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### 402 Project Proposal – Justification

For my CMSI 402 project, I have chosen to make a game/app using Phaser.io, which is a framework for making HTML5 games, predominantly using JavaScript for the game functionalities. Although this may not seem too complex or original, there is actually a lot of work that will go into making this game and will be a great challenge. To begin with, I will have to touch back on a lot of the JavaScript, HTML, and CSS that was used in previous CMSI programming classes, but specifically JavaScript, given that most of the programming for the game itself is going to be in JavaScript. Although I have already been taught some JavaScript in previous classes, this will be an opportunity to expand on my JS knowledge, attempting certain things that I have never before done with it. I will also have to use many other technologies in order to get this game working, given that it is not an all in one, simple, game creating platform. I will have to use other technologies in order to create and implement a leaderboard to track user high scores and achievements, a server to test my game on, and not to mention other packaging platforms in order to get my final game packaged into a mobile app. The reason for this is that although it will be a working desktop application/online game, I also want to be able to make it into a mobile app for both the App Store and Google Play Store. Therefore, as mentioned above, I will be using several technologies and therefore I feel that in terms of technical difficulty, it is an appropriate load of difficulty. The reason is that it is not that easy to implement everything and get a full functioning game up and running in such a short semester. However, it is also not the hardest thing to do, and therefore I believe that it can very well be attainable in the allotted time of this class. One semester would be a perfect amount of time to finish this project, given that it is more than enough time if I get working as soon as possible and do not waste anytime. However, in the off case that I do fall behind due to any other limitations or obstacles that I face in creating this game/app, I know that this should not be too difficult and that there are many forums as well as people out there that are very helpful and could lend some advice if needed. In terms of the skill needed for this project and even all the other platforms that I will be using, I believe that I do possess all those qualifications, and not to mention, I believe that the skill I possess that is most useful is the willingness to learn new things and try as hard as possible to learn and master such products that I may not be too proficient in. All in all, I believe that this project is something that very interesting to me, as I have always wanted to make an app and have it available for friends and family to play online or on their mobile device. Given that it is going to be a game where one can compete against others for high scores, it will be available to anyone with a computer, smartphone or tablet, so I believe that it will appeal to friends in that way. And finally, I believe that it will be interesting for the professor as well, since upon meeting with him, I became aware that he was not too familiar with Phaser.io and therefore it will be interesting for him to see the capabilities of this platform, as well as the finished product.