**JAVA FINAL PROJECT PROPOSAL TEMPLATE**

**Project Title:**

(Provide a name for your game project.)

**Team Members:**

(Include the names of all team members and their roles.)

* **Individual** (Yes/No)
* **Group Size:** (2, 3, or 4 with approval)

**1. Project Overview**

**1.1 Brief Statement of Game Concept**

(Provide a concise description of the game concept in 2-3 sentences.)

**1.2 Explanation of Game Idea**

(Explain your game in more detail. What is the objective? What makes it unique or fun? What genre does it fall under?)

**1.3 Outline of Gameplay**

* **Game mechanics:** (How does the game function? List key mechanics.)
* **User interaction:** (Describe how players will interact with the game.)
* **Winning/Losing Conditions:** (Explain how a player wins or loses.)

**2. Technical Details**

**2.1 Platform**

(What platform is the game being designed for? E.g., PC, mobile, console, web.)

**2.2 Development Tools**

(Which development tools and software will you use? E.g., Eclipse, BlueJ, NetBeans, IntelliJ, JDK version, etc.)

**2.3 Programming Features & Libraries**

(List any Java libraries, frameworks, or external tools you plan to use, such as JavaFX, Swing, libGDX, etc.)

**3. Group Coordination & Project Management**

**3.1 Team Roles & Responsibilities**

(If working in a group, specify who is responsible for what.)

* **Project Manager (if applicable):**
* **Lead Programmer:**
* **Game Designer:**
* **UI/UX Developer:**
* **Others (if needed):**

**3.2 Project Timeline & Milestones**

(Provide a breakdown of deadlines for each major phase of development.)

* **Week 1:** Project Proposal Submission
* **Week 2-3:** Initial Development & Prototyping
* **Week 4-5:** Core Gameplay Implementation
* **Week 6:** User Interface & Additional Features
* **Week 7:** Bug Fixing & Testing
* **Week 8:** Final Presentation & Submission

**4. Additional Considerations**

**4.1 Challenges & Risks**

(What potential obstacles might arise, and how do you plan to overcome them?)

**4.2 Expected Outcome**

(What do you hope to achieve by the end of the project? Describe the final product.)

**4.3 Extra Features (Optional)**

(List any additional features you’d like to include if time allows, such as multiplayer support, sound effects, animations, etc.)

**5. Approval (For Groups of 4 Only)**

(If you have four members in your group, you must get approval before proceeding.)

* **Instructor’s Approval:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_
* **Date of Approval:** \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

**Submission Instructions:**

* Submit your proposal as a **PDF or DOCX** file.
* Deadline: **April 28, 2025**
* Email or upload the document as per instructor instructions.

**Instructor Notes:**

* This proposal will serve as a blueprint for your final project.
* Be as detailed as possible to ensure a clear vision of your game.
* Make sure your team members are aligned with their assigned tasks and deadlines.