



The Adventure (History)

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A project proposal

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Introduction

Contrary to the traditional belief that gaming is merely an addictive source of entertainment and diversion, recent research has proved that gaming has numerous benefits and key among them, is the development of cognitive skills in both children and adults. Just as physical exercise helps in improving and strengthening your muscles, cognitive games help to indulge one's brain in constant stimulation, thus improving the brain's performance. Believe it or not, video games have been around since the late-1970s with the release of the Atari. Since then, gaming has changed from limited graphics and sound to video and interactive gameplay. Various technological changes throughout generations have helped to create video games that look so realistic. For many people, they act as a second world for all ages to escape to. However, because of these acquired new features, concerns arise regarding the effect of video games on teens in the learning environment and with study habits, as well as how teens make time for these eye-catching inventions.

So what makes “The Adventure” game different than other typical game is that we are focusing more into the story line. The main story for this game is based on the true historical event that will capture kids and teenagers interest. Even though fiction and films remain the preferred media by history educators around the world, but another kind of resource is rapidly growing in popularity, it is historical video games. When we talk about historical video games, we refer to “those games that in some way represent the past or relate to discourses about it” (Chapman, 2016), games that start “at a clear point in real world history” and in which history has “a manifest effect on the nature of the game experience” (MacCallum-Stewart and Parsler, 2007). A large number of video games are set at different times and places in history, making them potentially valuable teaching tools. Players have almost unlimited possibilities: they can build the Colosseum in Minecraft, thus learning about Roman architecture as well as raw materials, or they can found, organise and defend a settlement in newly-discovered North America in Banished, or they can liberate Nazi occupied Europe by seemingly stepping in the shoes of an American frontline soldier in Call of Duty.

Current studies about this project is how can we attract kids and teenager to play this kind of game, since we know teaching often does not capture the type of interest that youth have. In addition there is many more type of genre that they would like to play and it would take time to wait for them get bored of that kind of games. So here we are trying to combine fun and learning together into one that match the other games. Even though it time consuming but we will study our best to make this game popular among kids and teenager and making their childhood more meaningful.

Who involved in our project? So this project involved between me and kids, teenager and their parents in my area. This is especially for children who spend more time playing games than playing outside may because their parents cannot spend time with them because they are busy working. I will make a research by asking them what kind of game they typically play, either MOBA, RPG, or FPS. I will ask their parents to find out what kind of games they allow their children to play and the time period allowed. This project and research would be taken place here at my area Pasir Mas Kelantan. The development phase of making the game completely will be done at my own home with enough equipment. The entire project will take one semester and will be fully completed by the end of this semester. However this project is still in the study phase and I will try my best to make this project as successful as possible and will be fully completed within the allotted time.

This is due to the rapid advancement of technology and the current parents who are busy working and do not have a lot of time on their children will make children more inclined towards technology even more towards video games. In addition to the current world situation that is being attacked by the covid-19 epidemic makes children unable to go out to play outside and spend time at home playing video games. So I will take this opportunity to make a game that not just time killing but also will benefit them and their parents.

Problem Statement

1. Kids and teenagers these day they do love to play video games more rather than doing some outdoor activities with friend.

Though it seems more easy for some parent but the behaviour can have bad effect for their education

(Add supporting statement from article)

2. Worst thing about kids is that they have a really hard time grasping ideas and issues that are outside their realm of experience.

Sure, kids are filled with empathy and sympathy, but trying to teach them history is something that we know is living but to them is over is incredibly difficult.

add
supporting
statement
to prove

3. History is increasingly forgotten by kids and teenager because of the rapid development of technology.

In result they know more about the story of the fictional story whether from games or movies

How do you know? Is there any proof?

Project Objective

1. To create a game that not only killing time for kids and teenager but also give a knowledge to the player about a true historical event rather than playing fictional story's game that does not exist.
2. To provide a game that capture kids and teenagers interest about history with the combination of video game and historical element in one platform. It will be more easy for them to remember when you mixing teaching and learning together.
3. To develop a game that will make kids and teenagers aware of the excitement of history, and also will raise historical stories that are increasingly forgotten in the eyes of the younger generation.

Comment:

Objectives must be written in a single statement then add a paragraph of explanation to explain the statement.

Scope Project

Product Scope

This game involved a few character, the player as the main character, narrator and other side character. The player will have to follow the story line and need to choose the right choice. If the player chose the wrong answer It will go to the certain end and player need to redo the part again and choose the right answer. There are only two choices right and wrong. Every situation that character is going through will be placed with appropriate music. This is to make the situation even more fun. Player can save their progress at the menu button and continue again anytime. The menu button included the Main menu button, Setting for the music, Save, and quit button.

Project Scope

We have chosen to develop story games for several reasons. First and foremost, we like to focus on historical story. Many games work by surrounding interesting fictional story with lots of tactical play or interactions with a set of game systems. That can be fun, but it means that relatively little of the playing experience is about making choices at a high-level. In contrast, by creating a story game system that is all about true historical events. This allow player to feel the development of the character and what the character have been through. What makes a story game is the way the game and story enable each other to continue moving forward. As you play you encounter many fragments of stories.

Target User

The games target 7-to-20-year-old boys and girls. First and foremost the games are about entertainment, and with historical elements weaved throughout. video games are attracting the attention of young generation and it will more easy to influence the youth mind. That is why we are trying to merge the two element, video games and historical learning into one and focusing more to the young generation. Video games provide History a cheaper entry point into the young generation 's market than more traditional alternatives such as creating a TV series. The real added value of video games lies in the fact that they allow players to, experience a sense of historical contingency and the path-dependency deriving from it.

Project Requirement

Hardware

- ACTIVE BROWSER VERSION: Internet Explorer 11, or Chrome 36, or Firefox 30 or better
- CPU: Intel Pentium III 2.4GHz or better
- RAM: 512 MB
- OS: Windows 7 Professional or better, 64-bit, SP 1
- VIDEO CARD: Direct3D 11 technology, Direct3D 10, or OpenGL capable graphics card NVIDIA GeForce GT series
- MONITOR RESOLUTION: All
- SOUND CARD: Yes
- FREE DISK SPACE: Less than 512 MB hard disk space required
- DVD-ROM: Yes
- FLASH VERSION: 5.0

Software

- Programming Language: C++ , Javascript
- Game engine: Unity software
- Picture: Paint.net
- Modelling: Gimp , Blender
- Audio: Audacity

Project Methodology

Game programming is different from ordinary business application programming. The responsibility of business application programmers is to make a system that responds correctly to users' input. Game programmers not only have to make sure that the game logic functions correctly, but also to push the hardware to its performance limit, which is the most difficult part of this project. Data structures and algorithms have to be chosen carefully so that the game is optimized as much as possible.

Since this is a story game, basic physics movement, interaction and option is unavoidable. Before implementing the game, a right source of history need to be have, so we don't give wrong information about the history.

Rapid application development (RAD) is an agile project management strategy popular in software development.

The key benefit of a RAD approach is fast project turnaround, making it an attractive choice for developers working in a fast-paced environment like software development. This rapid pace is made possible by RAD's focus on minimizing the planning stage and maximizing prototype development.

By reducing planning time and emphasizing prototype iterations, RAD allows project managers and stakeholders to accurately measure progress and communicate in real time on evolving issues or changes. This results in greater efficiency, faster development, and effective communication.

RAD follows four main phases.

Phase 1: Requirements planning

This phase is equivalent to a project scoping meeting. Although the planning phase is condensed compared to other project management methodologies, this is a critical step for the ultimate success of my project.

During this stage, I will do the research part among the kids and teenagers to get the exact information about the game they are playing.

Phase 2: User design

Once the project is scoped out, it's time to jump right into development, building out the user design through various prototype iterations.

This is the meat and potatoes of the RAD methodology—and what sets it apart from other project management strategies. During this phase, I will choose the right story to capture the kids and teenager interest to not disappoint them. Also in this phase I will get the right information about the history by doing some research at the library and internet to avoid misleading

Phase 3: Rapid construction

Phase 3 takes the games and beta systems from the design phase and converts them into the working model.

Because the majority of the problems and changes were addressed during the thorough iterative design phase, in this phase i can construct the final working game more quickly than they could by following a traditional project management approach.

Phase 4: Cutover

This is the implementation phase where the finished product goes to launch. This phase finds errors in the program and debugs the program. Actually, this phase goes with the implementation phase. When a particular component is finished, stubs or drivers are used to test the component to see if it works (unit test). When all components are finished, they are tested to see if they interact correctly with each other (integration test). They are tested in a bottom-up manner, that is, test the subsystems first and then the whole system.

All final changes are made while the coders and clients continue to look for bugs in the system.

Conclusion

The objective of the study is to design and develop a mobile game-based learning application to learn history to grant mobility for kids and teenager. This application will be focusing on the story, the exact date, day, why and everything happened in the past.

Based on the analysis kids and teenager are tend to spend their time playing video games because of certain reason and do not have interest in history. Thus the second objective of the study is to investigate the effectiveness of the mobile game-based learning application in facilitating the learning of history on these two aspects.

Gantt Chart

[illegible]

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