SP4 Proposal

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# Game Idea 1

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| --- | --- | --- |
| Name: | | Gas Mask Stall |
| Genre: | | 2.5D Casual Simulation |
| Platform: | | PC (C++) |
| Selling Point: | | Resource Allocation game (Mind game) |
| Game Description: | | It’s that time of the year again! The haze is back once more in Singapore, and you won’t want to let this chance go to waste. Set up a gas mask stall and start racking up profits! Live the dream and become the next billionaire tycoon in Singapore! |
| Game Play: | | The player starts with $1000 on the first day of the week. At the start of the day, an average forecast (PSI reading) which may not be accurate is shown to the player. The player has to buy however many gas masks he plans to sell on the day and set the selling price. After confirming, time starts to run and the simulation of the entire day begins. The player is not able to do any changes during the simulation. When the day ends, the total profit is shown to the player and all gas masks that aren’t sold are tossed away. The next day starts and the process repeats. The game ends on the last day of the week where the PSI exceeds 400. |
| Features: (Work Load) |  | Game States 🡪 Main Menu, settings  Textures  Win Lose condition  UI  Sound  Change to Orthogonal view  Money System (Buy/Sell/No. of mask)  Buyer Class  Haze Class  Forecast Class  Load/Save Class |
| Inspiration: | | Reference Image ^ |

Two AI competitives – collaborative AI.

Genetic AIs, they will be able to predict better as the game goes on.

2.5D game.

Possible 3D version?

June to July 2013.

***Algorithms:***

**Core:**

Haze randomization.

Forecast randomization.

Buyer personalities.

WayPoints.

Weather rendering algorithm

Save and Load.

Bubble generation algo.

**Good to Have:**

Collaborative AIs

Genetic AIs

Sold out, lose customers algorithm.

Multiple weather

A star Path Finding.

***Gameplay:***

**Core:**

One player simulation.

Money system.

Algorithms.

Time System.

Bubble Feedback System.

**Good to Have:**

Algorithms

Stock collection.

Buy during simulation

Walk to people convince them to buy.

Lua init and variables.

Encryption

Feature Breakdown:

|  |  |  |  |
| --- | --- | --- | --- |
| PLAYERS | FEATURE | DESCRIPTION | WORKLOAD |
| Samuel | Game States 🡪 Main Menu, settings |  | 5 |
| Volunteer | Textures |  | 3 |
| Amos | Win Lose condition |  | 1 |
| Ying Tzi | UI (Basic only) |  | 7 |
| Amos | Sound |  | 2 |
| Samuel | 2.5D Camera |  | 5 |
| Ying Tzi | Money System (Buy/Sell/No. of mask) |  | 4 |
| Roland | Buyer Class (Rendering algo, personality algo, waypoints) |  | 9 |
| Roland | Weather (haze) Class (single weather) |  | 7 |
| Wei Qi | Forecast Class |  | 7 |
| Wei Qi | Load/Save Class |  | 5 |
| Amos | Entity Class |  | 3 |

**Good to Have:**

|  |  |  |  |
| --- | --- | --- | --- |
| PLAYERS | FEATURE | DESCRIPTION | WORKLOAD |
| Roland | Lua |  | 6 |
| Samuel | Bubble generation algo. |  | 6 |
|  | Competitors AI – Collaborative – Message board |  | 5 |
| Roland | Competitors AI – Genetic AI |  | 10 |
|  | Losing customers rate algorithm. |  | 5 |
| Ying Tzi | Multiple Weathers. |  | 5 |
|  | A star Path Finding. |  | 10 |
| Wei Qi | Negotiate Class |  | 7 |
|  | Stock Collection |  | 7 |
| Roland | Encryption |  | 5 |
| Amos | Buying during game. |  | 5 |