**GAME DEVELOPMENT PROJECT PROPOSAL**

Republic of the Philippines

**POLYTECHNIC UNIVERSITY OF THE PHILIPPINES**

**Office of the Vice President for Academic Affairs**

**College of Engineering, Computer Engineering Department**



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| Project Title: | Journey to Computer World |
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| Project Concept | |
| Overview: | Get into the world of a Computer Engineering student using this game. Journey to Computer World is a role-playing game that lets the player act as a CoE student. The user's goal in this game is to gather the necessary number of chips (also known as tokens) in order to unlock a new area. This casual arcade game also provides some fundamental knowledge about what computer engineering students and those taking relevant courses should be aware of. Start your journey. Collect chips. Gather information to upgrade your knowledge as a computer engineering student.  To create this game come to life, the developers tapped:   * JavaScript * Cascading Stylesheets (CSS); and * Hypertext Markup Language (HTML)   The quantity of chips that the player must gather in a predetermined amount of time determines the game's degree of difficulty. It has pixelated characters and objects, a score-tracker, a timer, and intriguing, alluring graphic backgrounds. The developers got the inspiration from arcade games such as *Zombie Tsunami* and a local game dedicated to Atty. Leni Robredo called *Let Leni Lead*. |
| Statement of the Problem: | Technology and computers in general have evolved into essential tools for the advancement of the society in which we now live. To stay up with the changing world today, it is sometimes important to be sufficiently literate and exposed to technology. But most of the time, people find it challenging to learn new things online, perhaps because it seems uninteresting and unproductive.  Having said that, the creators of this game want to make learning enjoyable and fun. In addition to stimulating users' imaginations, this game will undoubtedly teach them something about computers and technology. |
| Proposed Solution: | The creators guarantee that customers will find this game to be worthwhile of their time and attention. The participants will undoubtedly enjoy the novel ideas and information presented in this. Aside from that, the game's aesthetics and user-friendly interface will make studying enjoyable. So, prepare to jump, run, gather chips, and travel while remaining cool and cozy. |
| Target Users | This game is solely dedicated for our fellow Computer Engineering students or students with computer-related courses. However, this fun interactive game may also be suitable for those computer enthusiasts who wants to enjoy yet gain knowledge in a fun way, for as long as they now how to manipulate and play this game. Most of the information that will be featured in this game can help them recall or even give them additional information that is computer related, may it be a hardware or software. |
| Proposed Pages | The proposed game contains the following pages which are still subject for further alteration as the game escalates:   1. **Homepage** – This contains the title of the game. It also features the protagonist that the users will control. The users can see the buttons; start (proceeds to the game proper) and about (presents the overview and information about the game and the game developers) 2. **Instruction page** – Presents the general rules of the game. 3. **Game Proper** – this is the page where the users control the character and try earning braincells to pass on to the next round. 4. **Scoreboard** – this page reveals the total braincells that the user obtained and tells if the user is successful on their mission or repeat the current level. 5. **Post-Game** – the post-game page is where the information is being flashed, it is automatically revealed after the scoreboard and right before the next round starts. |

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| APPROVAL | |
| Signature: |  |
| Name of Faculty: | **Prof. Arlene B. Canlas** |
| Course: | Game Development |
| Date: | January 08, 2023 |
| *Note: This part shall only be signed by the Faculty-in-Charge if there are no further revisions needed to be done for the proposal. Until such, the students should be advised on what to enhance/revised on their proposals and it should be logged on the revision sheet attached.* | |