

National College of Ireland

Team Project Proposal

< Title>

<Date>

<Academic Year i.e. 2020/2021>

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# Overview

Overview of the project idea and how it differs to existing products available already. (Max 300 words)

We’re creating a Virtual Reality (VR) game called “Cooktastrophe”. This game is essentially simulator for running a restaurant. This game will allow the user to

1. Prep food.
2. Cook food.
3. Serve customers.
4. Make money.
5. Use money to upgrade various aspects and appliances of the restaurant.
6. Attempt to create a franchise.

The user will be based within the restaurant’s kitchen. There, they will have to deal with multitasking, i.e, cooking and serving dishes simultaneously, while managing the customers dwindling patience.

This game will not exclusively be a VR game as it will be available for non-VR users. We chose this option to broaden our market and allow more people to play our game.

The difficulty of the game gradually increases as the user progresses through it. More and more customers will come into the restaurant, often at the same time, making it more challenging for the player. Each level is a working day, i.e open to close.

In regard to our games point system, we will be using a 4 star rating and tipping system. As the user progresses through each level, they must keep the restaurant at a specific standard in order to stay open and progress to the next level. There will be specifications in place regarding how many stars are needed for the restaurant to stay open.

The visual aspects of our game will differ from similar games on the market with its unique art style. The are style we’re using is voxel, which we have not seen before in other VR games.

# Target Group

Brief description of who will use the application and how they will use it. (200 – 400 words)

The target demographic for “Cooktastrophe” is from ages 8 and up. This game is accessible enough for younger users to grasp, but challenging enough for users of all ages to enjoy.

The colour choice is vibrant and bold. The colours are eye catching, which is alluring to younger audiences because it’s a light-hearted game. The colours were chosen to match the overall tone and feel of the game.

The graphics that we are using is called Voxel. This is almost reminiscent of retro games, as well as current games such as “Minecraft”. This adds an element of nostalgia for older users as well as a familiar feel for the younger audiences.

In regards to the atmospheric sounds of the game, we have decided to take the choice of background music quite literally. We have chosen the soundtrack to go from calm, instrumental music for early parts of the game. This will progress to more upbeat tunes as the game gets busier and more hectic. The music will reflect the current state of the restaurant. The music is simple and non-offensive, most people will enjoy it so its not specific to any particular genre or age group.

The gameplay is an easy enough concept to grasp. Both younger and older users will be able to understand and adapt to it. We don’t want to alienate any particular age group from enjoying our game. We took inspirations from games such as “Wii Sports” which successfully manged to include people of all ages, resulting in fun for all the family.

# Functionality

Brief description of the functionality of the application. Be sure to include all relevant functionality here. (500 – 600 words)

# Mock-Ups

Create wireframes which provide an understanding of how the application and all of its functionality will work. Explain each wireframe, don’t just drop in images with no explanation.

# Timelines

Table

Description automatically generatedGraphical user interface

Description automatically generated with medium confidence

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# Summary

Briefly Summarise the proposal (max 300 words)