



# Project Plan

## Coverage Crisis: Covering Your Assets

The Capstone Experience

Team Auto-Owners

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

# Functional Specifications

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- Insurance is often an intimidating subject and the opportunities to learn about it are limited.
- Video games are accessible and engaging tools for learning.
- Coverage Crisis: Covering Your Assets is an insurance-based RPG where the player uses insurance to protect them and their assets from randomly occurring events.
- Coverage Crisis uses point and click style controls and is web-based.



# Design Specifications

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- Single Player, role-playing game
  - Schooling and Career
  - Asset Management
  - Insurance Coverage
  - Dynamic Events
- Leaderboard – summary information
- Admin Tool – in depth information



# Screen Mockup: Pay Day

Player Name  
Career  
\_\_\_\_ coins

Turn #1

Personal Exposures ▼  
\_\_\_\_\_

Pay Day

Salary

Student Loans

Mortgage/Rent

Car Payments

Insurance Premiums

Total Coins

Continue

# Screen Mockup: Player Activities

The mockup is titled "Coverage Crisis" and features a sidebar on the left and a main content area on the right.

**Player Information:**

Player Name  
Career  
\_\_\_\_ coins

**Turn Information:**

Turn #1

**Personal Exposures:**

Aparments	Costs
None	

**Homes:** None

**Vehicles:** None

**House Members:** None

**Activities:**

- Buy a Vehicle
- Buy a Home
- Rent an Apartment
- Get married
- Sell a Vehicle

Continue

# Screen Mockup: Shopping

Player Name  
Career  
\_\_\_ coins

Turn #1

Personal Exposures

Aparments

Costs

None

Homes

None

Vehicles

None

House Members

None

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Apartment #1

Residence Type: Non-owned  
Lease Amount: 10 coins per turn  
Insurance Premium: 5 coins per turn  
Occurrence Exposures:  
Default increase:  
+ 20% chance of renters occurrence  
Resident Features:  
Pool: + 5% chance of occurrences involving pools  
Fenced yard: -10% chance of occurrences at your residence

Total cost per turn

15

Cancel

Buy

# Screen Mockup: Insurance

Player Name  
Career  
\_\_\_ coins

Turn #1

Personal Exposures

AparmentsCosts

Apartment #1 \_\_\_

HomesNone

VehiclesNone

House MembersNone

Insurance Policies and Coverages

Renters Policy #1  
Total Premium: \_\_ coins per turn  
Items Covered:  
Apartment #1  
Coverages:  
☒ Coverage C - Personal Property ?  
Limit of Insurance: \_\_ coins per turn  
☐ Coverage E - Personal Liability ?  
Limit of Insurance: \_\_ coins per turn

Total cost per turn

\_\_\_

CancelInsure

Coverage C - Personal Property

Covers damage to belongings (other than vehicles) resulting from an occurrence



# Screen Mockup: Occurrence

Player Name  
Career  
\_\_\_ coins

Turn #5

Personal Exposures

AparmentsCosts

Apartment #1 \_\_\_

Homes

None

Vehicles

Vehicle #1 \_\_\_

House Members

None

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Occurrence:

While driving your car on your way to work, you make a left had turn and the passenger side of your car is hit by an oncoming vehicle. Both vehicles are damaged and the driver of the other vehicle suffers a fractured clavicle.

Bodily Injury Liability: \_\_ coins

Property Damage Liability: \_\_ coins

Collision: \_\_ coins

Total cost

\_\_\_\_\_

Continue



# Screen Mockup: Admin Tool

Refresh				Player Search
Player Name	Date ▲	Difficulty ▲	Score ▲	Detailed Info
PL1	9/27/1776	Normal	50	
PL2	9/22/1776	Normal	1025	
PL3	9/22/1776	Hard	745	
PL3	9/25/1776	Easy	500	
PL4	9/25/1776	Normal	400	
PL4	9/26/1776	Normal	575	
PL4	9/26/1776	Hard	1000	
PL5	9/25/1776	Normal	890	



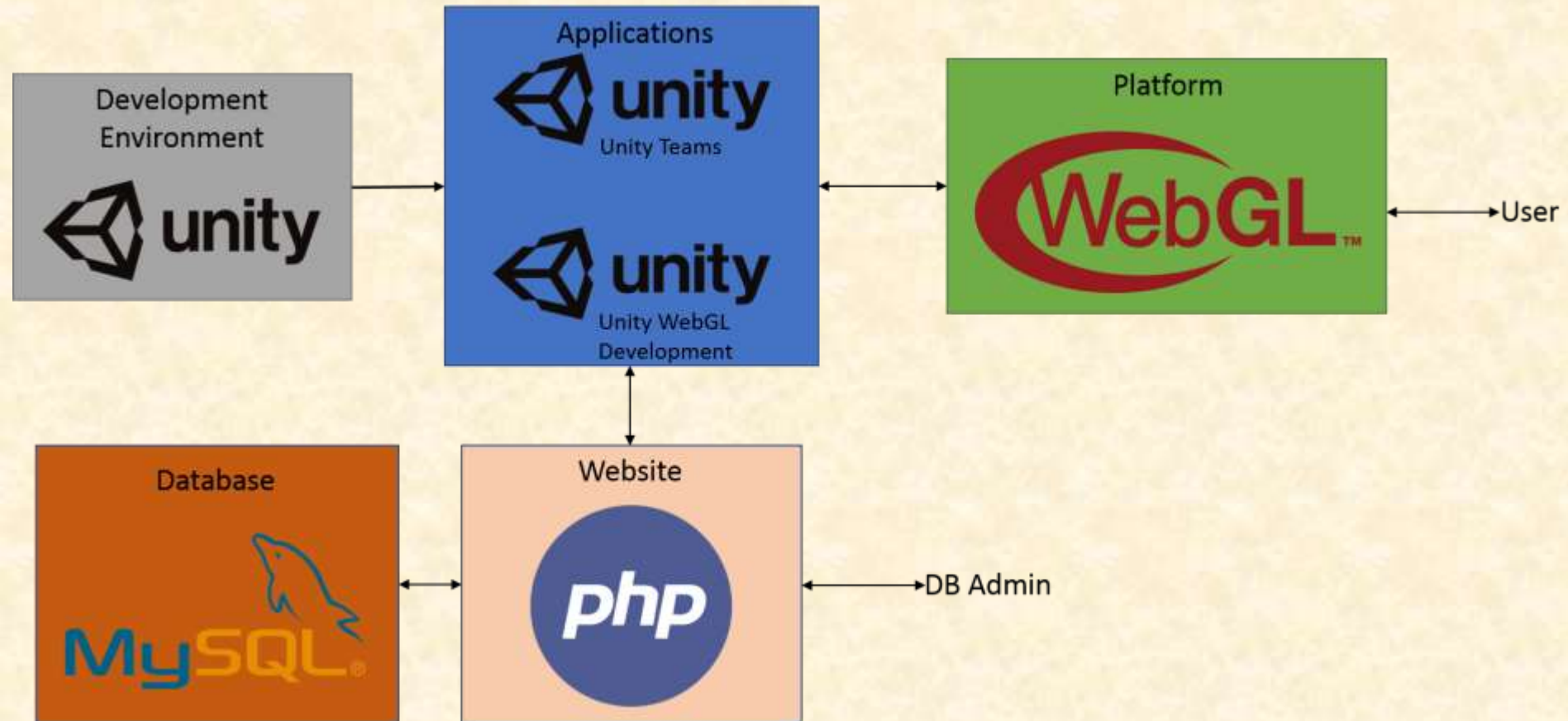
# Technical Specifications

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- Developed through Unity collaborating with Unity Teams
- All scripting is C#
- Database is MySQL communicated through PHP server-side scripts
- DB Admin communicates to the DB through a PHP webpage, which will be secured
- User views DB data through game application, Unity gets data from DB through the PHP scripts



# System Architecture



# System Components

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- Hardware Platforms
  - General WebGL application can be accessed through compatible browsers on compatible systems (i.e. Google Chrome compatible devices)
- Software Platforms / Technologies
  - Unity developmental environment
  - PHP - PDOs
  - MySQL



# Risks

- Game Balance
  - Ensuring the game is not exploitable and can be enjoyed on multiple difficulty levels, preserving the game's identity and teaching players correct information.
  - Spending an ample amount of time to test playthroughs, and tweak data until satisfied.
- Component Prioritization
  - In order to reach the testing phase of development, we are going to need to prioritize key elements of our project with regards to scheduling.
  - By prioritizing completion of the game loop, we will enable ourselves the opportunity to get a feel for the games playability and alter specifics later.
- User Authentication
  - We need to protect our user's data, ensuring that both their connection, and our database are secure.
  - By testing methods of bypassing our login system, we will be more certain of our authentication system.



# Questions?

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