The stakeholder **Ensight Games** is asking you to:

Develop a serious game for **memorization training**.

Requirements

1. The application must improve the users ability to memorize something

2. The application must be developed using **Unity**

3. The application must be developed for **phones/tablets**

4. Your group should consist of 2-4 people

Everything else is up to you! You decide what the purpose of the memorization is, e.g. remembering names, numbers, lists, diagrams, stories, maps or formulas. You also decide the context of use, the target group and the features of the application - e.g. tracking and utilizing user statistics.
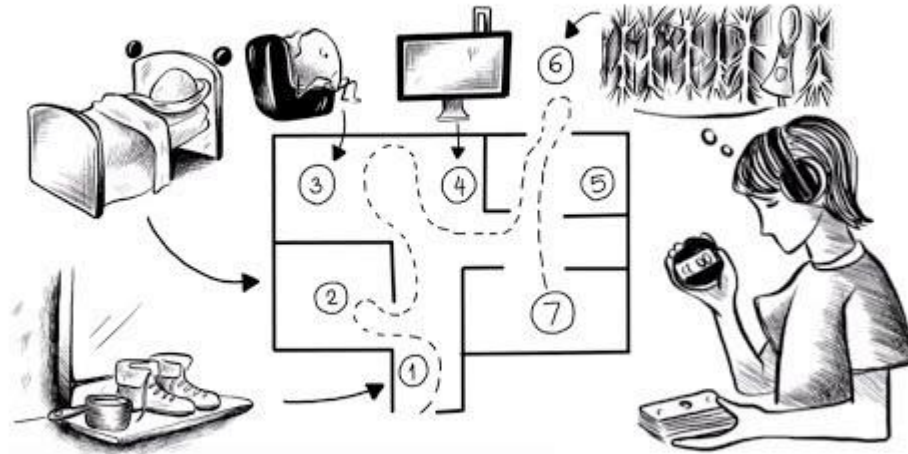
Ensight Games is a Danish company that focuses on developing fun and educational games for use in companies as well as schools and universities.

You will present your projects to them at the end of the project period.

Inspiration

(Video)

Optional Assets

Ensight Games has provided us with assets that you can use in your projects. We will make them available to you with additional information on Wednesday. The graphics include various cards with numbers from 0-9 and a 2D level.

Project Description

You are set to hand in a project description draft on WISEflow before **next Tuesday (15/5) at 13.00**.

The purpose of the project description is to give your supervisors the required information to **green-light the project** you plan on developing during the semester project period. It is a preliminary overview of the context, purpose, problem formulation, delimitation/limitation, methodology, time schedule & risk assessment of your future project.

How do we write a project description?
Follow the instructions given in ESB and use the following guidelines and template:
Guidelines & Template

Schedule

Monday	Tuesday	Wednesday	Thursday	Friday
7/5	8/5	9/5 Project reveal	10/5	11/5
14/5	15/5 Deadline: Project description (draft)	16/5 - 9.00 Project start	17/5 Deadline: Project description	18/5
21/5	22/5	23/5	24/5	25/5
28/5	29/5	30/5	31/5	1/6
4/6	5/6	6/6 Deadline: Project & process report	7/6	8/6

Supervisors
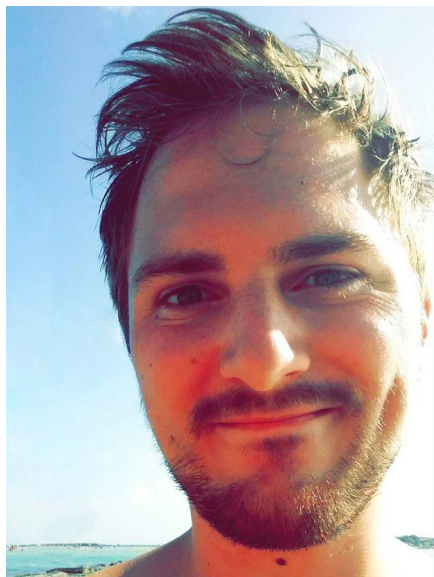
Kasper Knop
(kasr@via.dk)

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Before next Wednesday

1) Find a group

2) Research and ideate

3) Hand in project description draft on WISEflow (Deadline next Tuesday at 13.00)

4) Show up next Wednesday at 9.00 (email with room information will follow) for the

official project kick-off, where we will help you improve and finalize your project

description.

WHAT NOW?

ALRIGHT

Let's fucking do this!!