Project PRoposal

Assessment 2

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Project Proposal Report

## 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 expectations 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.

## Delivery platform

This will be primarily delivered on android platform but can expanded to other through Xamarin inside visual studio.

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