Greg Kaplowitz

1.

Do we need to document meetings with notes taken during the meeting?

2.

Does the website have to be an actual full-made website, some old projects just linked to

a GitHub repository, do we simply need to have all the required website info on a readme

page instead of a full website?

3.

Does the game have to be educational at the forefront or can it have educational

elements as a part of the game made for fun?

4.

If we were using Unity, would you want us to send you a package of the entire project or

would posting in on a public unity sharing hub and linking you to it also be allowed?

Risk: As non-educational professionals, we might not make a game that is as efficient at

teaching the material as our competitors?

Derrick Lor

Initial Research and Questions

1. How much content, volume, or playtime is required to constitute an educational game?
2. Can the game run online with other students, or only be single player progression?
3. What are the boundaries in game rating such as Entertainment Software Rating Board (ESRB) ratings E, E10+, T, M17+, A18+?
4. What platforms can the game be played on? PC, Xbox, PlayStation, Nintendo, mobile IOS, or Android?

Potential Risk

1. Extending to multiple platforms will increase the amount of design complexity, system architecture, platform distribution, as well as version control, error testing and software fixing.
2. Live service games are funded partially by the consumers and stakeholders. Stakeholders place earnings to pay for developers to create the game. Once the game launches, long term profits are gained from consumer spending. If the initial cost to barrier of entry is set low, such as free to play, then the main mode of income will have to come at the cost of consumers in the form of microtransactions and downloadable content (DLC). The game might become a flop and the investment from stakeholders may go down the drain.

Wyatt LaRose

Initial Questions:

1) Does the game have to focus on one subject, or can it take multiple into consideration? For example, having different levels or worlds be different subjects.

2) What the submission process, should we build the project and create an installer for the game, or submit source code, or use the web interface if we are using unity?

3) Should we worry about resolution and what platforms to build it on, or is Windows 1920x1080 sufficient?

4) What is more important, the game functionality or the content of the education aspect. Would it be better to have more focus going towards a more mechanically complex game that has less educational content than a simple game with more educational content?

Risks:

Although we may know the subject and what is required to be learned by a student in that subject at a certain age range, the process of teaching that information might pose as a risk because we are not teachers. For example it’s easy to know how that the student needs to be able to know the structure of a cell in science, but what is the best method to get someone to actually learn and remember that information.

Nick Miceli

Questions:

1. Should the game be primarily educational, or just have educational undertones/does it matter? For example, number munchers seems to exist solely to teach a specific topic, while SimCity seems like a game first with lessons that can be learned.
2. Does the educational aspect have to be something taught in school ie math, science, etc, or can it be a lesson that would be useful for children around that age ie problem solving skills/communication?
3. Does the game need to be completely unique, or can it take a concept from an existing game with a new design/theme?
4. To provide you with our prototype, do you need to build it from our source code yourself, or would uploading it to unity play and having you play it through there be an acceptable mode of submission?

Risk:

If the educational usefulness of the game is not evident enough, teachers will be unlikely to purchase it to teach their students.

Alberto Chavez

What would be considered educational exactly, one could argue a work simulator could be education to teach children real world interactions, but at the same time it isn’t explicitly educations in terms of academia.

What is the minimum coding requirements in this assignment, I understand that creating a game is no easy task but would we get penalized if our code doesn’t live up to length requirements?

Is analysis the best approach for this problem vs synthesis, for example we could have a game and we should divide the code for battle systems, movement etc.

I know that game developers in general have extensive time working on the architecture of the code and delegating working and this can span months or maybe even years, how would you go by reducing the cost of labor, maybe 2d? prototype vs a 3d one?

My one risk is having the game be too simple I know a gamer myself that if you give people the chance 100 percent if the time, they will find some bug or hack in the game for example if we do a dungeon crawler with a randomized map there might not be great randomization on our parts and the players might notice patterns in direction you go in the dungeon (left mid right)