Final Report

Project Submission

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Contents

[Title 2](#_Toc24718249)

[Goal 2](#_Toc24718250)

[Target audience 2](#_Toc24718251)

[Design 2](#_Toc24718252)

[Audience likes 2](#_Toc24718253)

[Audience dislikes 2](#_Toc24718254)

[Benefit after use 2](#_Toc24718255)

[Objectives 3](#_Toc24718256)

[Content 3](#_Toc24718257)

[Content treatment 3](#_Toc24718258)

[Delivery platform 4](#_Toc24718259)

[Media Assets 4](#_Toc24718260)

[Images 4](#_Toc24718261)

[PNG 4](#_Toc24718262)

[Vector 4](#_Toc24718263)

[Text 4](#_Toc24718264)

[Animations 4](#_Toc24718265)

[Audio 4](#_Toc24718266)

[Video 5](#_Toc24718267)

[Ethical/Legal issues 5](#_Toc24718268)

[Creative Commons 5](#_Toc24718269)

[Copyright (Copyright Act 1994) 5](#_Toc24718270)

[References 6](#_Toc24718271)

Project Proposal

# Title

76PlayerCreator

# Goal

The goal of this project and by extension app is to provide the players of fallout 76 a time saving app that can generate copies of in game characters while not playing the game. This could come in the shape of a character plan or just experimenting with different character builds. It will do this with Xamarin a visual studio library for development cross platform mobile apps.

# Target audience

My target audience are obviously people who play the game, within that there is a further audience that will be targeted.

* 45% working are players and 35% are studying
* 56% are single and 31% just have a partner
* 64% are PC.

(Yetteh, 2016) (SageSolus, 2018)

## Design

### Audience likes

From not only this data but the fact that they like to play fallout games.

* I can infer that a time saving app would be great for the audience especially those that are working.
* Social interactions could be a big part of this app, the ability to share app builds since most of the audience are singe or just have a partner.
* Pc could be future targeted market but I need to develop it to be cross platform.

### Audience dislikes

There will be a certain expectation from the customer especially around the quality they expect from an app undertaking fallout characters builds.

* The audience will not like any style choice that does not have a fallout themes
* If information is not accurate
* If bugs occur inside the app since it supposed to save time.

### Benefit after use

This app will be used for fallout fans to start and design a character build. They then could save this build on their phone for later reference or even share.

# Objectives

1. Saving time when planning a build in fallout
2. Off useful accurate information about the game
3. Look and feel like the fallout game

# Content

This App will be able to generate a character of an in-game comparison with Fallout 76. The character could be used to plan potential additions to your already existing Fallout 76 character.

Levelling up in game and picking perk cards or special stats could be done first in the 76PlayerCreator. This will offer players more control with the many options you have in game on a level up.  
With this goal in mind the potential to save character builds for later reference would be a good feature in the app.

Another potential feature as a player is offer templates to players so they can save and load character builds. Even the ability to compare your build against a template to see what perk cards you are missing.

This app will try its best to satisfy what the audience likes while minimising what is dislikes.  
To do this the app needs built so it can expand into new platforms and to interface with just one type of data storage, this would allow builds to be saved and transferred across platforms.

The audience will load up the app login and have access to each of their builds that will be saved to one server less location like AWS or Firebase.

# Content treatment

When the app first loads it will show a splash screen and then once closed a status activity(page), this status could be of a new or previously character. They can change their name, see the Special and perk cards selected. There is planned options to save or load the character as a template.  
To add new special attributes and see information about it click Special tab.  
The same with adding perk cards by selecting the Perk tab.  
The about page tab will offer information and tutorials on the app, there ill also be some options to change deliverable setting like text size or volume.

# Delivery platform

The delivery device will be Android phones. Since my audience is working, I expect their phones to be moderately expensive.  
The typical user machine specification will be at least:

Operating System: Android

* Display 6.00-inch (1080x2220)
* Processor 1.6GHz octa-core.
* RAM 4GB.
* Storage 32GB.
* OS Android 9 (requirement change for Xamarin)

To produce an app for this platform I need to use the latest development tools. Xamarin library with visual studio would provide high level app as a deliverable.

# Media Assets

## Images

### PNG

PNG has the most points and is my image of choice, since if offers the smallest file format while retaining all the Quality and having transparency. A High-quality JPG is very similar in size but has no transparency option which would mean more work to change text backgrounds. GIF is to low quality and TIFF is too big.  
All deliverable images will be PNG

### Vector

Vectors will be used for Graphics since XML and Xamarin has native support for vector graphics and can be imported and customised during runtime.

## Text

Monofonto will be used since it looks great and is copyright free.

## Animations

Shake: animation will be used for an error submission

Collapse/Expand: animation be will be used for drop-down content

Scale: animation will be used for popup information

Animation where they can will be implemented collapse/expand might not be possible based on development environment used

### Audio

OGG is the best format for retaining the high sound quality while being the smallest. Amazingly none of them lowered the quality.  
A huge advantage to OGG is that I could add a player for a playlist of music and not have licencing issues. All deliverables that are audio only will be OGG.

## Video

WebM will be used since It has the smallest file size of any format while retains the all the quality. While Optimising the player a 1080p video is small at only 36KB compared to MP4 54KB. All deliverables will be Webm

# Ethical/Legal issues

## Creative Commons

This work should not be adapted or used commercially since the complete product would be published on the android app store, with this copyright in mind it can’t be shared.

Creative Commons License

## Copyright (Copyright Act 1994)

The Copyright Act 1994 provides owners of original work with a monopoly to control the use and dissemination of their work. The owner of the copyright in a work has the exclusive right to exploit the economic rights.

Copyright automatically applies (no registration required) to original works in the following categories:

* Literary works (novels, poems, song lyrics, computer programming/programmes, compilations of data)
* Dramatic works (scripts for films or plays)
* Artistic works (paintings, plans, maps, photographs, sculptures, models, buildings)
* Musical works (scores and arrangements)
* Sound recordings (of musical, literary or dramatic works)
* Films
* Broadcasts (radio, TV, cable)
* Typographical arrangement of published editions (this exists independent of copyright in the published work, if any)

Copyright does not apply to certain government works, such as Acts of Parliament, Regulations, Parliamentary debates, Court judgments and reports of Select Committees, Royal Commissions, Commissions of Inquiry, etc.

(Wikipedia)

# References

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Yetteh. (2016). *The demographics for the Fallout 4 community.* Retrieved from google.com: https://docs.google.com/forms/d/e/1FAIpQLSdWsBGm9wJz7B\_GYCmfm1pHqbA9PpZS5i09yIfIg9Z7y208sg/viewanalytics

# Proposal deviation

## Features

The most features are implemented but saving and loading templates can not be implemented since it would take the project over the 90 hours allocated.

The status page is incomplete and would need more variables that are being calculated based on special and perks, but this only effects the target audience and is not a deliverable.

Pop up dialog boxes are not able to be implemented and instead are just descriptions under each heading in special and perks.

## Deliverables

I could not change the font of every text element since it would take to long to add each custom font. The text colour is a lot easier to implement so that was done instead.

Animations are built in to elements and are very hard to change. But the fact that I could get two navigation types will satisfy the deliverable since there are all 3 three animation deliverables in these navigations.

Xamarin only support android version 9+ so this requirement had to change.



|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Kieran Abelen** |  |  | **IT245 - Project Plan** | |  |  | **Version Two** |  |  |
| **Project Plan** | |  |  |  |  |  |  |  |  |
| **ACTIVITY** | **TASKS** | **SUB TASKS** | **PLNNED HOURS** | **ACTUAL START DATE** | **ACTUAL DURATION** | **ACTUAL COMPLETION DATE** | **SUBMISION DATE** | **TIME VARIANCE** | **PERCENT COMPLETE** |
|
| **Project Proposal** | **Initial** | **Proposal Document** | 2 | **10-Sep** | 3 | **13-Sep** | **13-Sep** | **1** | **100%** |
| **Navigation map** | 1 | **10-Sep** | 1 | **13-Sep** | **13-Sep** | 0 | **100%** |
| **Timeline** | 2 | **13-Sep** | 2 | **13-Sep** | **13-Sep** | 0 | **100%** |
| **Storyboard** | 3 | **20-Sep** | 1 | **20-Sep** | **20-Sep** | **-2** | **60%** |
| **Testing plan** | 2 | **20-Sep** | 2 | **23-Sep** | **20-Sep** | 0 | **100%** |
| **Midpoint** | **Risk Assessment** | 2 | **20-Sep** | 0.5 | **20-Sep** | **20-Sep** | **-1.5** | **100%** |
| **Final** | **Proposal Document** | 1 | **20-Sep** | 0.5 | **20-Sep** | **27-Sep** | **-0.5** | **100%** |
| **Navigation map** | 1 | **20-Sep** | 0.5 | **20-Sep** | **27-Sep** | **-0.5** | **100%** |
| **Storyboard** | 1 | **26-Sep** | 1 | **26-Sep** | **27-Sep** | 0 | **100%** |
| **Testing plan** | 1 | **26-Sep** | 1 | **26-Sep** | **27-Sep** | 0 | **100%** |
| **Risk Assessment** | 1 | **26-Sep** | 2 | **26-Sep** | **27-Sep** | **1** | **100%** |
| **Prototype** | **Create** | **Visual Studio Project** | 1 | **10-Oct** | 3 | **25-Oct** | **1-Nov** | **2** | **100%** |
| **Navigation** | 2 | **25-Oct** | 7 | **25-Oct** | **1-Nov** | **5** | **100%** |
| **Database** | 3 | **26-Oct** | 2 | **26-Oct** | **1-Nov** | **-1** | **100%** |
| **Status Activity** | 4 | **26-Oct** | 1 | **26-Oct** | **1-Nov** | **-3** | **70%** |
| **Special Activity** | 5 | **26-Oct** | 8 | **26-Oct** | **1-Nov** | **3** | **100%** |
| **Perks Activity** | 9 | **26-Oct** | 2 | **26-Oct** | **1-Nov** | **-7** | **90%** |
| **Options Activity** | 5 | **10-Nov** | 7 | **11-Nov** | **1-Nov** | **2** | **100%** |
| **Implement** | **Connections** | 1 | **27-Oct** | 1 | **27-Oct** | **1-Nov** | 0 | **100%** |
| **Special features** | 3 | **27-Oct** | 3 | **27-Oct** | **1-Nov** | 0 | **100%** |
| **Perks features** | 6 | **27-Oct** | 10 | **10-Nov** | **1-Nov** | **4** | **100%** |
| **Animation features** | 4 | **27-Oct** | 2 | **27-Oct** | **1-Nov** | **-2** | **100%** |
| **Media player** | 3 | **27-Oct** | 2 | **13-Nov** | **1-Nov** | **-1** | **80%** |
| **Presentation** | | 1 | **1-Nov** | 0.5 | **1-Nov** | **1-Nov** | **-0.5** | **100%** |
| **Final Prototype** | **Testing** | **Implement suggestions** | 1 | **13-Nov** | 0.25 | **13-Nov** | **15-Nov** | **-0.75** | **100%** |
| **Functional testing** | 3 | **11-Nov** | 2 | **11-Nov** | **15-Nov** | **-1** | **100%** |
| **Fix bugs** | 4 | **12-Nov** | 6 | **14-Nov** | **15-Nov** | **2** | **100%** |
| **User testing** | 2 | **11-Nov** | 4 | **15-Nov** | **15-Nov** | **2** | **100%** |
| **Fix bugs** | 7 | **11-Nov** | 10 | **14-Nov** | **15-Nov** | **3** | **100%** |
| **Submission** | **Extra additions** | 9 | **15-Nov** | 5 | **15-Nov** | **15-Nov** | **-4** | **100%** |
|  |  |  | **90** | ***TOTAL VARIANCE*** | | |  | **0.25** |  |