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| **과제번호** |  | |  | | |  |
| **Imagination Development Project Application** | | | | | | |
| **Type** | **□ H/W project** | **✓ S/W project** | | **□ H/W+S/W project** | **□ Other project** | |
| **Subsidy** | **103.000 WON ($97.96)** | | | **related** | ✓related □not related | |
| **Project Name** | Jumanji | | | | | |
| **Contest Name** |  | | | | | |
| **Supervisor** | **Affiliation** | **Name** | | **Contact No.** | **Note** | |
| Computer Engineering | Young Sil Lee | | Youngsil.lee0113@gmail.com |  | |
| **Leader** | **Major** | **Student No.** | | **Name** | **Contact No.** | |
| Computer Engineering | 20152783 | | Timur Tursunboyev | 01021185934 | |
| **Participant** | Computer Engineering | 20152777 | | Akbarali Otakhanov | 01021185934 | |
|  |  | |  |  | |
|  |  | |  |  | |
| **Participants**  **Oath** | I do solemnly swear that I will faithfully execute the projects if the idea of Imagination development project is selected.  2018. 3. 30. | | | | | |
| Timur (인) | Tursunboyev (인) | | (인) | (인) | |
| I will submit an application as above to participate in Imagination Development Project.   |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | | 2018 | . | 03 | . | 30 | . |  |  |  |  | | --- | --- | --- | | Professor : | YoungSil Lee | (인) |  |  |  |  | | --- | --- | --- | | Applicant : | Timur Tursunboyev | (인) |   **동서대학교 CK 스마트산업적응형 소프트웨어융합 창의인재양성사업단장 귀하** | | | | | | |

I. Imagination Development Project Proposal

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| --- | --- |
| **Project Name** | Jumanji |

1. Introduction (background, necessity)

As we are computer engineering students, one of our most willingly aims is to execute and create a software gaming product. So for this Project, we have decided to make a software project which is related to the Game. Actually, it requires some specific knowledge on programming, coding and design and some animation. This would be also one of the best chances to show our skills on programming that we have learnt so far. Our game will be the kind of logical games and it includes some enemies and a hero who should finish the levels step by step by battling against those enemies and dealing with challenges on the ways.

2. Goal & Objective

-Making the game very interesting and attractive;

-Keeping the quality of the game (reaching to the best performance);

-Attracting the players (adults and middle-aged people);

-Keeping the stability of the difficulty in the game;

-Creating suitable heroes;

-Creating worthy enemies and obstacles;

-Making logical maps;

-Managing levels (the steps of the game).

Additionally, there are other aims and targets of our game. Then, we can specify our goals and objectives as the following:

**Goal:** Players will have fun playing Labyrinth game  
**Objectives**:

* To introduce all skills by using games
* To allow players to set the pace
* To relax and be flexible
* To keep everything positive

**Goal:** Players will understand the fundamentals of the game  
**Objectives:**

* To give each player plenty of opportunities to play the game
* To build skills on the success of previously learned skills
* To involve individual in learning logical game fundamentals

**Goals:** Players will increase the level of their logical knowledge  
**Objectives:**

* To decide a true decision in the specific cases
* To encourage the players’ interests towards logics
* To teach the players to finish the task appropriately

**Goal:** Players will increase their self-esteem  
**Objectives:**

* To establish individual, realistic goals with players
* To encourage effort toward goals, no matter how small
* To recognize player effort and achievement

**Goal:** Players will become more logically fit  
**Objective:**

* To encourage logical thinking
* To battle with enemies truly and cleverly
* To support solving the problems with the help of thinking
* To teach how to become tolerant in case of losing

3. Related works

As an example of similar works can be other maze games and also some puzzle and block games. The main difference of our game compared to the others is related to hero enemies. Those enemies in our game may appear with different colors. Without battling with green color enemies, the hero can not reach to the final destination or even the hero may die.

4. Main Idea

-The main idea is unreality that is based on reality. What does it mean? In our game, unreality would be a hero, enemies, maze way and some challenges. Interestingly, why it is based on reality? Because, we can see a hero as a person, then enemies, maze way and challenges could be seen real difficulties and problems in our real life. More specifically, there would be some enemies and a hero in our labyrinth game. A hero should find a true way in order to reach to the next level. In this way, a hero may face some challenges and enemies along his ways. There may be 4 or 5 levels. The difficulty of the levels is being increased step by step. So, players can learn somehow, how to overcome real life difficulties with the help of our game.

5. Expected effect

Hopefully, by playing our Jumanji game the players can gain extra gaming competences and skills. Then, their logical thinking may considerably be increased, somehow.

Additionally, very important game techniques such as learning task management of the game and completing the task could be learnt along playing this game.

Besides, most people are tired of being busy with academic and non-academic life difficulties and stresses in today’s life. With our game, we have aimed to help people release their stresses somehow, and make fun by playing the game that we create soon.

6. Members

|  |  |  |  |
| --- | --- | --- | --- |
|  | Student. No. | Name | Role and development field |
| Leader | 20152782 | Timur Tursunboyev | Coding, Creating heroes, Animation, Task achievement |
| Participants | 20152777 | Akbarali  Otakhanov | Coding, Creating enemies, Design, Time management |

6.1 The need for a team project & responsibility of each member

Honestly, creating or making a new kind of either a software or a hardware project is not easy especially, in a short period. Besides, nowadays there have been a lot of projects and works in the IT and other technological companies by collaborating and with the help of teamwork.

So that, we have also decided to make a team and work together.

Timur – managing the coding, working in Real Engine, making heroes, working on animation and gaining task achievement.

Akbarali – managing the coding, working in Real Engine, creating enemies, working on design and gaining time management.

II. Schedule

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **No** | **Contents** | **Schedule** | | | | | | | | | | | |
| **week 1** | **week 2** | **week 3** | **week 4** | **week 5** | **week**  **6** | **week 7** | **week**  **8** | **week 9** | **week**  **10** | **week**  **11** | **week**  **12** |
| **1** | Brainstorming/Planning Project | **✓** |  |  |  |  |  |  |  |  |  |  |  |
| **2** | Basics/Drafts of the Game |  | **✓** |  |  |  |  |  |  |  |  |  |  |
| **3** | Coding |  |  | **✓** |  |  |  |  |  |  |  |  |  |
| **4** | Making maps/coding |  |  |  | **✓** |  |  |  |  |  |  |  |  |
| **5** | Creating heroes/coding |  |  |  |  | **✓** |  |  |  |  |  |  |  |
| **6** | Creating enemy/coding |  |  |  |  |  | **✓** |  |  |  |  |  |  |
| **7** | Making maps/coding |  |  |  |  |  |  | **✓** |  |  |  |  |  |
| **8** | Managing Levels/coding |  |  |  |  |  |  |  | **✓** |  |  |  |  |
| **9** | Working on Graphics |  |  |  |  |  |  |  |  | **✓** |  |  |  |
| **10** | Working on Designing |  |  |  |  |  |  |  |  |  | **✓** |  |  |
| **11** | Overall Analyzing |  |  |  |  |  |  |  |  |  |  | **✓** |  |
| **12** | Finalizing the work |  |  |  |  |  |  |  |  |  |  |  | **✓** |

III. Project grants execution plan

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| --- | --- | --- | --- | --- |
| **Item** | **Detailed Costing of proposals** | **Project Grants** | | **Note** |
| **Price (won)** | **Ratio (%)** |
| **Material Cost** |  |  |  |  |
| **Traveling Expenses** |  |  |  |  |
| **Reference Cost** | Java Programming for beginners teaching you basic to advanced Java programming skills(by Adam Dodson(Author)) | $49.46 |  |  |
| C++ in One Hour a Day, Sams Teach Yourself (by Siddharta Rao(Author)) | $29.08 |  |  |
| Python programming: python programming for beginners, python for intermediate, python for advanced (Paperback) by Adam Stewart | $18.43 |  |  |
| **Supplies Expense** |  |  |  |  |
| **Total** |  | $96.97 |  |  |