BALANCED GUYS

PROJECT SYNOPSIS
OF MINOR PROJECT

BACHELOR OF TECHNOLOGY
Information Technology

SUBMITTED BY
Group 13
HARMANPREET KAUR (2004920)
HARSUKHVIR SINGH GREWAL (2004926)

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GURU NANAK DEV ENGINEERING COLLEGE
LUDHIANA-141006, INDIA

Contents:

1. INTRODUCTION

Introducing our exciting new game, Balanced Guys, where players can take on the challenge of navigating through a series of obstacle courses. Inspired by popular games like Stumble Guys and Fall Guys. In the game, players control colorful jelly bean-like characters and compete in various obstacle courses and mini-games inspired by game shows like Takeshi's Castle and Wipeout. The ultimate goal is to be the last player standing and win the crown.

The game is easy to play but difficult to master. Players must use their reflexes and quick thinking to navigate through the obstacles and reach the end of the course. The game's controls are simple, with players using swipes and taps to move their characters.
Stumble Guys is a multiplayer game, which means that players can compete against other players from around the world. Players can customize their characters, choose from a variety of game modes, and compete against other players from around the world.

1.1 RATIONALE

1. Popularity: Fall Guys was a hugely successful game with millions of players, so it's natural for game developers to want to capitalize on its popularity by creating a similar game.

2. Market demand: There may be a demand for games with similar mechanics to Fall Guys, and creating a clone could be a way to satisfy that demand and capture a share of the market.

3. Innovation: While creating a clone may not be the most innovative approach, developers could use the game as a starting point to add their own unique twists and innovations, potentially creating a new and exciting game.

2. OBJECTIVES

1. To model a player in a realistic and visually appealing way that can be animated with smooth and lifelike movements.
2. To create the challenges for players to navigate through a series of obstacle courses.

3. FEASIBILITY STUDY

A feasibility study for Balanced Guys may consider the following factors:

3.1 Technical Feasibility: The game requires a stable and reliable multiplayer platform that can handle a large number of concurrent players. It also needs to be optimized for different platforms and devices, ensuring compatibility across multiple operating systems and hardware configurations.

3.2 Financial Feasibility: Developing and marketing a game requires significant financial investment. A feasibility study should consider the potential return on investment, taking into account factors such as target market, pricing strategy, and competition in the gaming industry.

3.3 Operational Feasibility: Developing and maintaining a game requires a dedicated team of developers, designers, and support staff. A feasibility study should assess the availability and qualifications of personnel needed to create and manage the game, as well as the infrastructure required to support ongoing development and maintenance.

Overall, a feasibility study would need to carefully consider these factors and others to determine whether the development and launch of the game is both technically feasible and financially viable.

4. METHODOLOGY/ PLANNING OF WORK

4.1 Concept Development: The first step in developing a game is to define the game's concept and core gameplay mechanics. This involves brainstorming ideas and determining what features and mechanics will make the game unique and engaging.

4.2 Prototype Creation: Once the game concept is defined, the development team will create a prototype to test the core gameplay mechanics and identify any design flaws or technical issues that need to be addressed.

4.3 Art and Design: The game's art style, characters, and levels are then created. This includes creating concept art, 3D models, animations, and sound effects.

4.4 Programming and Development: The game's code is written and implemented. This includes creating the game engine, user interface, and network functionality.

4.5 Testing and Quality Assurance: The game is thoroughly tested to ensure that it works as intended and is free of bugs and other issues.

4.6 Launch and Marketing: Once the game is complete, it is launched and marketed to the public. This involves creating promotional materials, building a community of players, and optimizing the game for different platforms.

4.7 Post-Launch Support and Updates: After the game is launched, ongoing support and updates are provided to fix bugs and glitches, add new features, and keep players engaged.

5. FACILITIES REQUIRED FOR PROPOSED WORK

Developing a game requires various facilities, including:

5.1 Hardware: The development team will need computers, servers, and other hardware to create and test the game. This includes high-end graphics cards, processors, and other specialized equipment.

5.2 Software: Game development requires a range of software tools, including game engines, programming languages, 3D modeling software, and audio editing tools.

5.3 Internet Connectivity: Since Fall Guys is a multiplayer game, the development team will need a reliable internet connection to test the game's network functionality.

5.4 Testing Equipment: The game will need to be tested on different devices and platforms, so the development team will require a range of testing equipment, including consoles, smartphones, and tablets.

Overall, developing a game requires a range of facilities and resources to ensure that the game is developed to a high standard and meets the needs of players.

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