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GitHub Repository URL: <https://github.com/LYC114514>

GitHub Pages URL: <https://github.com/LYC114514/assignment-1>

## **Intro to IT**

I am Yicheng Lu, you can also call me Dave. I've been studying in Australia for 6 years since my family migrated from China, and I am currently studying the information technology at RMIT. This is my first year in UNI, I choose to study here because of its IT is the top tier among the world and RMIT is a very formal university in this area. I passionate about study this subject, all IT subjects are interest to me because I am a FNG to this area it opens a fantastic window of the world of IT as Learning itself is interesting. IT is a language help people to understand and build the communication channel with the digital world. IT is also a technology which is always creative and keeps innovation as the time pass. It also provides a huge range of my career development. I would like to study cloud computing, cyber security, and data analysis. I have a range of hobbies includes cycling, E- sport and terrarium care.

I am interest in IT starts when I was in primary school. I have joined a LEGO programming class, in the class under the guidance of the teacher, I've built a robot and written a program to make the robot able to play a football. It is a starting point of my interest in IT, and my mother is an IT engineer, her job makes me feel fascinated about this area. I would like to know how the information could be organised and to support develop the business models. It is a brand-new area for me. I absolutely know it is not easy and needs continued to work hard and learning new knowledges which is in a rapid innovation however I will try everything I can to go ahead.

The main reason I choose RMIT is because RMIT is one of the top tier university in IT area. In the study period at RMIT I except to know how to build a program, analyse database, learn the necessary skills and knowledges and also improve my skills during the team work on the organisation and self-management on the tasks.

My ideal job in future main focus on big data analyse. It is to examine large amount of data and figure out the hidden message from the data to support create data model. Those data models can help people solve problems and define strategies. This job needs ability to use multiple tools to create and define database, have ideas to identify the relationships between the different databases. This job also requests a clear logistical skill to develop data model and output the analysed result from the database, such as in the pandemic of COVID, government could use the result of big data analysis to monitor the risk and develop policy against the virus. This job has a big opportunity who would be required in multiple areas. Such as in life science big data analyse can help to analyse clinical research and make the research to be more

intelligent and automatic. In business areas big data analyse could support to define business models, which match with customer needs and a rapid marketing change. In banking industry, it can gather a large amount of data and analyse them to make financial decision and also manage finance risks. In health care industry big data of patient and equipment to better serve the patient and to maximize the resource utilization.

According to 'Myer Briggs test', I am an adventure, it means I can manage myself to achieve the target of the hard task, normally I will have a clear objective and will continued to go ahead until to complete the target. My learning style after the testing shows that I am a visual learner, most of the knowledge/skills are obtained by eyes more than ears. It reminded me I need to read more books and pay more attention in class. As the advantage of a visual learner, I would have a good memory of what I saw. However, the disadvantage is that easily get distracted which I need to overcome.

Since this is my first year in university, some skills are still not enough to develop a big data analysis project, then as a start point, I would like to start a project of developing a game, it will be a shooting game based on the far eastern warfare of WWII, this game will have different kinds of vehicles which belong to different powers. The game will try to reconstruct the classic battle in that period of history and the main events. The game is based on Unity engine it will support either single player or multiple players.

Main reason I choose to use the far east warfare as the background to develop a game because the high quality based on this background of far eastern warfare is very less in the market and I would like to add more actually history contents and events in the game, the players are not only play game, but they can also learn the actual history backgrounds and events behind the game.

This game will be including two modes to support single player mode and multiple players mode, the single player battle's timeline from 1931-1945 which includes the main history events in far east during that era. The story starts with the war breakout at 1931 which IJA invades Manchuria, the night assault of blade camp during 1934, the start of the total war at 1937 at Beijing, The ferocious battle in Shanghai later that year, the battle of Changsha from 1939 to 1942, also this game will show the battle that Chinese expeditionary force fought in the jungle of Burma, not only these, this game would also contain the some vehicle battle in the single player mode they will contain the battle above the Yangzi river, the flying tigers and the battle of Kunlun pass. Other than those classic battles during WWII will also be contained in this game as an history introduction.

The most unique design of this game than others is the game itself has some home front episodes which the player can choice the role by themselves. Player will be a worker from both sides of WWII who can choose to build different equipment from a small motor to a giant convey during this era to experience the feeling of being a worker during the WWII, and player will also select the role as a farmer to experience how the food is provided to the front line.

This game also has a multi-player mode which includes the tunnel warfare in this map the IJA side can use heavy weapon includes light tank and battalion gun the Chinese force side can use tunnel across the map to ambush the IJA side and use grenade and dynamite pack to destroy these heavy weapons. In this map the IJA side player cannot enter the tunnel. The target of this map is the IJA side need to clear all Chinese force in the village and the target of Chinese force is to hold the village for enough long time or annihilate all IJA players this is based on the real tunnel warfare.

The largest map in this game would display the bloody battle of Okinawa. In this map players can choose to fly plane, drive tanks and armoured vehicle on the battlefield. To gain victory in this map IJA side player need to hold the bunker as long as possible or eliminate all of the Allied side players. Another side the Allied need to take the bunker in limit time and minimise the casualty.

At last, this game will hide files contain the first-hand information about the actual history and key events including the famous history people, related knowledge of the weapons, some first-hand video. Once the game is end, player can read and view these files.

The tool and technologies be required to make this game includes Unity engine, a laptop, an IT design language which will be used to develop the program of the game. And I also need to prepare the information from history books and the recorded map which was used during the WWII. I also need to buy copyright of the searched music which I will use them in the background. To achieve the project target, I also need to create a project plan which will help me to monitor each task, complete status, key resources and identify the key issues.

The skills be required includes the ability of programming design. The second skill be required is on the ability of the organization, at last to summary and analysis all information to write a good story, choose good music.

The original problem would be solved as no one have touched this history era describe of the far east battlefield during the WWII if this project successful. The outcome of this project would fulfil the gap of this topic in the WWII game market. It could be also put on sell on the steam platform and can introduce to players who would like to play game with a WWII background.

The main impact of this project is that as a new student in IT industry, this means a lot of skills and knowledges for me are still unknown or at a low level, it means some goals of project may be difficult to achieve as expected. The second impact in this project needs time to search the firsthand information and also manage the costs to either buy the copyrights or hardware.