Proposal

Project name: "Advance game project focusing on environmental simulations features"

Member:

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Objective:

- To create and introduce an educational and interactive simulation game that provides knowledge of how to survive in deep forest.

- To develop analytical and problem-solving skills for game players to be able to encounter the problems in given extreme situation.

- To create a tutorial book for "How to create a game"

Goal:

1. Create fantastic and unique game-play experience

2. Innovative adventure-genre game with attractive characters and game environment.

3. Cover all types of forest

4. More than just walk-shoot-jump

5. Provide knowledge, technique, and solution on how to survive in the deep forest

6. Educate about different kinds of food source, herb, disease and wild animals in the forest

7. Have many case scenarios that will help players to improve their problem-solving skill

8. Research and information about how to create a game

Target:

- For travelers who are interested in wild-life excursion activities (to support tourism in Thailand)

- Age 12+ years old

Entry Title:

The future is uncertain. No one knows what will happen in the future. For instance, you can fall into many unexpected situations while travelling around the world. In general, most people don't really know how to react to certain situations. So the information and survival techniques are important to help them overcome the problems in many situations as there are many ways to analyze and deal them.

Entry Description:

"Survival in Deep Forest" is a thrilling adventurous game that puts a player into series of unusual situations where he or she must find the way to survive in the forest and eventually able to escape from there. A player will be given a chance to learn and practice through several events. Each event will occur when a player reaches a check point.

To beat the events, there are many different styles to plays. A player can carry several items which store in his inventory. He or she can learn to create new items by mixing with different ingredients. As experience increases, a player can develop each physical attribute (HP (Hit Point), Stamina, Thirst, and Hunger) into higher level. They are displayed in tube bar. With given tips and hints, a player's skills will be improved/upgraded when he or she completes each task.

For example, player can learn about directions by using a compass and watch, using North Star during night time and Sun during day time, and etc. With a compass, it tells a player a direction he wants to go, whether it's north, south, east, or west. For North Star, a player has to learn to read the star signs in the night sky. Big Dipper or Cassiopeia would be a great start to search for the North Star.

For graphics, the dimension of this game is 2.5 dimensions. Although it is in two dimensions graphic, we create the look and feel of the game as if it is three dimensions. We want to create a 2D game experience that is similar to the Lost in Blue3, which is in 3D.

Lost in Blue3:http://www.youtube.com/watch?v=6VgmvzohFvs&feature=youtu.be

Technology used / Platform:

1. Windows 8

We have three reasons to choose Windows 8. First, Windows 8 is the newest version. We have less competitors and more active users. Next, we think that HTML5 will become popular in the future. Therefore it is important to master it. Lastly, some of us have a token to publish an application in store. Our project will be downloaded and played by many people.

*** We have don't have a touch-screen device for Windows 8 ***

2.Android

There are three reasons that we chose android platform. Firstly, it has many features and capability to interact with player such as multi-touch, accelerometer, camera, and hand gesture. Second reason is tester. We have an android device for testing. Lastly, there are many Android users around the world. So it is easy to prove problems and our game have more exposure to the market.

3. iOS

At present, the mobile phone applications market is popular and extensively available for download or distribute software. Apple's App Store is an online application market for users to buy/download the iOS applications. We have three reasons to choose iOS. First reason is the popularity for iOS. Many people choose iOS because of its interesting features and friendly user-interface. Secondly, it is easy to be an iOS developer. Apple has an iOS Developer Center that provides the information, software and guideline on how to develop applications on iOS platform. To join the center, we have to pay an entry fee for becoming a developer and verify the testing device. Last reason is able to distribute in App Store. The developer has authority to distribute the application in App Store. So, we have Macbook and iPhone for programming and testing.

4.Kinect

Kinect is interesting technology. For motion capture, player will feel as if they are actually doing it while enjoying the experience. We think it conform for our project.

*** We don't have Kinect. ***