

MICHIGAN STATE

U N I V E R S I T Y

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



URBAN SCIENCE™

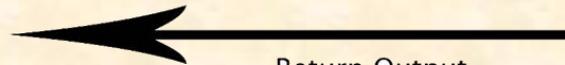
WebGL and Mobile App:



Save Player Actions



Return Output



Server:



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!

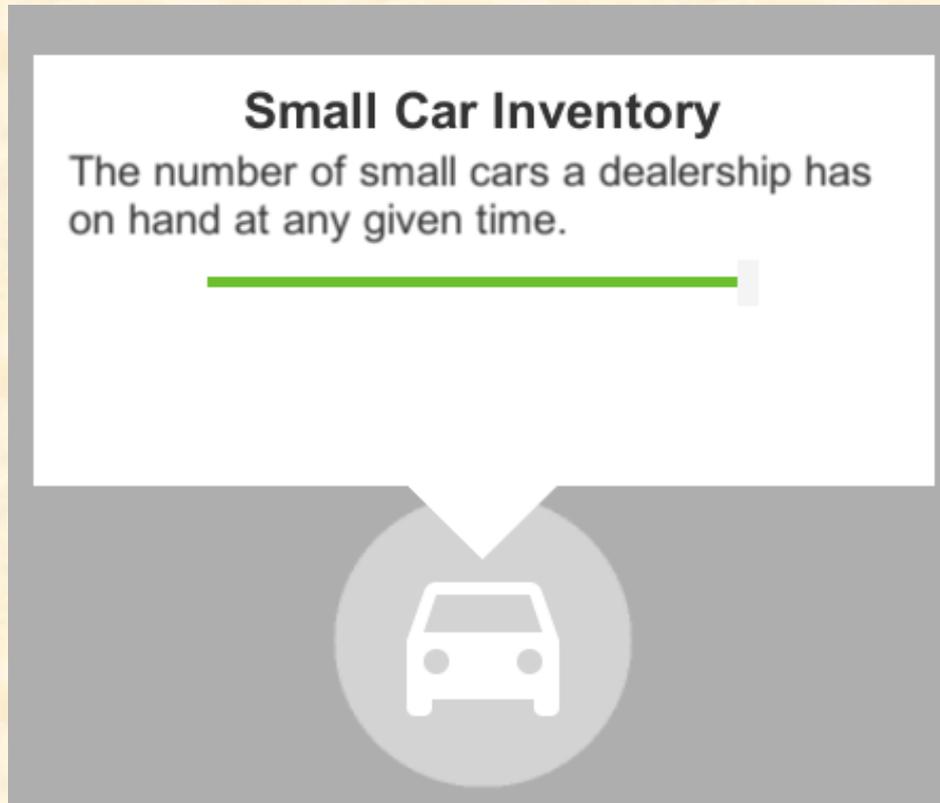
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RANK BY: **Total Sales**

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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