Veronica Dean, Michael Winay, Derek Ruggirello, and Hassan Almusawai

CSC 4110

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Group Project 3

**Greetings From Forestview ~ Group 5**

To whom it may concern,

It is my pleasure to introduce myself and my partners. We are very enthusiastic and eager to work on a new arcade-style video game, “Whack-a-Mole.” This game simulates an area where an animation style character appears and the goal of the user is to press the character before it disappears. We want to make sure you are satisfied with our proposal and have a full understanding of what to expect in this detailed process. Creating a video-game is exciting, and our expert group is absolutely successful in giving you something unique for many to enjoy.

The following proposal will set a project road map from beginning to end. You will have a complete understanding of the technique as well as the timeline for completion. If you have any questions or concerns, please contact one of us personally.

Sincerely,

Veronica Dean

Michael Winay

Derek Ruggirello

Hassan Almusawai

**What to expect**

Our team will provide a video-game which will be free of bugs and provide full functionality. Updates could be required, however we will provide a strong foundation. At Forestview, we believe in a hands-on approach that provides our clients with as much engagement as requested. While our entire team is developing this video game you’re welcome to contact any one of us on our team. This game will have the capabilities of being able to play on multiple platforms. Such as Apple, Android, Sony, Xbox, and PC.

**Research and framework**

A large portion of Forestview’s work is done because of research as well as our expertise in HTML5, CSS, and Python3. Our checklist of everything a user would be looking for includes an “addiction aspect,” with the top score displayed at the top. The animation will work smoothly and the game's function will be flawless.

**Testing and launch**

We will provide you with a live presentation which will demonstrate the game-play. This demonstration will include attempts at crashing the game. If your company is satisfied with our product we will be happy to launch the game on a platform per your request.

**Timeline**

Forestview estimates that it will take up to nine weeks to complete your application. Here’s what to expect:

| **Process** | **Delivery** |
| --- | --- |
| Planning, research/outreach | 1 week |
| Design, consultation | 1 week |
| Development | Up to 2 weeks |
| Testing, launch | 1 week |

**Future recommendations**

Every game requires maintenance, just like any business. Here at Forestview we are more than willing to continue work on the game as well as give advice. Some common items that need updating include downloadable content, and making necessary changes to format according to different platforms.

**Agreement**

By signing below, you agree to accept this proposal for game development and any modifications already agreed upon with Forestview.

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