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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** |
| --- | --- | --- |
|  |  |  |
|  |  |  |

# 

# Game Concept Overview

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

[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.]