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Team Members:

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Project Type: Software Development Project

Project Description.

The software we are creating will be an exploration based video game in which users will be able to play as a character discovering and learning information in regards to cybersecurity and then test their knowledge and problem solving skills in a series of puzzles and questions.

What we’re trying to accomplish is to create a game in which people learning about cybersecurity can have an interesting yet fun manner in order to better their knowledge relating to cybersecurity.

In order to do so, we thought it’d be best to do so in a medium that didn’t involve immense amounts of reading or in a boring slide show, but rather we will develop software that has a means to test people in a fun interesting way.

Resource Requirements:

We resources we intend to use are as follows:

Unity: A game engine in which will feature the majority of our code developed in C# in order to run all of our assets in order to create and play a functioning game

MongoDB: We intended to utilize MongoDB to be able to help and store information and data that will be featured and filtered into the game without overcrowding the code.

DirectXAPI: We were going to use this for the sake of graphics for the game on the front end.

Windows: We will mostly be developing this game for Windows use, but we believe that any computer compatible with Unity will suffice.

As it currently stands, no other resources will be necessary, however, we may be utilizing outside unity assets in order to construct the visuals for the game in a timely manner. In the event we do not obtain these easily, we will be creating them from scratch.

Processes:

We’re likely to use Agile development as we’d like to plan things out as well as test parts of it individually and then work out whether things are fine via feedback before ultimately working out the kinks or moving on to other features.

Expected Deliverables:

We’re likely going to deliver test demos for the games, featuring certain menus, or just giving access to what can be controlled currently or not. We intend to release the full game when development is completed.