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CST426: WK02HW00
Dr.C
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WK02HW00

Questions and Answers

- What is the problem being solved?

  The problem I would like to solve is fire preparedness in California. Every year there is multiple factors that cause bigger and bigger wildfires, so if some of the old and new measures were to be in place, we could have significantly less fires.

- What does the player get to do?
    - The player will get the chance to see the past 20 years of California's wildfires using an interface that will scroll through the different years.
    - After they scroll, maybe provide quizzes, lectures, links on what you can do to prevent/be aware of these major wildfires.
- What are the constraints?
    - How far back or how far forward do they want to see predictions of wildfires.
- A better way to say 'inputs and outputs' would be what are the controls (i.e. keyboard and mouse, touch screen, controller, etc.) and what do the controls do?

  This application could go either keyboard and mouse or touchscreen. Depending on the popularity of this idea, I would like to see it as an app in the app store simply because we have our phones everywhere we go and in emergency situation our phones are they best way to get help.

- Any performance limits?

  The only performance hit/limit is how the app loads where wildfires were throughout the years.

- What assets will you need?

  The only major asset is a map of California, a 3d model would be cool. If it can be in 3d, the player could manipulate it to get a better understanding of the scale of this fires.

- What is your future ideas list?
  - No list