**Request For Game Proposal Response**

**RFP Number** : 221108-1

**Working Title** : Bug Buster!

**Project Summary** : Viruses have infected your device and you must use the BugBuster to eliminate them! Several vulnerabilities have been detected in the latest World Wide Web update causing various types of bugs (viruses) to take over your device. Eliminate the bugs to repair your drivers and get your computer going again!

(maybe take out different types of device drivers (mouse, visuals, memory, etc) and you go around the pc repairing them?)

**Description:**  “Angry birds” like concept in which a slingshot is used to launch projectiles at various materials to cause various reactions. Three levels will be implemented. Adjusting height and looking at possibly elemental reactions being core elements. We plan to add a visual representation of “physics” variables. There will be an attempt counter so that the user can calculate using grade 12 formulas or through trial and error.

**Genre:**  Casual, Puzzle, Strategy Shooter

**Product Overview:**

The product is an educational game used to motivate High school students into wanting to learn more about physics. The program will consist of three levels that encompasses the unit topic of Projectile motion. The game will be similar to that of Angry birds but will have our own twist. The difference is that our game will display variables such as distance, velocity, force, mass, etc which students can use and apply to formulas. There will be an attempt counter where the students can either calculate to hit the target or use trial and error. The reason for this project is to allow students to have a visual representation of what they calculated or what they are trying to do.

**Preliminary available effort** :

Number of hours for the semester = ((25\*2) + (10\*1))\*5 = 300 hrs

Contingency loss = 300 \* 10% = 30 hrs

Total number of hours = 270 hrs

**Team Strengths**

April

* Previously helped in the implementation planning of a project
* Aware of implementation tools used
* Have idea in Project Documentation

Brandon

* Familiar with video games
* Little experience with game engines
* Audio and visual creation experience M ark
* Passionate
* Sociable
* Hard Working

Tanvi

* Experience with Business Requirements Document
* Involved in testing of applications on Windows and on mobile(IOS/Android) as well Formulated Uses Cases and Flowcharts using Visio and Draw.io Z edeciah
* Mathematics/Physics
* Organization
* Previously has worked as a project lead

**Preliminary Risk & Additional Concerns**

Concerns:

* Lack of understanding of Gaming platforms used (GameMaker and Unity)
* Implementing physics into the game mechanic
* Time crunch
* Finding a time to get the whole group together

**S ign Off**

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| **5 of a Kind Members** | **Signatures** |
| April Apelo | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ A.A. |
| Brandon Bossenberry | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ B.B. |
| Mark De Jesus | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ M.J. |
| Tanvi Sharma | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ T.S. |
| Zedeciah Ocampo | \_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ Z.O. |