# CSC-4081 Computer Applications Practicum I

# Project Proposal: Tales of Sheepishburg

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**1. PURPOSE AND SCOPE**

A paragraph describing the purpose of the system and the environment in which it will be used. Describe the likely users of the system, and list the stakeholders in the project (if it is being developed for an organization or business). Indicate whether the goal of the project is to deliver a fully functional application for an organization or other end-users, or to construct a prototype implementation for experimental purposes.

The purpose of this project is to provide a fun game for kids that is educational, encourages emotional awareness, and provides something positive to their development. It will be created as a computer application, and have a functioning demo by the end, which will cover the first chapter of the game.

**2. FUNCTIONAL DESCRIPTION**

This section describes the primary functionality or services to be provided by the system. Include one or more paragraphs describing the tasks to be performed, major types of input and output, and types of interfaces to be supported (may include both user interfaces and interfaces with other systems or databases).

The goal of this section is that all involved people (users, designers, and any stakeholders) can read and understand the essential functionality that the system is intended to provide.

The game will use the standard input and output from a desktop or laptop computer (keyboard and mouse, monitor, and speaker/headphones.) It won’t need a connection to the internet, databases, servers, or the like, it is just a single computer application with everything it needs within it’s files.

**Narrative:**

The majority of the game will be a narrative, which is carried out by the player talking to NPCs.

* The player can move around using the keys W, A, S, D.
* The player can walk within a certain range of an NPC and then press SPACEBAR to initiate dialogue with them.
* The NPC will then show one bubble of dialogue at a time, which will also be voice acted.
* After that bit of dialogue has finished, the player can press SPACEBAR to move onto the next bit of dialogue.
* When it’s the player’s turn to respond, there will be a couple dialogue bubbles that appear around the player character, and the player can click on one to say it.
* Any time that an NPC asks the player character to do something, an objective will appear on the side of the screen in a dedicated “Quest Log” area.

**Minigames:**

*Understanding* is a major game mechanic, it is initiated through special dialogue scenes, it

**3. CONSTRAINTS**

Any known constraints that will affect development of the system should be described in this section. Typical categories include:

* available resources (hardware, software, expertise)
* external environment:   
  type of potential users, and any factors that may impact the readiness of the organization to adapt to the proposed type of technology (e.g., economic or time constraints)
* required interfaces:  
  Describe any existing hardware/software systems with which your system must interact, and the type of user interfaces that are required (if known).
* cost limits:  
  Estimate cost of any hardware or software components that are not freely available.
* schedule requirements:  
  Describe when the system should be available. Consider whether the project requires any components to be available on a schedule that is not determined by the regular course schedule.

Constraints should be identified as soon as possible, because the time and resources available to the project are limited. The goals and constraints will be reviewed to assure that the scope of the project is appropriate for the available time and resources.