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College of Computing

Computer Science Department

CS3141 Team Software Project

Spring 2022

**Team Software Project proposal**

Section: \_\_\_\_R01\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

Team #: \_\_\_\_Team 8\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_

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| --- | --- | --- |
| Roll# | Student name | position |
| 33 | Ethan Visscher | Scrum master |
| 34 | Emily Wisz | Developer |
| 35 | Kyle Wybo | Developer |
| 36 | Emilio Zapata | Developer |
|  |  | Developer |

Project name/title: \_\_\_\_\_PowerPlay\_\_\_\_\_\_

Instructor name: Serein AL-Ratrout

* Project introduction and description:

As mental health becomes more of a priority in society, there is an influx of applications, websites, and other resources that become available. While Michigan Tech does provide resources in the form of activities and counseling, we believe that more resources of a different type would help the cause. Given the technological affinity that majority of students here have, we would like to offer a game that would encourage students to attend university events, namely the hockey games. Moral surrounding hockey games at Michigan Tech is relatively high, especially when they are playing against Northern. With these motivating factors, we want to create a Michigan Tech themed air hockey game that could be played by two people on the same keyboard and not only help to relieve feelings of social isolation through one-on-one socializing, but also by encouraging attendance at games and as a byproduct, enhancing school spirit and creating a further sense of community.

* Problem statement

Many MTU students face the issue of isolation and other mental health issues but find it hard to attend events on campus without some form of encouragement. When mental health is not taken care of, the grades, socialization, networking, and overall well-being goes downhill. We would like to help support those students to take care of their mental health by fighting isolation through the use of a fun game that encourages involvement.

* Proposed solution:

Hockey games raise moral and provide a feeling of community. It can also be seen that when MTU plays against Northern Michigan, our rivals, that the support and attendance is significantly higher. Given these factors, alongside the fact that a large portion of the MTU student body partakes in some form of gaming, we believe that a game which would create further support and encourage students to attend these events would help to solve some of these issues.

* Tools:

For this project we need a computer, internet connection, a keyboard, Unity3D, Visual Studio Code, and C#

* Constraints and challenges:

Some of the members lack technical skills in some areas and it seems our schedules are hard to work around, but still manageable.

* The expertise of the Team Members

Multiple team members have expertise in each area, but not all of us have expertise in them all. However, we all have at least a base level knowledge for the overall project. It is of interest to all of our team members because we like hockey, care about mental health, and either enjoy or want to gain knowledge of Unity3D software.

* References

[1] Unity Technologies. “Unity User Manual 2021.3 (LTS),” [Online]. Available:

https://docs.unity3d.com/Manual/index.html. [Accessed 9/19/2022].