**Applied Technology Group Project Proposal Template (2021-2022)**

*Please complete ALL sections with as much detail as possible*

# Section A – Group Members

*Please complete this section using FULL names and correct Student ID numbers.*

|  |  |  |  |
| --- | --- | --- | --- |
|  | **GROUP MEMBERS** |  |  |
| **Student Name** | Alisson Alves de Moura | **Student ID** | 2019142 |
| **Student Name** | Leandro Guimaraes Silva | **Student ID** | 2019384 |
| **Student Name** | Marcos Vinicius Mariano Rodrigues | **Student ID** | 2019146 |
| **Student Name** | Valter Lopes de Brito | **Student ID** | 2019308 |
| **Student Name** |  | **Student ID** |  |

# Section B – Concept/Solution (1-2 paragraphs)

*Please complete this section with as much clarity as possible. You should identify the* ***area of interest****, followed by your* ***proposal focus*** *and* ***why this is a relevant****/useful project* ***and to whom****, and how you intend to* ***design and develop*** *an artefact.*

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| **PROJECT FOCUS SUMMARY** | | |
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|  | Reference: Super Mario, Kirby, sonic, crash bandicoot.    Theme idea: Covid-19; An adventurer needs to wander through several scenarios around the world to find pieces of a document that contains a piece of the cure. All continents contain one and after collecting all, he ends the game.    The player can chose between two classes: shooter or melee.  The player advances the scenario going through different challenges as enemies, falls, trick mechanisms, traps, etc.    Enemies can infect the player who will lose hit points until find a place to rest or end the actual scenario.  Enemies can hit the player by melee or range attacks.  Traps are activated by movement of the player thought the scenario When hit points reach to zero = Game Over. |  |

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| --- | --- | --- |
|  | Save features available  Enemies have hidden hp.  Player can use items to enhance attack power or hit points.  Panel shows information as hit points, active items, cure pieces, etc. Pause/Start menu    Mechanics: 2 dimensions, platform type, mini-bosses for the ending of each area. Final boss at the end to assemble the final cure.    Improvements: Stage animation (background and static sprites), exploration for hidden objects, score panel, rare items, cheat codes, etc. |  |

# Section C – Technologies

*Please complete this section by suggesting technologies you believe are required to complete the project successfully.*

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| --- | --- |
| **What are the main technologies you believe will be required to build the proposed artefact?** | Unit IDE, Possibly Java or python. |
| **Which technologies are you confident with?** | Java, Python. |

# Section D – Initial Questions

*Please complete this section by specifying what initial questions you have for your CCT facilitators (if any).*

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| --- | --- |
| **What are your initial questions / concerns regarding the completion of your proposed project?** | How to:  Animate all items and colliders for all different forms of sprites?  Perform camera/scenario movement?  Find Sprites without copyright?  Can we use Unity? |

**Feedback :**  The premise of the game is shaky, this needs more work to have a semblance of rationality (eg.could be global companies keeping part of the cure for power or profit) Lot of work involved here and serious attention to detail, as a starting point you would need to storyboard the levels you are planning.

You can use unity, be careful of the amount of help you receive from the unity engine, the development must be your own.

Same feedback for second idea.

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