PROJECT PROPOSAL
BLAZING RACER

TEAM 3D
4601 MID RIVERS MALL DR
COTTLEVILLE, MO 63376

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1. INTRODUCTION(SERHII FREIAK)

Our team project is called Blazing Racer. It is a single-level racing game made in Unity. The game is designed to be simple, fast, and easy to play.

A main feature of our project is a global ranking system. After the player finishes a race, their time will be saved in a database. The game will then show a leaderboard where players can compare their results with others.

We also want the game to be lightweight, meaning it will not require many packages or a large file size. Another important goal is fairness, so every player has the same chance and the leaderboard results are accurate.

This project will focus on clean design, smooth gameplay, and modern game features like online ranking.

2. CLIENT OPERATIONS (KENT)

From what I've researched this can be defined in two ways:

Client's Computer Specs
A goal is to have the game be simple and lite on data so generally it will be available on most windows PC

Client services
If this game were to be played by someone else other than us, then a bug report section would be needed. Or a way to contact the developers(us) about something. A Credit section would also be needed, as that is the place where we would put the credit of use to show who did what and if needed the packages we got from the unity store.

3. EXECUTIVE SUMMARY (TANAS)

The to-do list we have is to finish the four phases of this project. Phase 1 will discuss the name of the game or project to start the first phase. The 2nd phase and 3rd phase will design the front-end and backend of the project with the documents that the team uses. The last phase, or the 4th phase, will be to get everything ready for the final power point for full points.

4. COST SUMMARY (JEFFREY SAYLOR)
Unity Pro; $210.00/month ($420.00 total for development phase, including 30-day free trial)
Developer Costs; ~$23,750/developer for 2-3 months of work (~$95,000 total for 4 devs. during development)
Publishing to Steam; $100
Advertising; $500-2500
Cloud Database; up to $10/month for hosting (~$30 total for development phase)

5. TERMS AND CONDITIONS (TYLER)

Blazing Racers is provided as-is.
We, Team 3D, retain full ownership and rights to Blazing Racers. We permit St. Charles Community College to archive a copy of the project and potentially use it as an example for future classes.

By using Blazing Racers, you agree that you will give us an A in all graded fields, even if the game doesn't meet the requirements for such a grade. This is not legally binding.

Team 3D, all rights reserved (except the ones that aren't).

6. CONTACT (EVERYONE)

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