GROUP 12

FRUISTER

Management of Software Developemnt

Teacher: Nguyen Nhat Hai
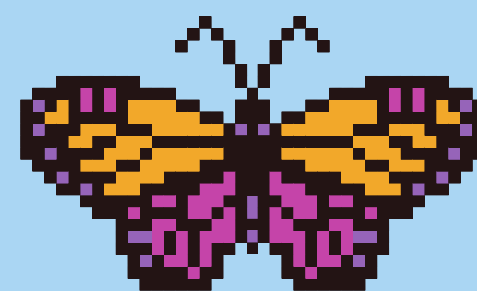Class: 135387 - IT4542E

INTRODUCTION

In this project, our group decided to create a game that include multi players trying to collect the most fruits within a time limit. In the game, there will be obstacles that will prevent players from easily obtaining the fruit and make the game more interesting
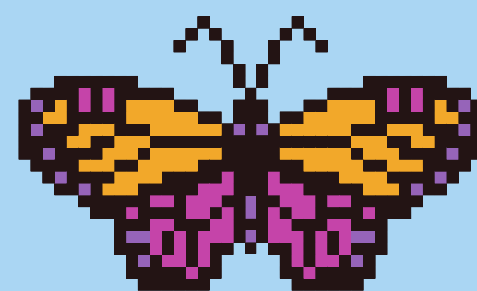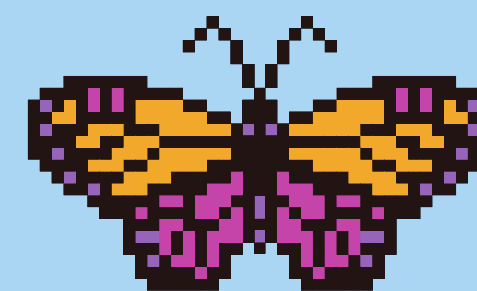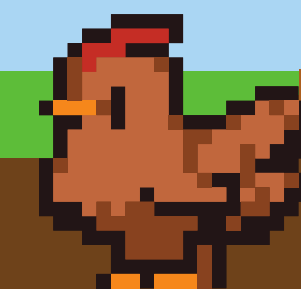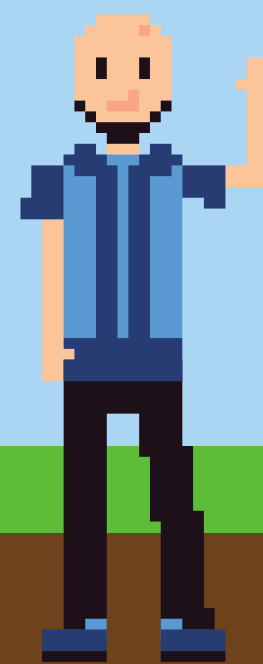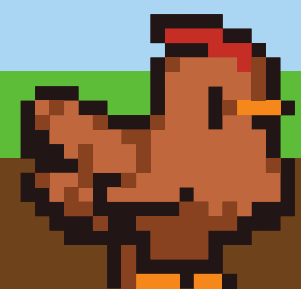
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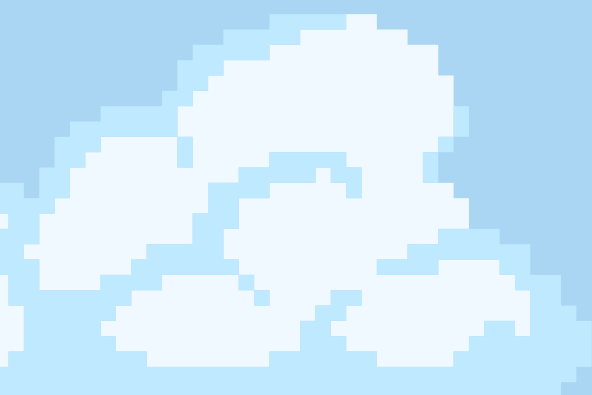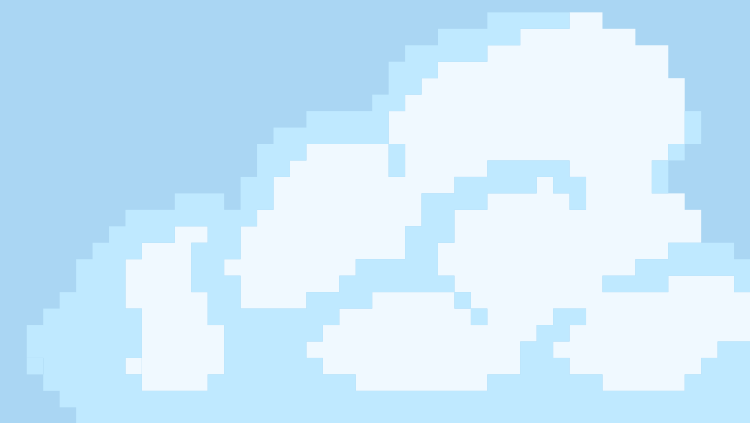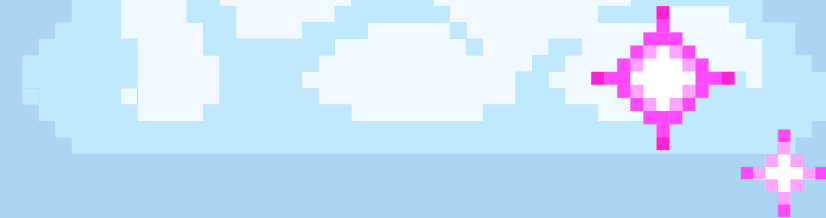
MARKET ANALYSIS
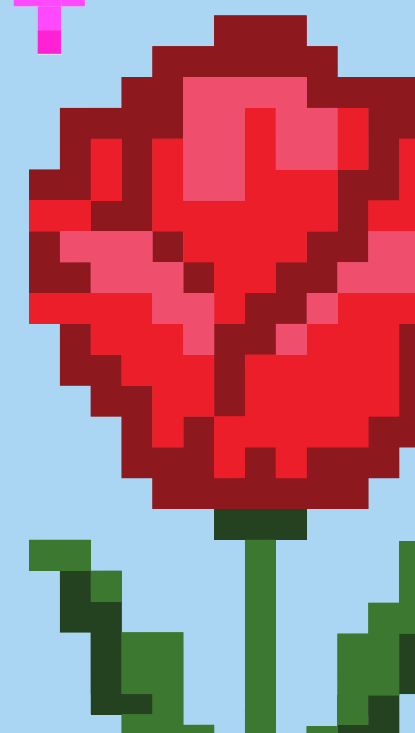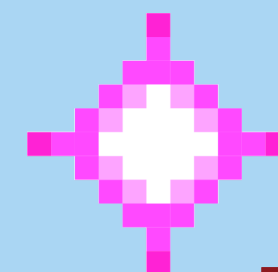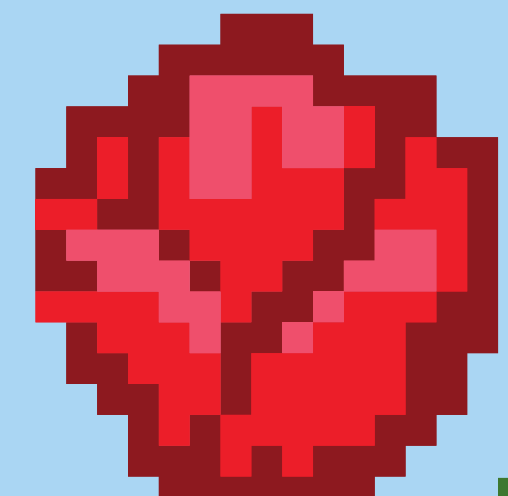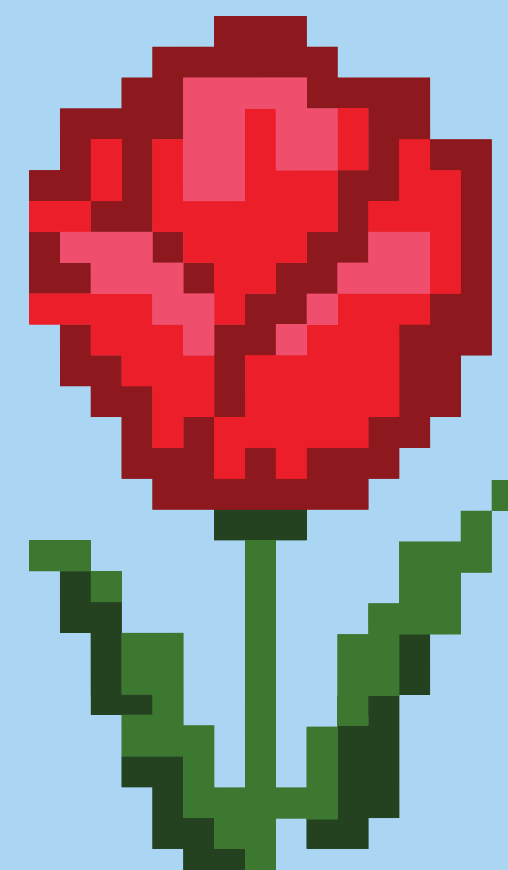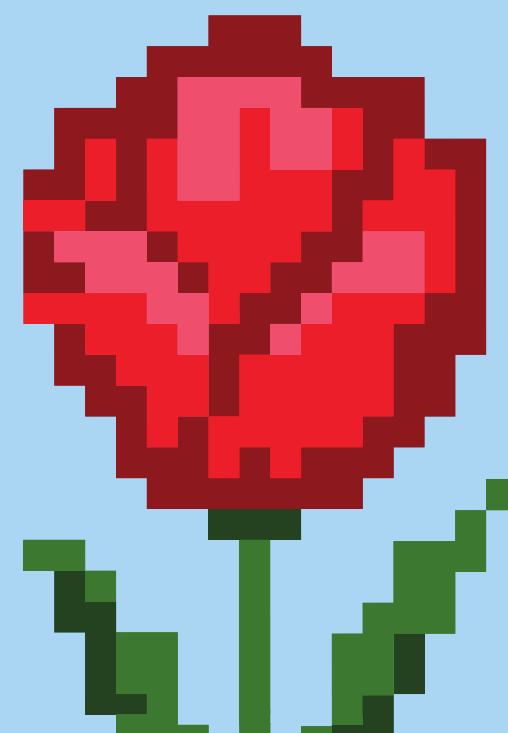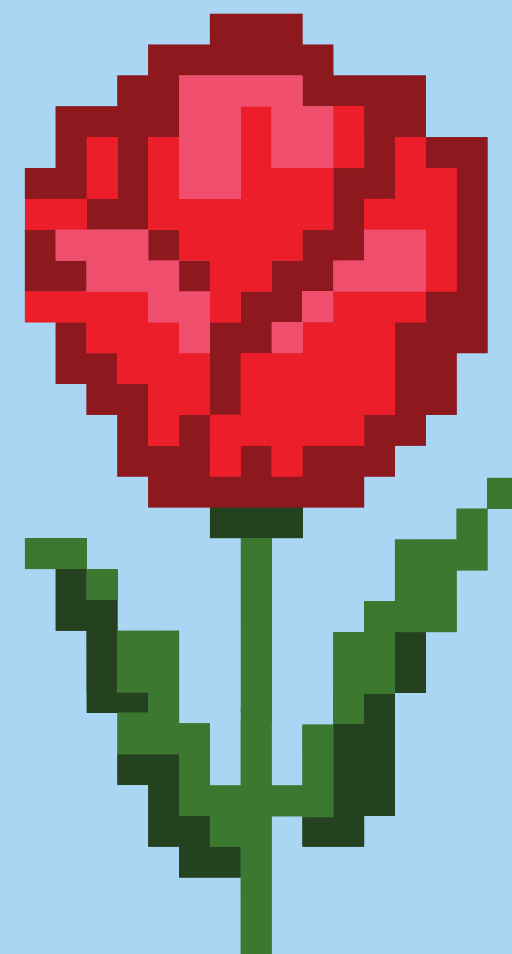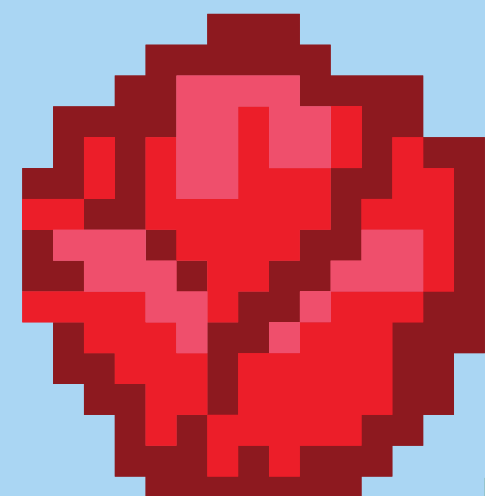
THE TARGET MARKET

The game will be aimed at the E-Rated audience, meaning no age limit and no violent or sensitive content. The main revenue will come from advertisements, including interstitial, reward, and banner ads.

TOP PERFROMERS

In this product, we aim to gain income from advertisements in three main type:

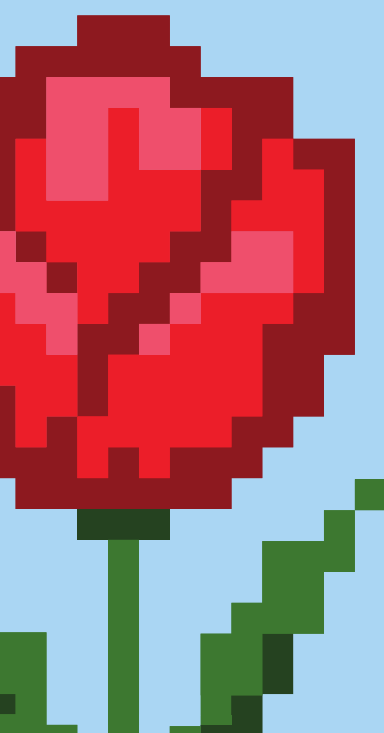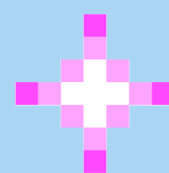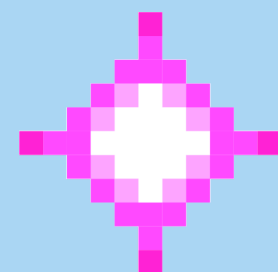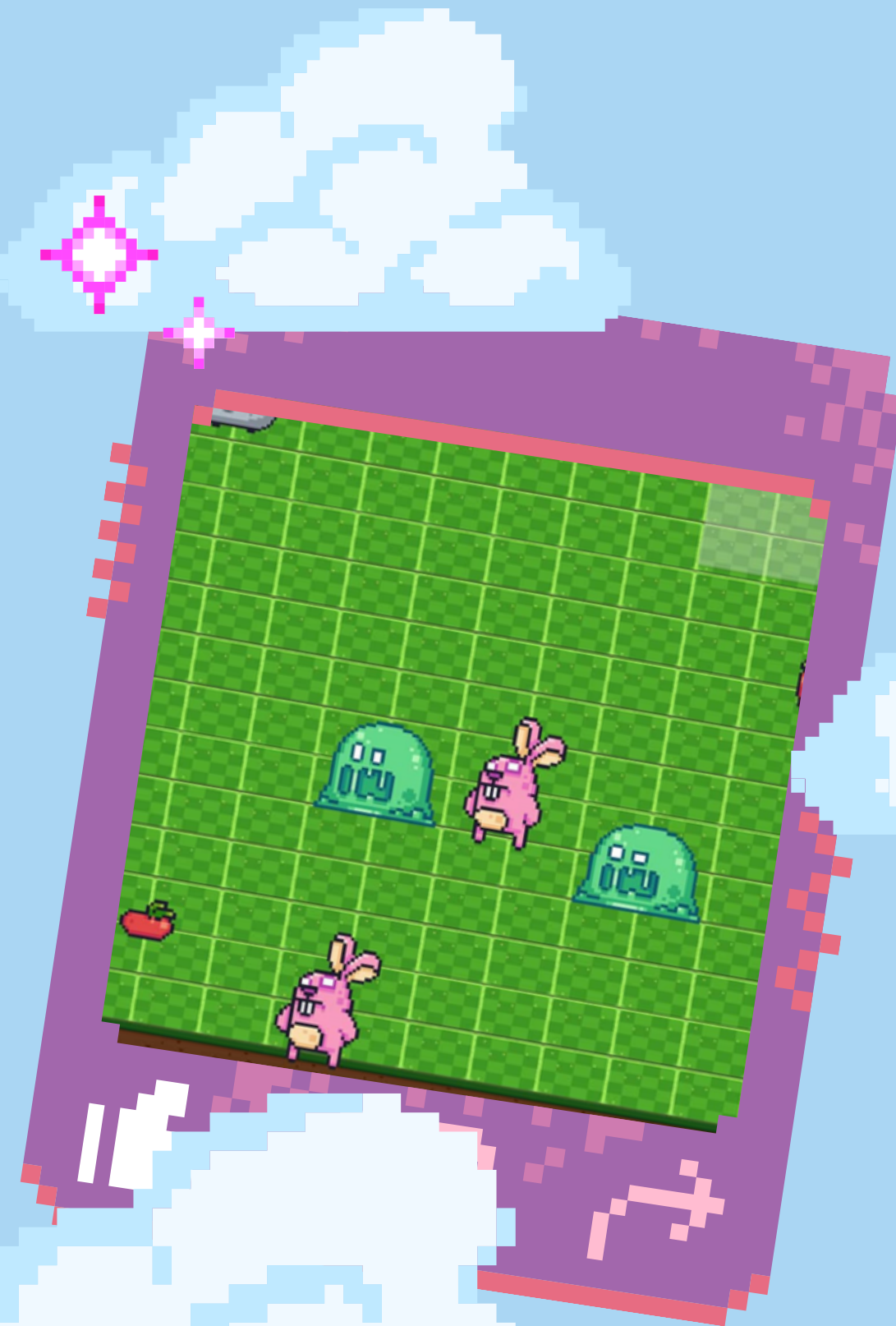•Interstitial ads: non-skippable short ads, lasting from 7 to 10 seconds, users will see this type of ad when a match ends.

•Reward ad: a type of ad that requests the user to watch the whole ad to receive a reward, lasting from 15 to 20 seconds, user can choose to watch this ad to receive skin or resources.

•Banner ad: a static ad that occupies a part of the screen, and can be shown in-game menus such as the setting panel, skin menu, and room scene,...

The specific ad description should be developed based on the specific game.

TECHNICAL ANALISYS
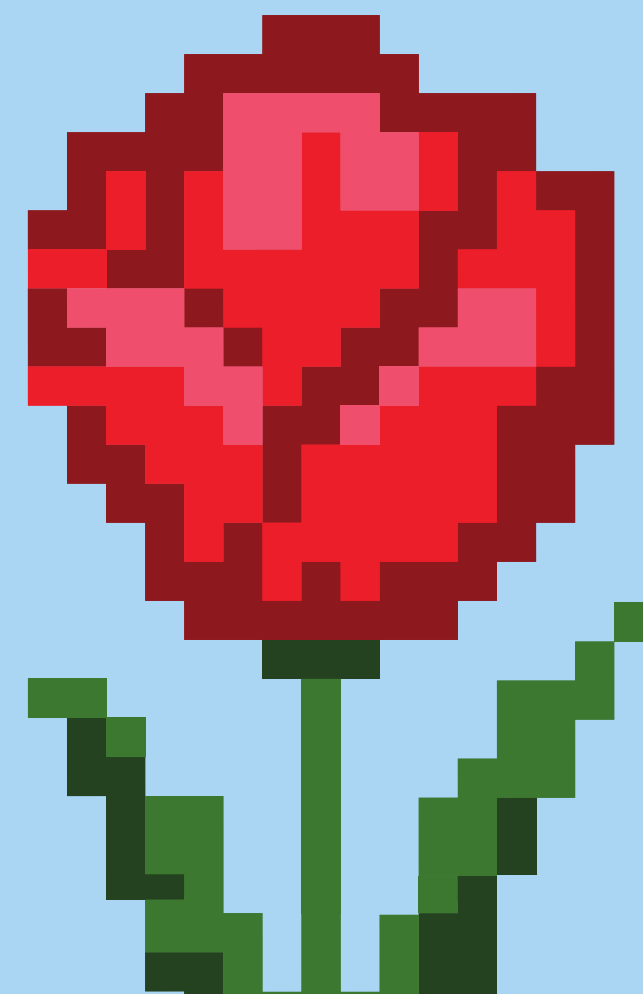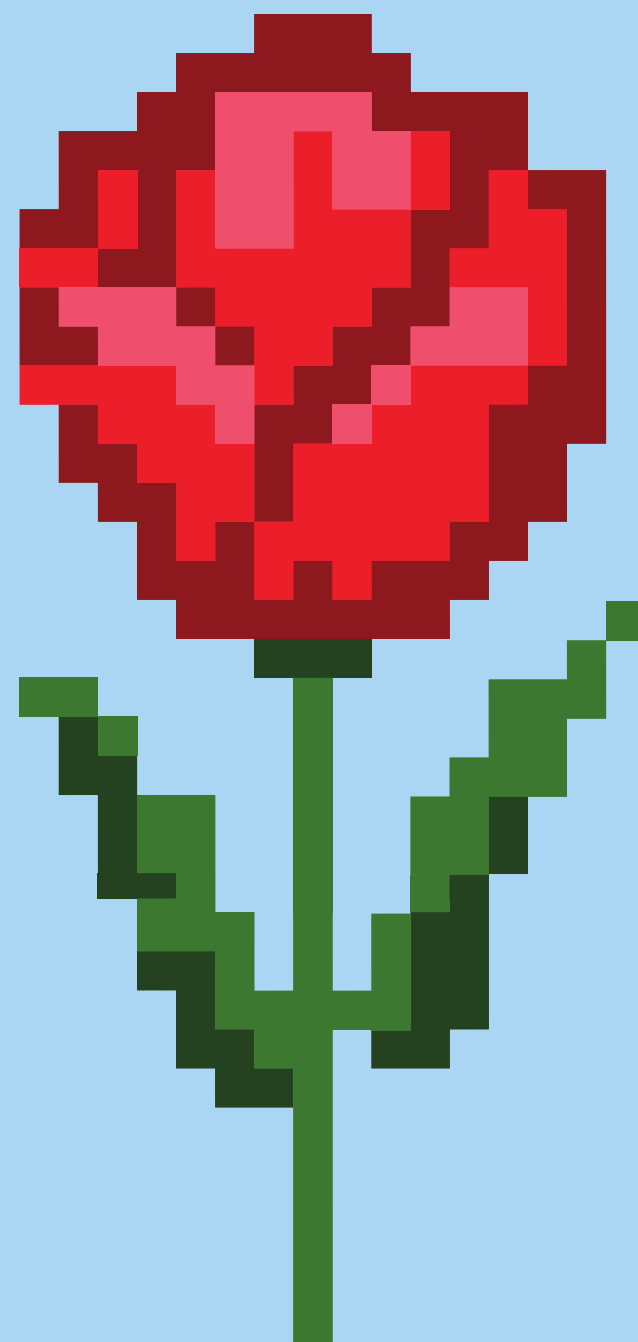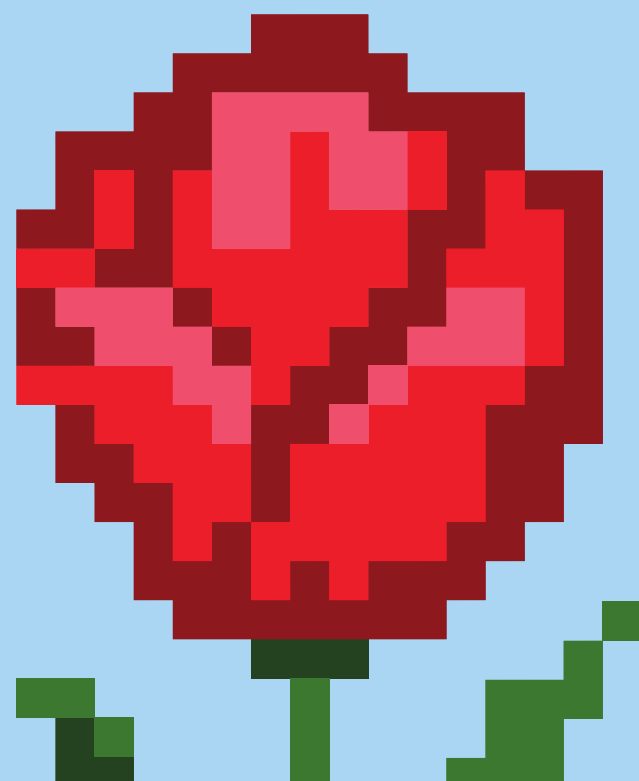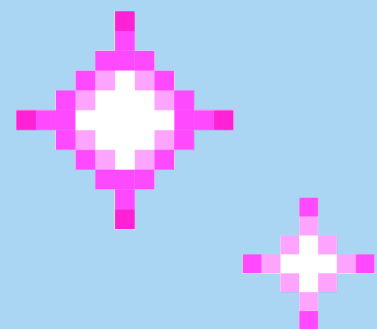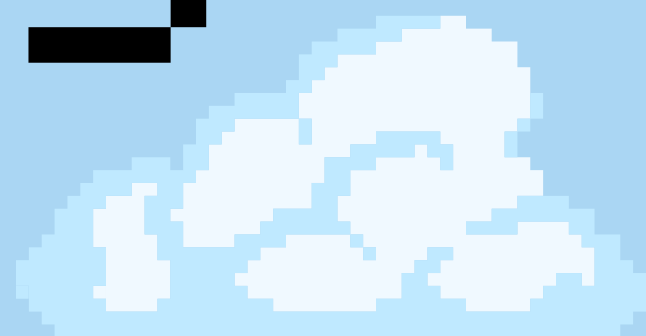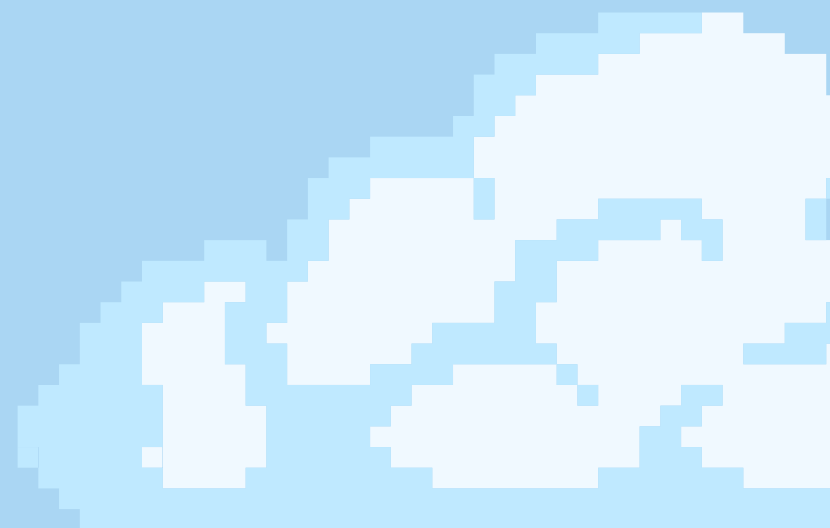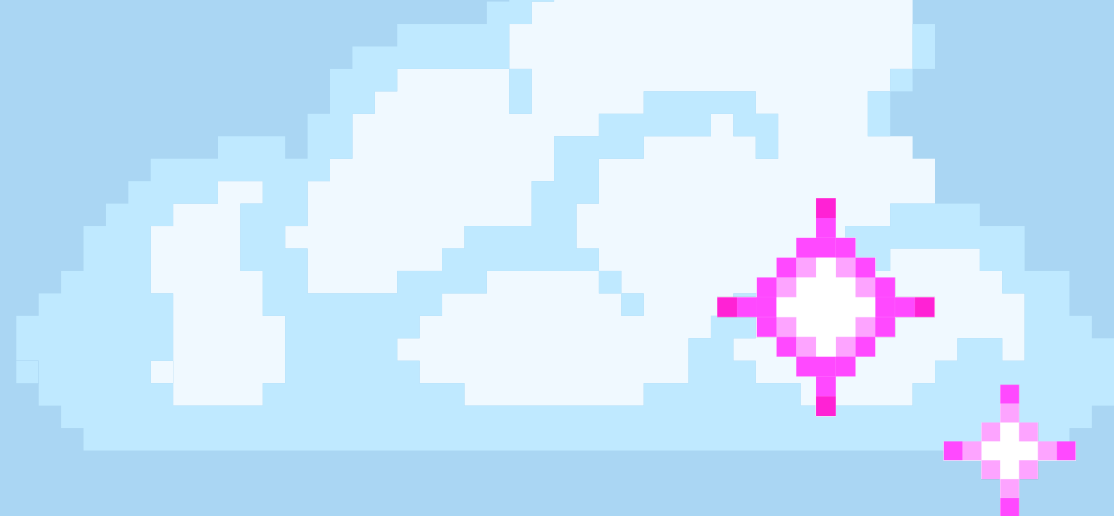
MAJOR DEVELOPMENT TASK

DATA TRANSMISSION PROTOCOL
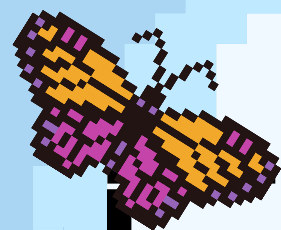
MULTIPLAYER MOVEMENT SYNCHRONIZED

SKIN SYSTEM
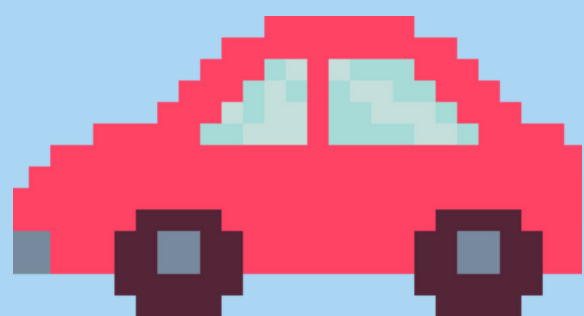
DATA TRANSMISSION PROTOCOL

- Design and build a transmitting protocol to transmit data between client and server.
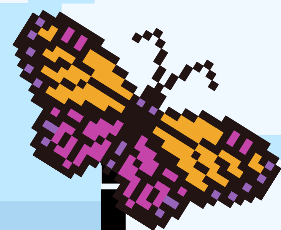- The transmission protocol should be easy to use, easy to build, and have high scalability
- Time evaluation: 2 sprints
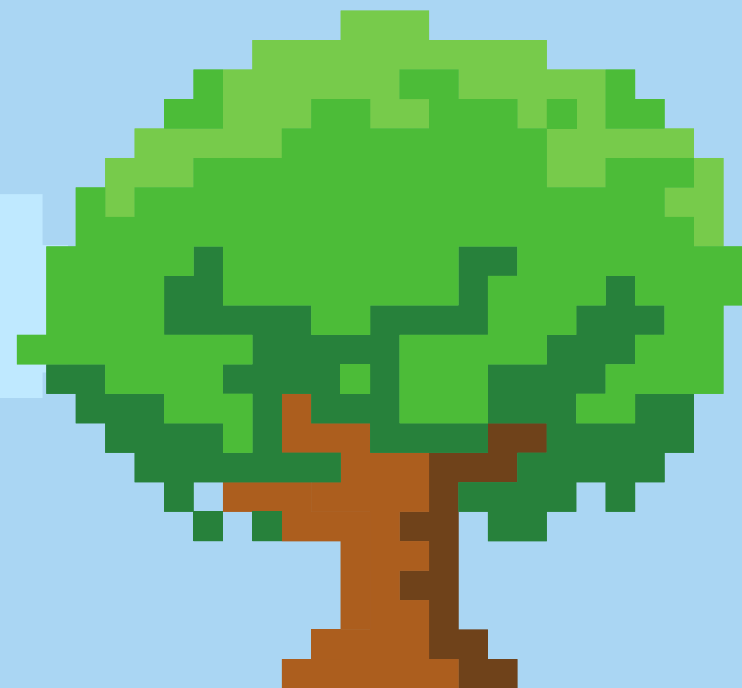
MULTIPLAYER MOVEMENT SYNCHRONIZED

- The movement of the players needed to be synchronized across all devices
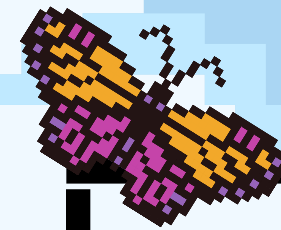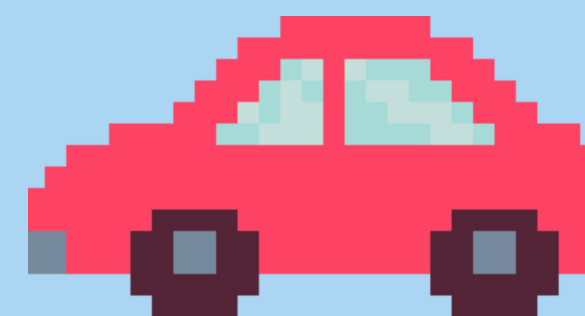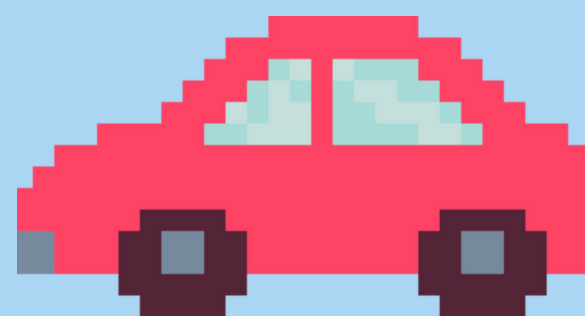- The falseness of each player on different devices needed to be in an acceptable range (little difference distance from the original)
- Time evaluation: 2 sprints

SKIN SYSTEM

- Design and build a skin system on the client side
- The system should be easy to use, easy to build, and have high scalability
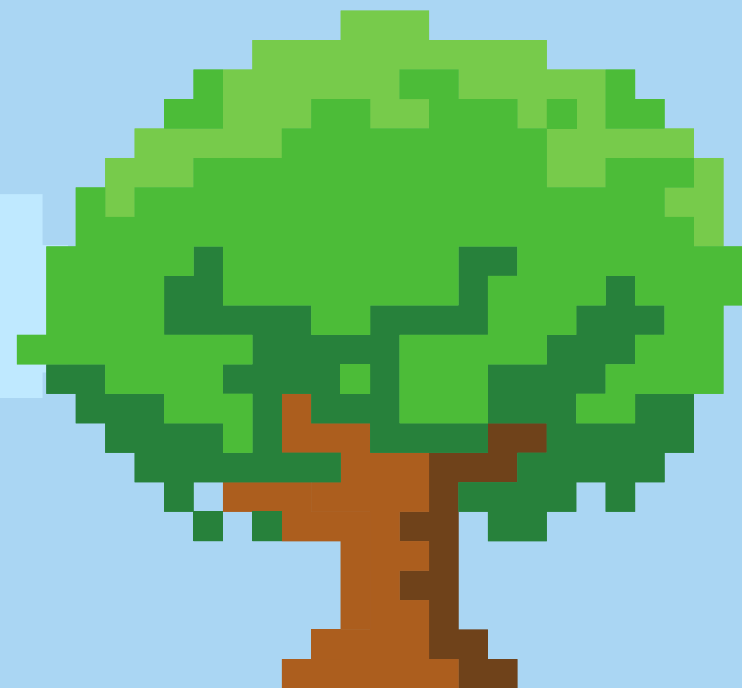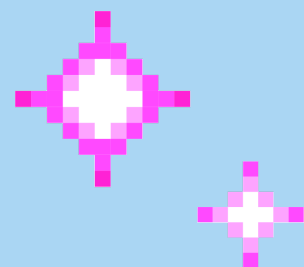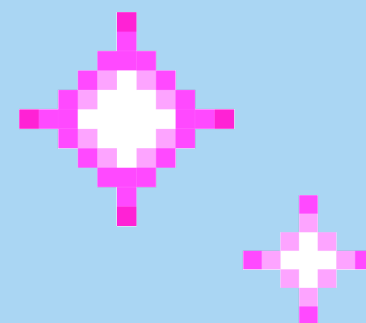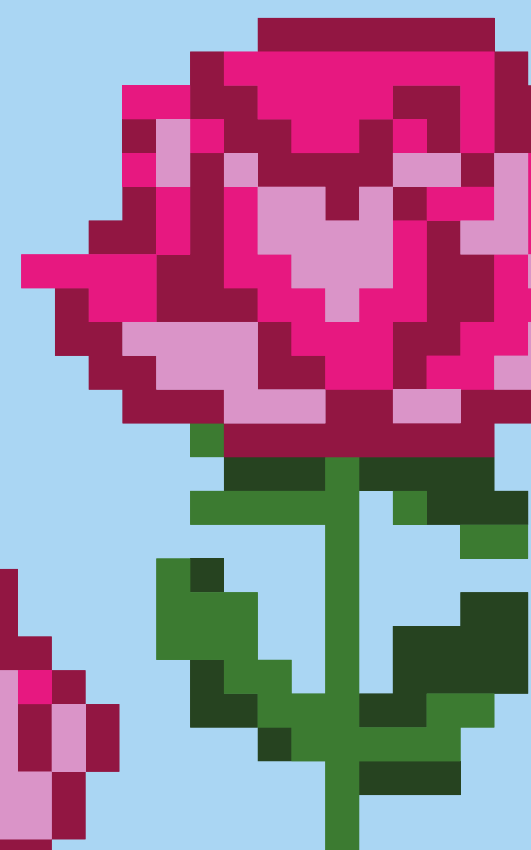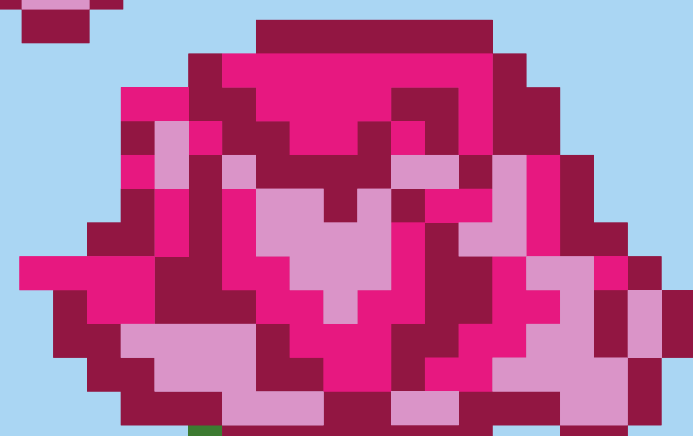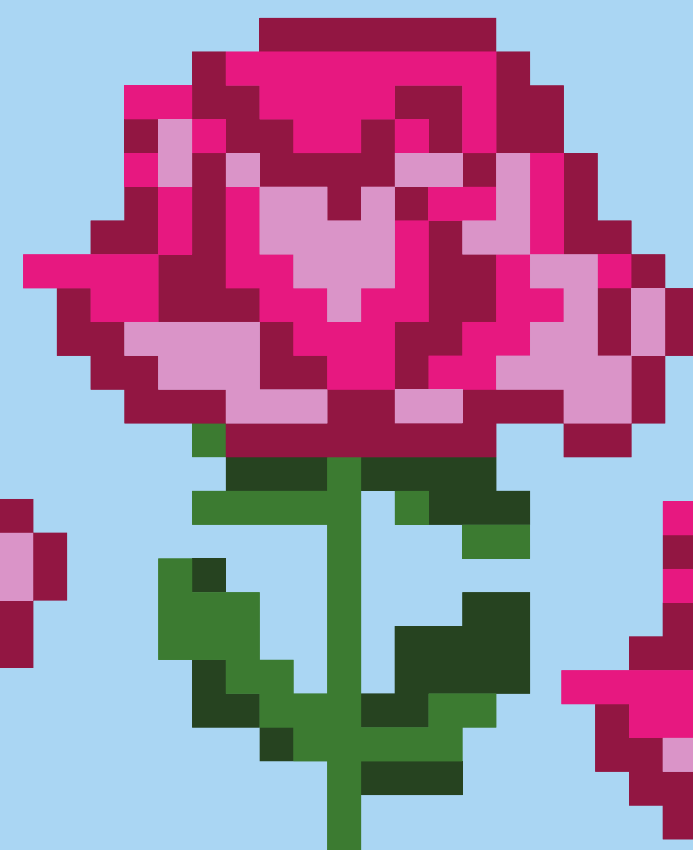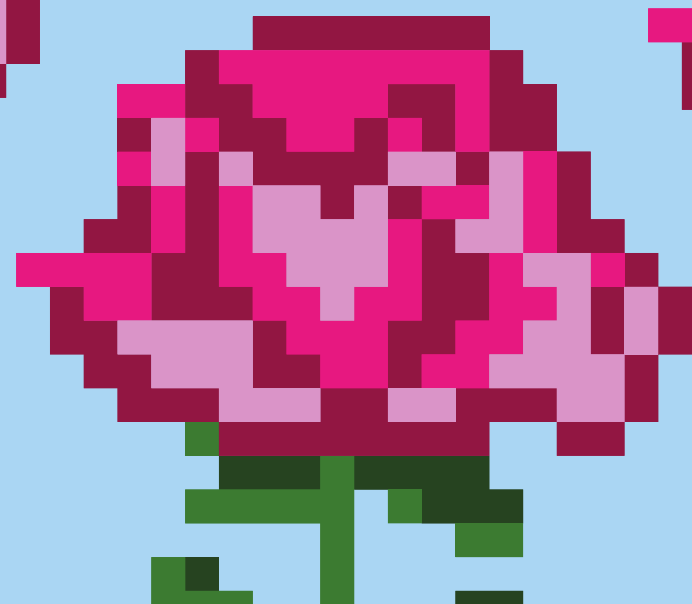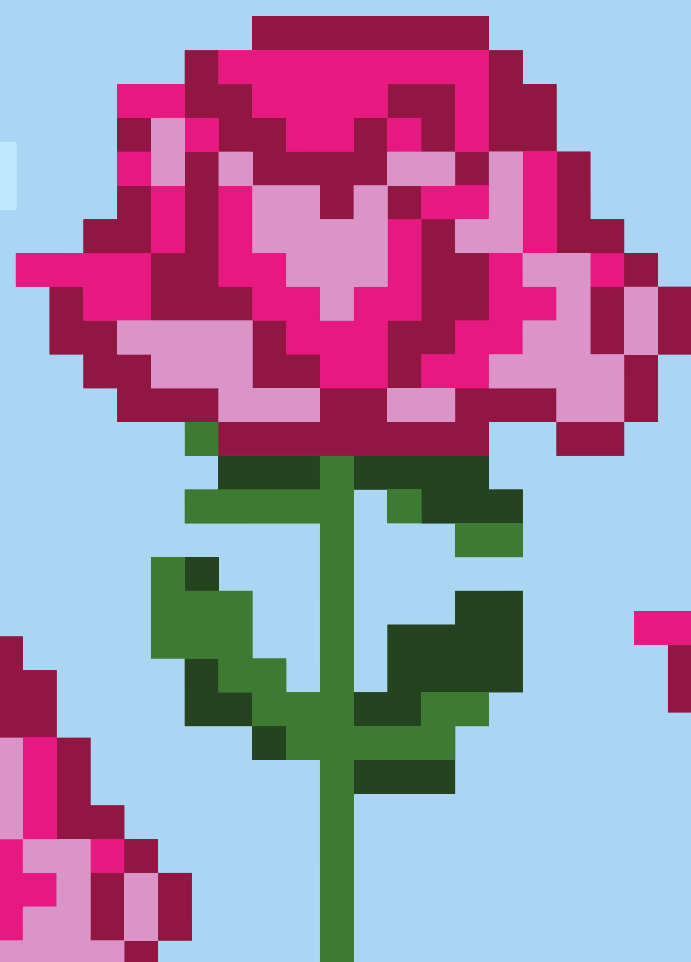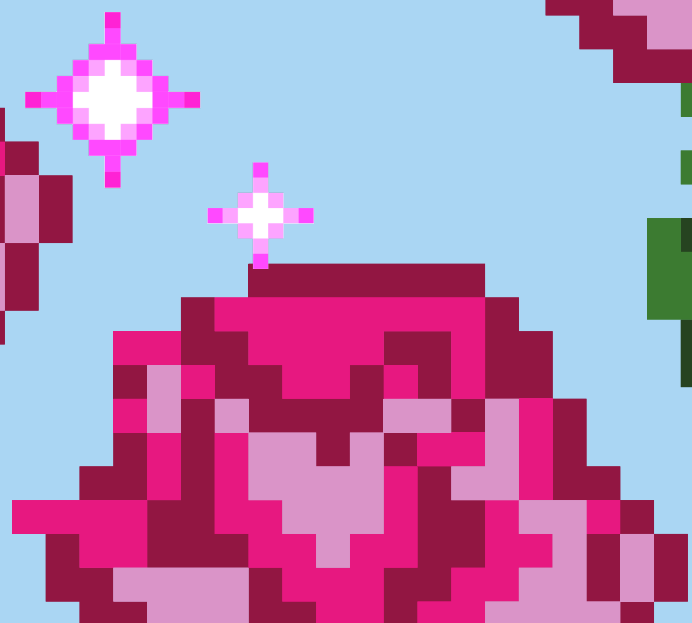- Time evaluation: 2 sprints

SCHEDULE

SPRINT 1(6/11 - 19/11)

Game design, including gameplay, art, resource balancing

Getting used to the technical platform

Server-side: using java- the main language of most group members

Client-side: using Unity(and C#) - a widely known game developing platform

Transmit using: TCP and UDP

SPRINT 2(20/11 - 3/12)

Building basic server, client, and protocols

SPRINT 3(4/12 - 17/12)

Multiplayer movement synchronize

Connection optimize

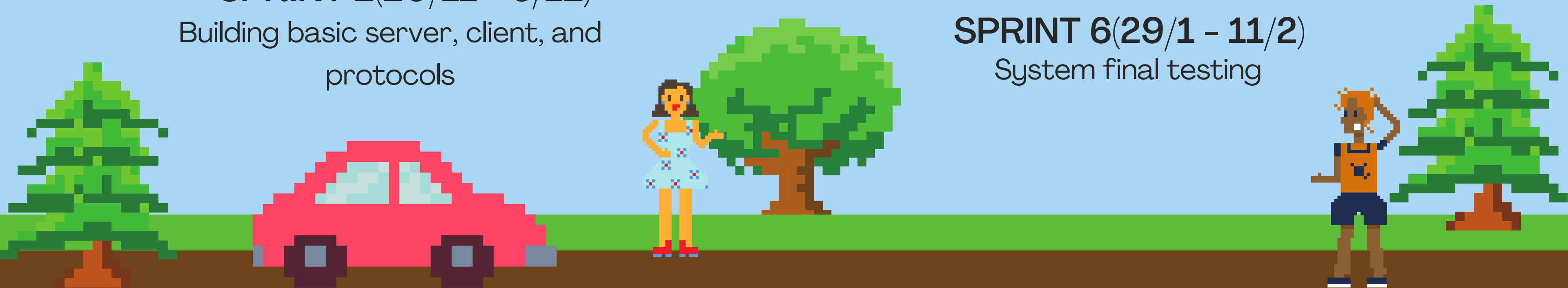## SPRINT 4(18/12-31/12)

Design skin system

Design Panel

SPRINT 5(1/1 - 14/1)

Design chat system

Design login/register systeml
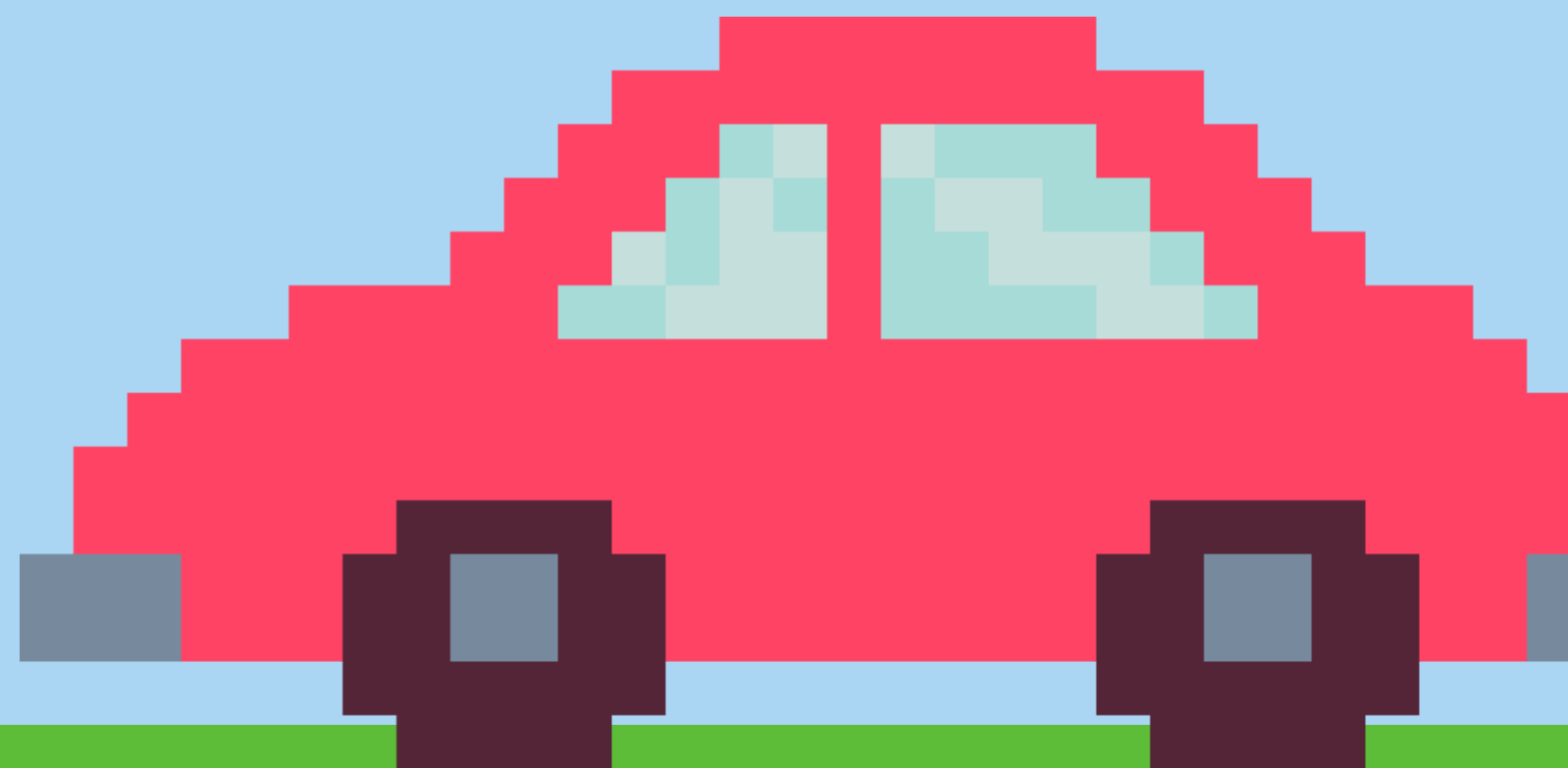
SPRINT 6(29/1 - 11/2)

System final testing

THANK YOU FOR LISTENING!

Don't hesitate to ask any questions!

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