Team Tyr Proposal

(Formerly known as P03: Team 2)

**Project title:** Where In The Universe Is Classroom 205?

**Team Members:**

* Evelyn Livant
* Jason Vessella
* Maurice Murphy
* Nora Wallace
* Matt Beaudreault

**General description of the project:**

Create software for an Android game that is a problem-solving game. The audience / user group are average people who play games on their cell phones. The purpose is twofold: first purpose of the game is fun gameplay. The second purpose is educational because the game involves puzzle solving.

A classroom of students and a teacher have sheared off from our known universe due to hardware failure and are in a collapsing alternate universe.

The world shares history with our real world until 2017 when an accident in a math lab isolates a group of students and a teacher from our own. An extension of our world is the result of the accident. The extension is created by an explosion triggered while the teacher is explaining to the students why you can’t divide by 0. The whiteboard was switched overnight with a new interactive surface. Unknown to the class, there was a mistake made and the interactive educational surface is actually an experimental surface developed by the government for research into alternate spaces created by complex math. The attempt to divide by 0 accidentally triggered a known bug - there was no failsafe in place yet to prevent the mistake. However, the reality created is unstable due to division by 0. It is initially expanding, but will soon begin to collapse upon itself. Time is running out as they unlock the doors by solving the puzzles until they get back home.

The goal of the game is for the players to solve puzzles to get back home before the universe bubble collapses and kills them.

We will be coding in C#.

We chose UNITY as our IDE for this course.

Our timeline for development is set by the URI Fall 2017 Semester course requirements.

No budget is necessary because we will be using a free platform and our own tech.