# Project Proposal 1:

For the purposes of completing this first proposal, please fill out <u>every</u> boxed section to the best of your abilities. We understand this is a 1<sup>st</sup> draft and you may not have had the opportunity to fully think out each aspect of this project yet. However, be thoughtful about what you write and how you explain your idea. Fill everything out to the best of your abilities and we will let you know if we need additional explanations on any aspect(s) of it.

On the following pages you'll find these 5 charts to fill out (and instructions alongside of each):

1. Overall idea
2. Multimedia tools
3. Target user group
4. More in depth project details
5. Classmate feedback

All chart headers are highlighted in dark blue with white writing.

| **Overall idea:** |
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| What is your overall idea?<br><br>Note:<br>Be concise, yet informative enough to give the instructors a proper idea of what you're wishing to accomplish through this project. |
| I want to make a small compliment-giving app using Unity. I want to build an app that connects to a google sheet that someone else can fill with custom complements for the app user. The ideal use of the app would be two users having the app and swapping URLs to separate google sheets and then filling each other's sheets with compliments. |

| **Multimedia tools:** |
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| What tool(s) do you hope to learn (or become more proficient at) over the course of this project?<br><br>Note:<br>This is a technology-based class so you will have to use some sort of technological tool(s) to create your projects. What do you predict those will be? These need to be industry level tools (i.e., no using iPhoto, Wix templates, etc.). |
| Unity 2D, C#, Photoshop, Adobe Illustrator |
| How familiar are you with your chosen tools?<br><br>Note:<br>Be very specific with your starting point. If you've never used it, state that. If you have years of consistent experience, state that. |
| I'm familiar with Unity 3D, around 3 years of experience, but I have little to no experience Unity 2D. C# I have a decent amount of experience, about 2 years, but I have never connected to an online source via C#. I have about a year and a half of experience in Photoshop and Illustrator. |
| How proficient do you expect to become via using your tools by the end of the semester?<br><br>Note:<br>How well can you master it in 1 semester?<br>Is it an extremely complicated and robust tool that takes most people years to learn how to do it somewhat well? If so, you'll likely only scratch the surface and your final deliverable(s) will reflect that. |
| Unity in general and especially Unity 2D can be quite complicated and more so can be learned best by trying out completely different projects. With this app, I'm going out of my comfort zone so I can hopefully learn a new area of Unity. I have done no online calls using C#, so I hope to become well-versed in this technique to use it on |

**later projects. I can always be growing in Photoshop and Illustrator, especially in new and better methods/in their integration into Unity.**

What do you imagine your final project deliverable(s) will be based off the tool(s) you use to create it?

Note:
What do you think your submission will be? A website? A video?
Be **<u>very</u>** specific about this portion.

**The submission will be an app. I will make an APK which can only be used by androids, so to let everyone experience the app I will also make a windows (standalone) build so you can use the app on your computer by just clicking the .exe, and a video taking you through the app to explain it.**

Do you think your stated final deliverable(s) are fair?

Note:
You're supposed to dedicate 2 hours a week for the entire semester to create this final project. Does the final deliverable(s) match the amount of suggested work?

For example, if you're a very experienced video editor, would a 10-minute video suffice as a final deliverable? Probably not. However, the final deliverable(s) for a novice video editor would be different.

**I think this is very fair. I am branching out into a space that I am not confident in and don't quite know how exactly to get it accomplished yet. Unity is notoriously finicky and will take many hours of research and many tries to complete the main mechanics of my app and that's not including the art to make the app look better.**

| Target user group: |
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Who is your target user group?

Note:
Target user group is not limited to age alone. Think of all aspects of life and the various ways people can classify things (i.e.: job type, socioeconomic status, location, subculture, lifestyle, etc.).

**My target user group is rather broad. I think that couples within the 16-30 range would enjoy the app the most as I intend it, which is almost gamifying love and affection. I do think, however that some not in relationships may enjoy this app to use with friends.**

Why are they your chosen target user group?

Note:
What is your motivation for specifically wanting to create something to help them

**My main target group (16 – 30 and in a relationship) comes from the original**

concept of this app being used to better the communication between couples. I think that in order to experience this app as it was intended the target group would need a phone with the ability to use this app, the desire to use an app to communicate, and a S.O. to communicate with via this app. Therefore, I think around 16 – 30 and in a relationship is the user group that will best utilize this app.

## More in depth project details:

What is your motivation for creating this project?

Note:
What makes this project special for you? Why are you choosing to focus on this for the semester? What are your deep reasons for wanting to pursue this?
*This is where you talk about your intentions*

My motivation comes honestly from my semi-long-distance relationship and wanting to still feel connected to my S.O. in a more personal way than just a random compliment generator especially when either of us is busy.

What is your purpose?

Note:
What are your goals?

Good communication is a key to success in healthy relationship and 'Words of Affirmation' is one of the most common languages of love/affection. With this app I hope to give couples another avenue to express their love/affection and to receive that love/affection when one or the other is busy or they just need a pick-me-up.

What are your initial plans on how to tackle doing research for your project?

Note:
Talk specifics. Do you know someone knowledgeable in your project area that can help get you started on learning about what you're trying to do? If so, speak on that.
If not, how do you plan to begin and where do you think you'll start?
What resources will you potentially investigate using to learn more?

The hardest part of this project will be to get unity to pull, save, and then access .csv files from google sheets so that's where I will start. I plan on making a simple unity scene that pulls a .csv from google sheets and displays the text in a UI text box. I know that it is possible, so I have that going for me, I just need to find the right tutorials and edit them for my specific purposes.

What outcomes are you hoping for and/or foresee taking place?

Note:
What would you like to see happen once your project is completed? What do you hope your target user group gains from what you crafted?

Well I hope to get at least a beta out by Valentines' Day to give to my S.O. to test out but ultimately I hope to make at least an APK to post online so that my friends and

# Lab activity for week 2:

For this final piece, I'm asking you to openly talk about your project to MINIMUM of 3 of your fellow classmates. After telling them about your project, go through the following questions with them and record the answers in the below provided chart:

1. Can your classmate rearticulate back to you what your project is mainly about in 45 seconds to 1 minute?
   a. Were they accurate? (yes or no)
   b. If they weren't, what did they get wrong and/or leave out?
      i. Was it an error in the way you explained your project? Did they misunderstand? Did they mishear you? Record the reason why.
2. Do they think your project goals sound feasible?
   a. Are your goals too grand or underdone?
3. Do they think your multimedia tool goals sound feasible?
   a. Are your goals too grand or underdone?
4. Are there any multimedia tools they could suggest to you to help you in your project?
5. What would they like to see you add, drop, and/or change about your project? Why?

| 3 classmates' feedback: | |
|---|---|
| Classmate's first and last name: | Answers to questions 1-5 for each classmate: |
| 1. Emilie Holtz | 1. Yes, she was accurate<br>2. Project sounds feasible<br>3. Multimedia tools sound feasible<br>4. No recommendations for multimedia tools<br>5. Add seasonal or changing content, keep UI fresh |
| 2. Logan Couch | 1. Yes, he understood the concept well enough to repeat it back<br>2. He thinks the project sounds achievable and not too small<br>3. He thinks the technologies used sound feasible<br>4. He didn't have any recommendations for the multimedia tools<br>5. He recommended perhaps adding sound effects to make it more fun and game-like |
| 3. Diana Eakhshiyar | 1. She was a little confused about what's being shared, it was my mistake as I emphasized too much on the documents and not on the app itself. |

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| | 2. Goal sounds feasible<br>3. Tools sound feasible<br>4. No tools suggested<br>5. She suggested adding more art and making the app feel very loving |