Ocean Inc. Complete Project Report Summary
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Design

- The game's goal is to serve as an environmental simulator that raises awareness of ocean pollution and climate change from industrial buildings by focusing on the following areas. Track real-time Industrial impact based on all in-game actions taken by the players. Process the in-game data to generate the environment and the impact reports to help players understand the consequences of their actions. Environmental accuracy must properly show the user a realistic representation of ocean pollution. Real-time environmental alerts for pollution like increasing sea levels and high levels of pollution.

- The proposed new system, Ocean Inc., is not supposed to replace any current system that is currently on the market. Instead it should be a new and similar product being a fun game but with new functionality of learning and new gameplay overall.

Project Issues

- **Open Issues -** Large consumption of real time data and gameplay mechanics all represent issues in game development.

- **Risks -** Some of the risks associated with making this game will be competition, no backing from oceanic organizations, and low performance then expected.

- **Costs -** This project costs will be high when creating the actual game especially when first starting to develop the game requires investors to fund the game.

- **Waiting Room -** If the game is a success future developments to the game can include collabs, pvp systems, and club systems.

- **Ideas for solution -** Some solutions can include being able to make the game available for mobile devices. If there is a large amount of daily users there can be more game content for everyone/games won't be discontinued.

- **Project Retrospective -** Lots of things went well in the project like communication, deadline management, and agreeing on core ideas for the game. However, some flaws in the project include figuring out other parts of the project like legal, costs, and risks. There was a bit of confusion/disagreement in this area.
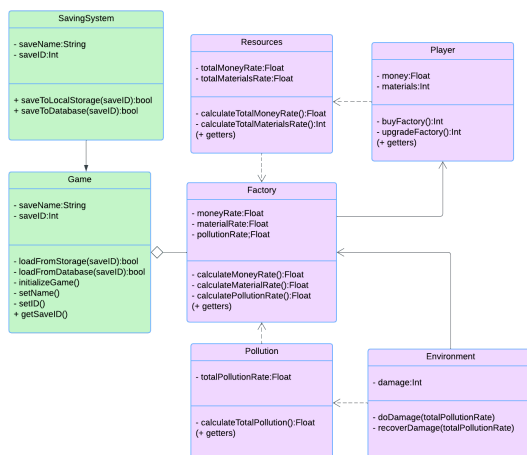
Glossary

Throughout the development process, we encountered many important terms. These terms include Factories, Playable Area, Build Menu, Pollution Meter, Resources, Upgrades, Pollution Rate, Pollution, Local Storage, Launcher, Cloud Storage. These terms are used frequently when dealing with industrial business related to the ocean.

Design diagrams

Below are some diagrams that will be useful when developing Ocean Inc.

Class Diagram   Sequence Diagram