

MICHIGAN STATE
UNIVERSITY

Alpha Presentation Dealership Simulator 2017

The Capstone Experience

Team Urban Science

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*From Students...
...to Professionals*

Project Overview

- Web and Mobile Game
 - Gameplay
 - Turn-based
 - Edit KPIs of Dealership
 - Use the nearest neighbor algorithm to find the monthly results of simulated dealership using real dealership data
 - Leaderboard



System Architecture

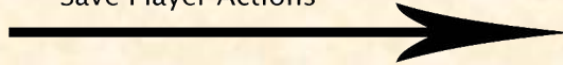


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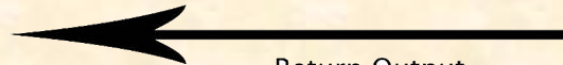
WebGL and Mobile App:



Save Player Actions



Return Output



Server:

Windows Server 2012



Urban Scene



Rural Scene



Leaderboard UI

 URBAN SCIENCE
DEALERSHIP SIMULATOR

MESSAGE OF THE DAY

See how you rank against other players on the LEADERBOARD as you compete to improve your dealership's stats!

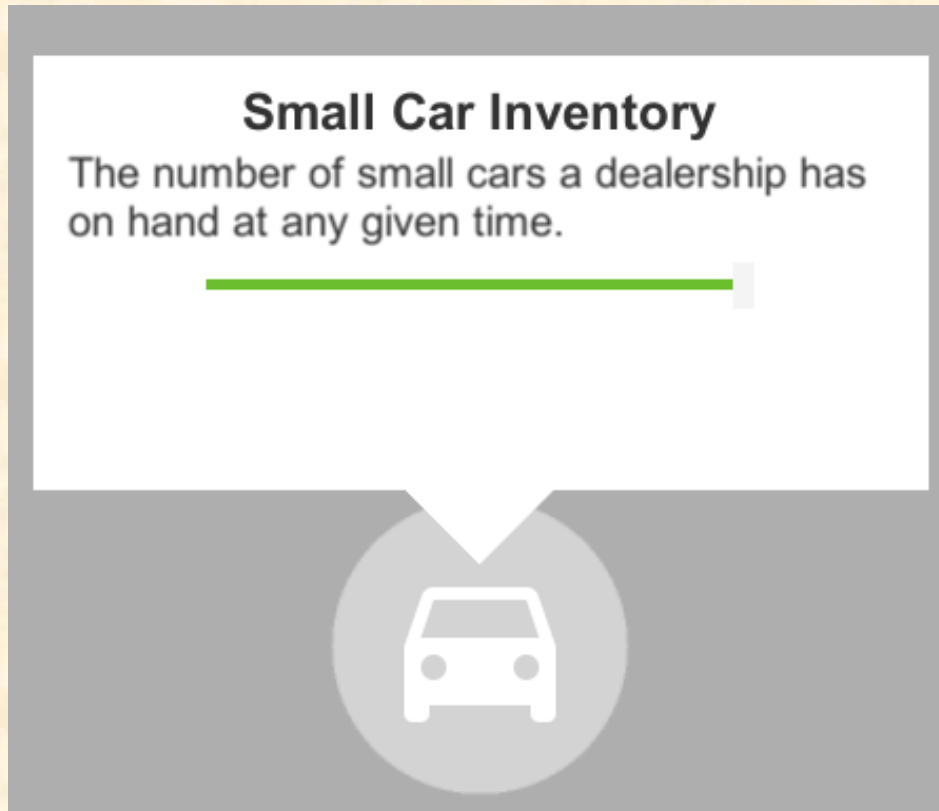
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RANK BY: **Total Sales**

LEADERBOARD

Player	Total Sales	Monthly Income	Cars Sold	Cars/Month	Vehicles Serviced
Dave Mathews	\$2.1 Million	\$342,000	2,000	17	1
Steven Tyler	\$1.8 Million	\$322,000	1,743	20	14
Debby Collins	\$977,000	\$248,000	1,002	24	12
Mike Phillips	\$623,000	\$220,000	500	19	12
Niko Avera	\$246,000	\$102,000	60	1	0
Edward Johnson	\$100,000	\$40,000	23	23	0
Steve Brown	\$78,000	\$7,000	1	1	0

KPI Slider UI



What's left to do?

- Better UI
- Leaderboards and Friends
- Random Events

Questions?

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