

Culmination Proposal – Funiversity

Michael Paul

Executive Summary

My project will be an education-based game app. There will be a series of small games that have educational purposes for children between ages 2-6. It will mostly use touch and taps on the screen to accomplish small goals. It will be very interactive with sounds and having encouraging feedbacks. Kids will also have the ability to learn basic information by using the app.

The reason I've chosen to make this app is because I've noticed that my nephew, who is currently 4 years old, learns best through games and fun. Whenever I am teaching him something new, he tends to remember the things that were practiced while we played games, or I added a fun element to it. I usually make paper prototypes of these games and have him play them while learning this information. While making these prototypes can be fun, the games are usually destroyed after being played once. By making an app, the games can be played again and accessible at any time. The feedbacks would always be there which makes correcting mistakes easier to accomplish.

I will need to improve my knowledge of Unity and learn about different methods to accomplish my goal. Since I already know how to make small scale games in Unity, I will be making the games that way. I will also need to figure out how to get the app working the way I intend. I will be gathering backgrounds and editing them using Adobe Photoshop and/or Illustrator.

I believe by the end of the project, I will be able to have at least two playable game. I also think that I will have a better understanding of how a lot of things work in Unity and will be able to make more games in less time to improve the app and make everything better. I believe that I will even be able to make other gaming apps after making this project. I will learn the manage my time better and make and follow schedules.

I've always been interested in making gaming apps so if this is successful, I will continue on improving it and even trying to get it in the app store. I will also try to make a few more small-scale gaming apps if this is successful. I believe working on this project will allow me to see the things that I can use to make other projects. It will help me with planning and scheduling better when working on a project. I think this will be the project that will change the way I do any other project.

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Project Description

The project is going to be an educational based gaming app that allows kids to learn and play games. They will interact with objects on screen and be given verbal feedbacks. There will be a series of games to learn from and different categories of learning. Each game will have its own unique element that makes it different from the others.

Deliverables

- Sign Proposal
- Calendar
- Presentation Poster
- E-Portfolio

Required Resources

- Unity
- Visual Studio
- Adobe Photoshop/Illustrator
- MacBook Air
- XCode

Budget

Item	Unit Cost
Letters-Numbers Board Asset	\$10
Mobile Speech Recognizer	\$12
Laptop	\$830
Estimate Total	\$852

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Calendar

Task	Start Date	End Date	Duration
Creating an idea	1/26/21	2/15/21	20
Meet with Advisor	2/15/21	5/10/21	84
Start Coding	3/22/21	5/10/21	49
Find and Create Assets	5/10/21	5/15/21	5

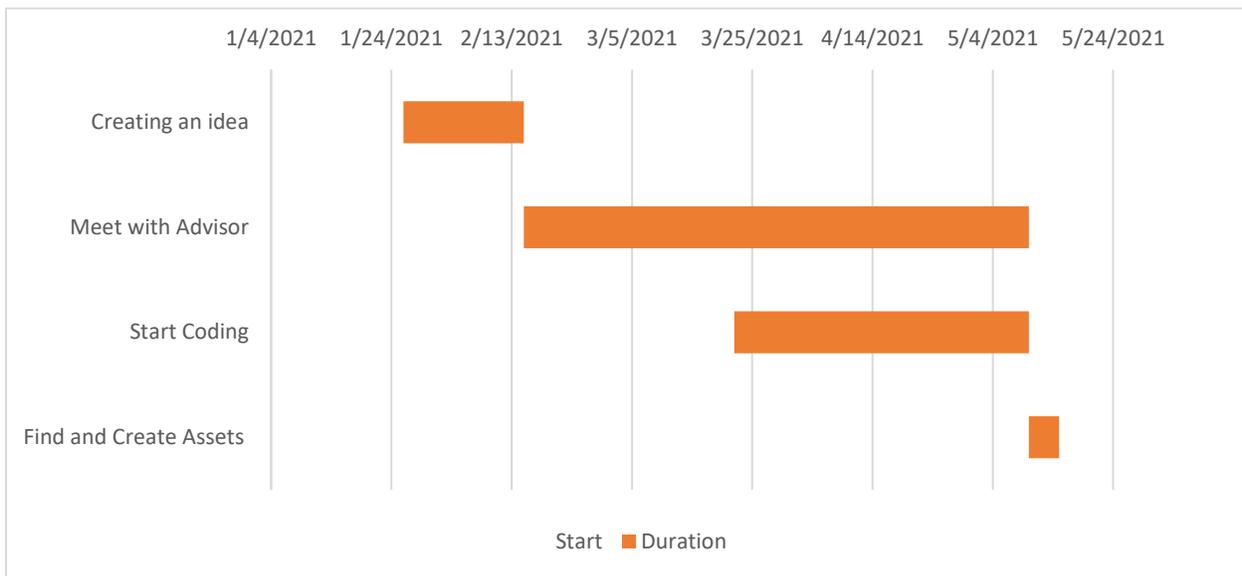


Table of Content

1. Proposal
2. Culmination project agreement
3. Data
4. Gant Chart with table