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**Department of Electronic & Telecommunication Engineering (EN)**

**Department of Biomedical Engineering (BM)**

**University of Moratuwa**

Sample Proposal Template

EN3350 - Software Design Competition

Last Modified: Jan 20, 2024

# Instructions

* Use only the space in page #1 to answer Section #1.
* Use only the space in page #2 and page #3 to answer Section #2 and Section #3.
* You may delete the “Instructions” section and the instructions within square brackets under each subsection to save space.

# Team Introduction

[Introduce your development team. Include team members' names, index numbers and their backgrounds, and any relevant experience or skills that contribute to the project. Highlight the collaborative nature of your team and how it positions you for success in this competition]

|  |  |  |
| --- | --- | --- |
| **Name** | **Index Number** | **Background** |
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# Game Concept Overview

## **Concept Summary [Game Title]**

Our game is a 2.5D point-and-click strategic gameplay that enables the player to manage the production processes on a farm and makes decisions to increase profit and score using the available resources. The resources the player will be managing are different livestock [farm animals]. There can be chicken, pig, and cow as livestock [not finalized]. As the profit increases the player will have the ability to build two types of small factories to produce byproducts from the base products. The player will be using transport vehicle to his products to market and receive money. The player purchases grass to feed the livestock. The player has to take strategic decisions on which livestock to raise using his initial money, which factories to be built, which transport vehicle to be used as he continues the gameplay while making profit. There will be a time limit for the player to achieve certain objectives like achieving a profit target, producing a certain number of eggs or meat [base products] or producing certain number of egg powder packets or egg powder cake. At random times, the farm will come under attack from certain predators. The player must capture the predator [by continuously clicking] before it kills the livestock. The player then can sell the captured predator or just keep it as it is captured. But the things he can sell in one go will depend on his inventory space. There will be time delay after each purchase of grass for the next purchase. Also, there will be a time delay to produce byproducts from factories and to receive profit from the transported goods. A player must utilize his resources in an optimized way to achieve his objectives within the time limit. According to his finishing time, he will get gold, silver, or bronze trophies.

The energy saving actions of the player which are retrieved through the API every 10 seconds will affect how often the farm comes under predator attack, how many predators will attack in one go and the time delays mentioned above for profit generation, grass purchase and byproduct production. When building factories, for each type of factory the player gets to choose from solar-powered and fuel-powered factories. When choosing the solar-powered factories, the player gets the advantage of extra time for completing his objectives but at the cost of more money for building. Similarly, when upgrading his transport vehicle, he gets to choose electric vehicle or fuel powered vehicle. When choosing the electric vehicle, he can get the goods delivered faster in turn make profit faster, but the upgrade will cost more. In order to achieve trophies, the player must strategically take his decisions on upgrades.

[Provide a brief description of your game concept. Highlight the main features, objectives, and unique selling points that set your game apart.]

## **Educational Objectives**

[Outline the educational aspects of your game. How will it contribute to educating players on energy conservation and demand management?]

# Development Plan

## **Phase 0 - Player Authentication/Registration**

[Explain how you intend to handle player authentication/registration. Since this phase is already implemented, focus on any additional considerations related to it.]

## **Phase 1 - Player Profile**

[Describe how you will design and implement the player profile. Specify the personal information to be displayed, how missing information will be handled, and the integration with the mock API.]

## **Phase 2 - Questionnaire**

[Outline your approach for implementing the questionnaire phase. Include details on the web application's structure, how players will be directed to it, and the mechanics of calculating a boost based on questionnaire performance.]

## **Phase 3 - Game Environment**

[Detail how you plan to visualize players' energy-saving actions in the game environment. Mention specific actions, interactions with the back-end API, and the dynamic changes in the virtual world.]

## **Phase 4 - Leaderboard**

[Explain your strategy for developing the player leaderboard. Clarify the criteria for player ranking, how scores will be calculated, and how the leaderboard will contribute to the overall gaming experience.]

# Expected Challenges and Solutions

## **Challenges**

[List potential challenges you anticipate during development. These could be related to technology, collaboration, time constraints, or any other aspects that might pose difficulties.]

## **Solutions**

[Provide proposed solutions or strategies to overcome the identified challenges. Demonstrate your team's proactive approach to problem-solving and adaptability.]