

Project proposal for project 5/6/7

CSCI-5448 Su22

Title: Role play/simulation mobile application (context TBD)

Team Members:

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Description paragraph

We would like to develop a role playing/simulation game mobile application using Google's flutter framework. The idea is to use the logic and design principles we have used for projects 1-4 developing the pet store simulation and expand on these but create a more user interactive experience having a simple front end accepting input from the user. The major objectives are to apply design patterns that we have learned and also use a new popular mobile development framework that provides cross-mobile development for both iOS and Android. We have not settled on the game context as of yet and are exploring various game type options.

Language choice

Mobile application <https://flutter.dev/> Frameworks TBD.

Functional elements (may change based on available frameworks)

- 1) User registration
- 2) Game Menu choice
- 3) Question/Response
- 4) Scoring