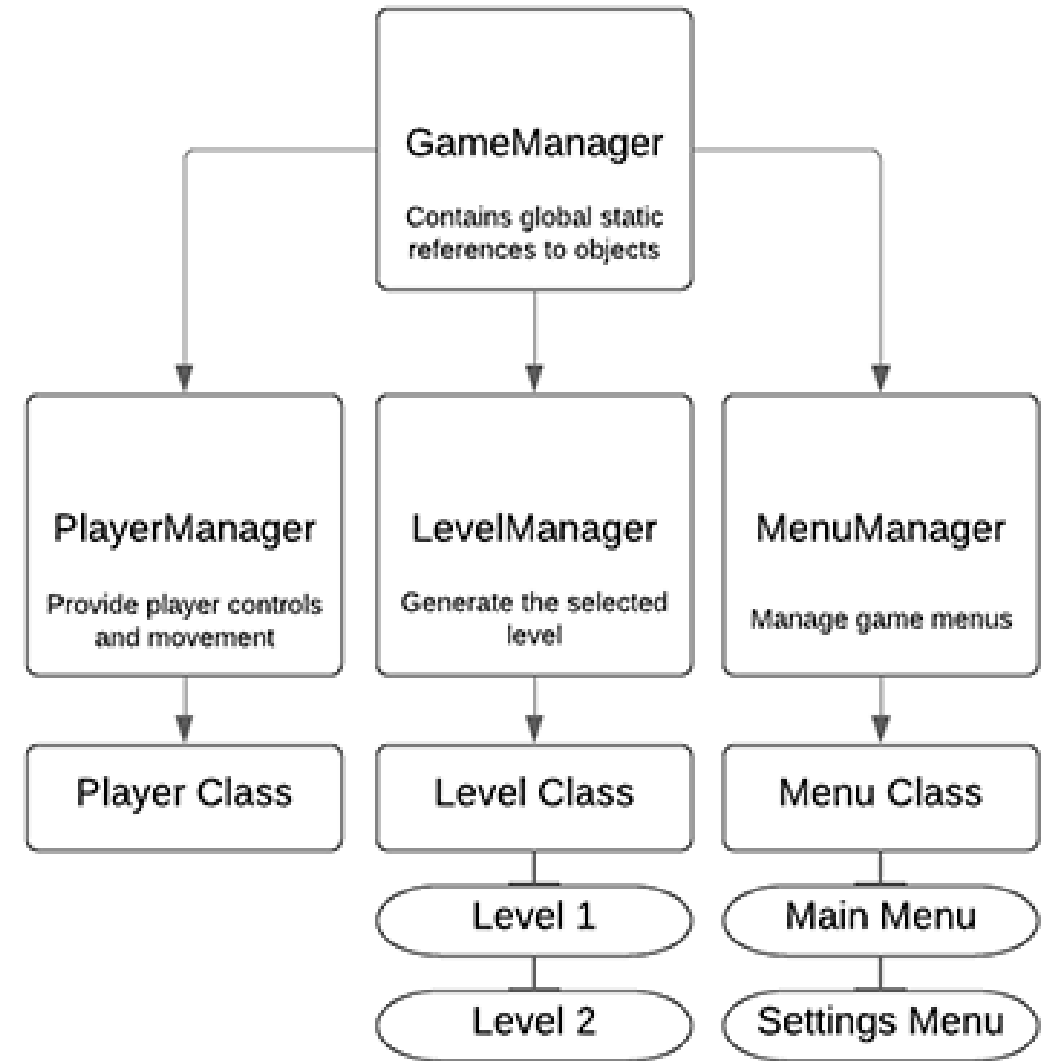
- A free and stimulating way to pass time.
- A sense of accomplishment.
- The ability to replay a game without getting sick of it.
- The ability to start a game that does not take too long.

Our proposed game will meet these criterion:

- Free, stimulated through on-the-fly decisions
- Beating previous scores, upgrading paper, etc.
- New levels, new upgrades
- No expectation for players to play for a certain duration

Technology

- Unity Game Engine
 - Full-fledged 3D engine
 - Testing library: unit and integration tests
- Minimal viable product
 - Player moves infinitely forward, avoiding obstacles
- Enhancements
 - More levels/upgrades
 - Multiplayer duels?
 - Monetization?



Project Management

Date	Activity
Thursday, Feb. 18	Begin first level, finish basic graphics, finish movement system
Friday, Feb. 26	Expand first level, begin point system, add obstacles and animations
Thursday, Mar. 4	Submit iteration 1 status report
Friday, Mar. 12	Begin second level, begin menu system, begin upgrade system
Thursday, Mar. 18	Submit iteration 2 status report
Friday, Mar. 26	Finish all core functionality
Thursday, Apr. 1	Submit iteration 3 status report
Friday, Apr. 9	Test product, fix bugs, tweak to our liking
Thursday, Apr. 15	Submit project report and present final product

References

- [1] G. Saldana, “Why mobile games are so popular,” Gamesradar, 07-Jan-2014. [Online]. Available: <https://www.gamesradar.com/why-mobile-games-are-so-popular>.