

Funiversity Games

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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.

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.



Methods

- Gather Assets by looking on google and other sites
- Create "dummy" code to test findings
- Troubleshoot any errors

Deliverables

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

Required Resources

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

Schedule

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

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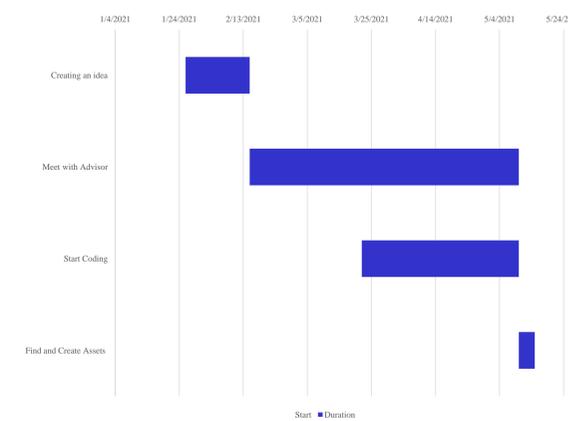
1. Proposal
2. Culmination project agreement
3. Data
4. Gant Chart with table

Conclusion

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.

Budget

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



The Process

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.