



Client Contract

Project Lead: Philip-Nicolas Varga

Project Member: Elen Misura

Project Client: Valentina Krasteva

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Overview

Your company, Bionic Entertainment, has been hired, by VK, CEO of VK Enterprises, to create an educational game for a specific audience in between the ages of 15 to 17. The game must appeal to that audience and be at their level of engaging and English.

Bionic Entertainment is to create an adventure game (2-D or 3-D), which will take the player on a journey through 3 distinctly different levels of difficulty. Each level of difficulty will represent a different yet related area of learning, Medicine/Biology/Chemistry.

Both parties have the ability to update BIOSHOOK and this contract if technical advancements are made, or if requirements change.

Client Information

Bionic Entertainment's client, considering Bioshook, is Valentina Krasteva (VK), CEO of VK Enterprises.

Names

The Bionic Entertainment team that is contributing and working on this educational game project will consist of 2 people, a team leader and a team member. The name of Bionic Entertainment's team leader working on this project is Philip-Nicolas Varga and the name of Bionic Entertainment's team member working on this project is Elen Misura.

Premise of Game

The goal of Bionic Entertainment through Bioshook is to educate individuals about Biology, Medicine, and Chemistry. To further concepts, reinforce development, the game provides opportunities for individuals to understand historical events, and assists them in learning a skill such as responsibility and time management. The main focus of Bionic Entertainment's vision is to further the education and knowledge of youths, aged 15 to 17, by integrating subjects learned and reviewed at school everyday into video games.

Rules/Description of Game

Bioshook will consist of three levels, each of which will focus on a different organ and a different disease. The maximum amount of players will consist of one, per game, however, you can ask friends around you to help if you are struggling. The way to win the game would be, after a limited amount of time, as the levels get harder, less and less time will be given, if you have defeated the disease without any major damage to the rest of the body, the user will win and move onto the next level. During the game, the user is allowed upgrade using antibiotics at given times.

Using prior knowledge and survey results, Bionic Entertainment has been able to integrate concepts from Biology, such as the immune system, antibodies, and different diseases, to create Bioshook. Concepts from Chemistry that we have adapted into Bioshook consist of reactions between elements. And, Medical concepts that Bionic Entertainment has included in Bioshook is medicine and antibiotics.

Further Rules

- No friendly fire
- Keep your host alive
- Single player game

Potential Update and Options

Each different version of Bioshook that is handed in every Friday is an updated version of every previous Bioshook.

Due Dates

The Team Contract : May 5, 2017

The Client Contract : May 5, 2017

The Storyboard : May 10, 2017

Each Friday Weekly Submissions : May 12, May 19, May 26, June 2 (2017)

Each Monday Weekly Submissions : May 8, May 15, May 23 (Tue), May 29 (2017)

The Portfolio : June 8, 2017

The Final Project Due: Tuesday, June 6, 2017

The Presentation : June 9 - June 13 (2017)

Signatures

Name: _____

Position: _____

Signature: _____

Date: _____

Name: _____

Position: _____

Signature: _____

Date: _____

Name: _____

Position: _____

Signature: _____

Date: _____