**Assignment/Tutorial/Practical Report Cover Sheet**

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| Student’s Name :   1. CHAI MIN CHUN 35657 2. CHOO TING WEI 35769 3. LAI TED LAING 36579 4. LIM BAN YONG 36709 5. WILLIS FUNG SHIN CHOI 39324 |

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| Subject Code :TMP3413 | Subject Name : Software Engineering Laboratory |

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| Assignment/Tutorial/Practical Number of Title : | Project Proposal |

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| Name of Lecturer : | Mdm. Nurfauza Jali |

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| Due Date : 10 October 2014 | Date Submitted : 10 October 2014 |

This cover sheet must be completed, signed and firmly attached to the front of the submission.

All work must be submitted by the due date. If an extension of work is granted, an assignment extension acknowledgement slip must be signed by the lecturer/tutor and attached to assignment.

Please note that is your responsibility to retain copies of your assignment.

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| ***Plagiarism and Collusion are methods of cheating that falls under Peraturan Akademik Universiti Malaysia Sarawak para 11: Etika Akademik***  **Plagiarism**  Plagiarism is the presentation of work which has been copied in whole or in part from another person’s work, or from any other source such as the internet, published books or periodicals without due acknowledgement given in the text.  **Collusion**  Collusion is the presentation of work that is the result in whole or in part of unauthorized collaboration with another person or persons.  Where there are reasonable grounds for believing that cheating has occurred, the only action that may be taken when plagiarism or collusion is detected is for the staff member not to mark the item of work and to report or refer the matter to the Dean. This may result in work being disallowed and given a fail grade or if the circumstances warrant, the matter may be referred to a Committee of inquiry for investigation. Such investigation may result in the matter being referred to the University Discipline Committee, **which** has the power to exclude a student. |

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| **MARK :** |

**Project Title:**

**Life Tree**

**Team Name:**

**D2D**

**Members**

**35657 Chai Min Chun**

**35769 Choo Ting Wei**

**36579 Lai Ted Liang**

**36709 Lim Ban Yong**

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**Abstract**

Pollution has been an issue worldwide since the beginning of time. Pollution can take the form of chemical substances or energy. Pollution is mainly caused by human activities, although it can be caused by other factors. The effect of pollution is contaminated into the natural environment and most importantly affects human health. Some contaminations are so severe that caused several places inhabitable. For example, the nuclear disaster in Chernobyl has made it inhabitable for us to live in due to high nuclear radiation. Few attempts have been made to increase awareness via several media to fight pollution. Unfortunately the attempts failed to reach its target. Hence this the purpose of this project is to tackle the problem by creating an educational game. A combination of animation, game and education to pass the knowledge to the user.

**Background**

**Problem Statement**

Pollution has been with us since man created the first fires during prehistoric times. It has always accompanied civilizations up till this day. However, not many actions are taken to mitigate the pollution at hand. One of the reasons is that people lack the knowledge to solve this matter.

In previous attempts, cartoons are imposed to raise awareness about pollution to young generations via television. Perhaps the most popular of these is to teach youngsters in their early education. Unfortunately, these attempts seem to have failed to raise public awareness regarding pollution.

The earth is dying due to this pollutions. Action is needed so as our Earth is to remain clean and safe to live in for all species

**Objectives**

* To increase the awareness of pollution.
* Help to decrease / maintain the air pollution index (API) between 0 - 50.
* Help to increase / maintain the water quality index (WQI) between 80 - 100.
* Help to maintain the noise pollution between 55dB – 70dB within residential area.
* Help to reduce / maintain the numbers of solid waste to 33,000 tons before 2020.
* Help too increase percentage the waste treatment methods by using recycle to 22%.
* To promote the 3R (Reduce, Reuse, Recycle) concept to citizens.

**Scope**

This game only supports Android-powered smartphones/tablets (v4.0 and above) and optimized for screen resolution of 800x480. Its user interface includes shop to buy items, setting scene, world/level selection scene, gameplay scene, pause scene, game complete scene,game over scene, and tutorial scene.

**Task allocation**

Team Leader – Chai Min Chun

Development Manager – Lai Ted Liang

Planning Manager – Choo Ting Wei

Quality Manager – Willis Fung Shin Choi

Test Manager – Lim Ban Yong

Support Manager – Lim Ban Yong

Process Manager – Willis Fung Shin Choi

**Project Goal**

**Reducing the negative impact of environmental pollution such as air pollution, land pollution, light pollution, noise pollution, thermal pollution, visual pollution and water pollution over the world through an interesting game that provide educational purpose which can attract mainly children.**

**Team Contribution**

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| Team Leader | * Lead project team towards the same goal * Delegate tasks and monitor team members’ work flow * Be responsible for any preparation that team members required * Pay attention to team members’ feedback |
| Development Manager | * Show developed results to customer to ensure the software always meet customers’ requirement. * Manage the development team to work efficiently |
| Planning Manager | * Monitor every department expenses * Assist team members to manage all production schedules * Arrange well-organized training programs for all planning processes * Cooperate with all stakeholders to come out with a different strategy |
| Quality Manager | * Ensure project achieves the project goal * Advise the performance of quality management system * Ensure project meets customer requirement |
| Test Manager | * Confirm the suitable planning and management of the test effort * Evaluate the progress and efficiency of the test effort * Discuss the deliverables of the test effort |
| Support Manager | * Manage technical and information system * Manage the maintenance and security issues * Supervise the performance of team members and the system |
| Process Manager | * Assist team to review current processes for efficiency * Improve operational effectiveness * Produce process workflow |

**Expected Result**

1. Outputs - runnable android game.

2. Outcomes -Able to deliver the message that our environment is sick and action needed to be taken to overcome the effect of the pollution.

3. Impact -Environment thought is implanted

**Project Planning**

Name Begin date End date

Understanding Windows version Life Tree 7/15/14 8/15/14

Develop Concept for Product 8/18/14 8/29/14

Prepare Proposal 9/1/14 9/15/14

Begin Development Cycle 9/15/14 12/31/14

Study game engine 9/15/14 9/30/14

Produce Game Resources 9/15/14 9/30/14

Design User Interface 10/1/14 10/30/14

Game Logic 10/16/14 11/28/14

Testing 12/1/14 12/15/14

Release Prototype 12/16/14 12/31/14