

Project Plan Presentation

ERP Kids: Wildlife Presentation

The Capstone Experience

Team Evolutio

Jonathan Skidmore

Joey Daprai

Lindsey Murrell

Gabe Sanborn

Jennifer Sageman

Department of Computer Science and Engineering
Michigan State University

Fall 2021



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

Functional Specifications

- 2D top-down wildlife preservation ranger RPG mobile game.
- Highlight ranger work and daily life
- Inform users about wildlife preservation
- Showcase earlier Evolutio projects.



Design Specifications

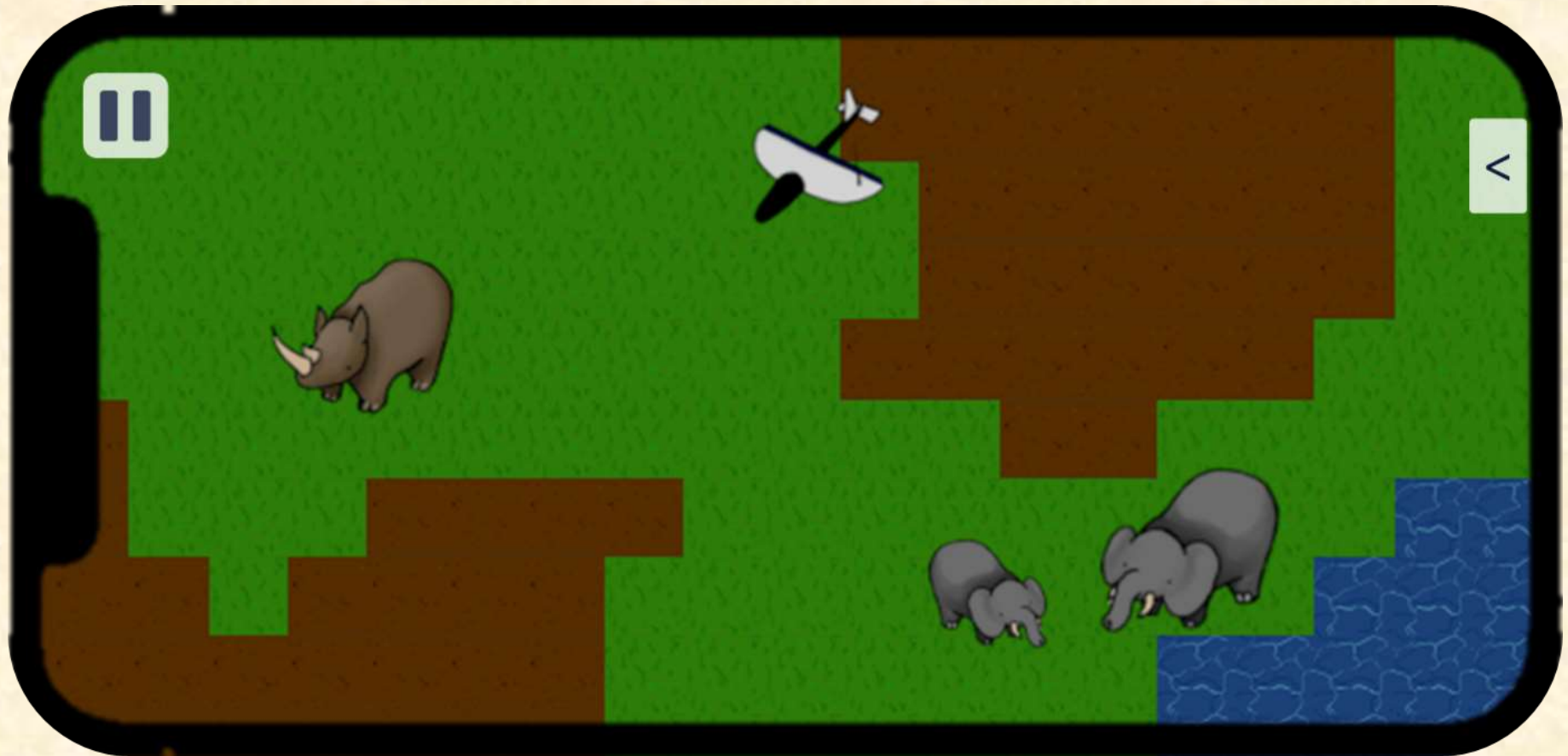
- Point-and-click movement
- Interactive, explorable map
- Dexterity minigames to solve problems
- Currency system to improve the preservation
- Caring for animals
- Preventing poaching on the preservation



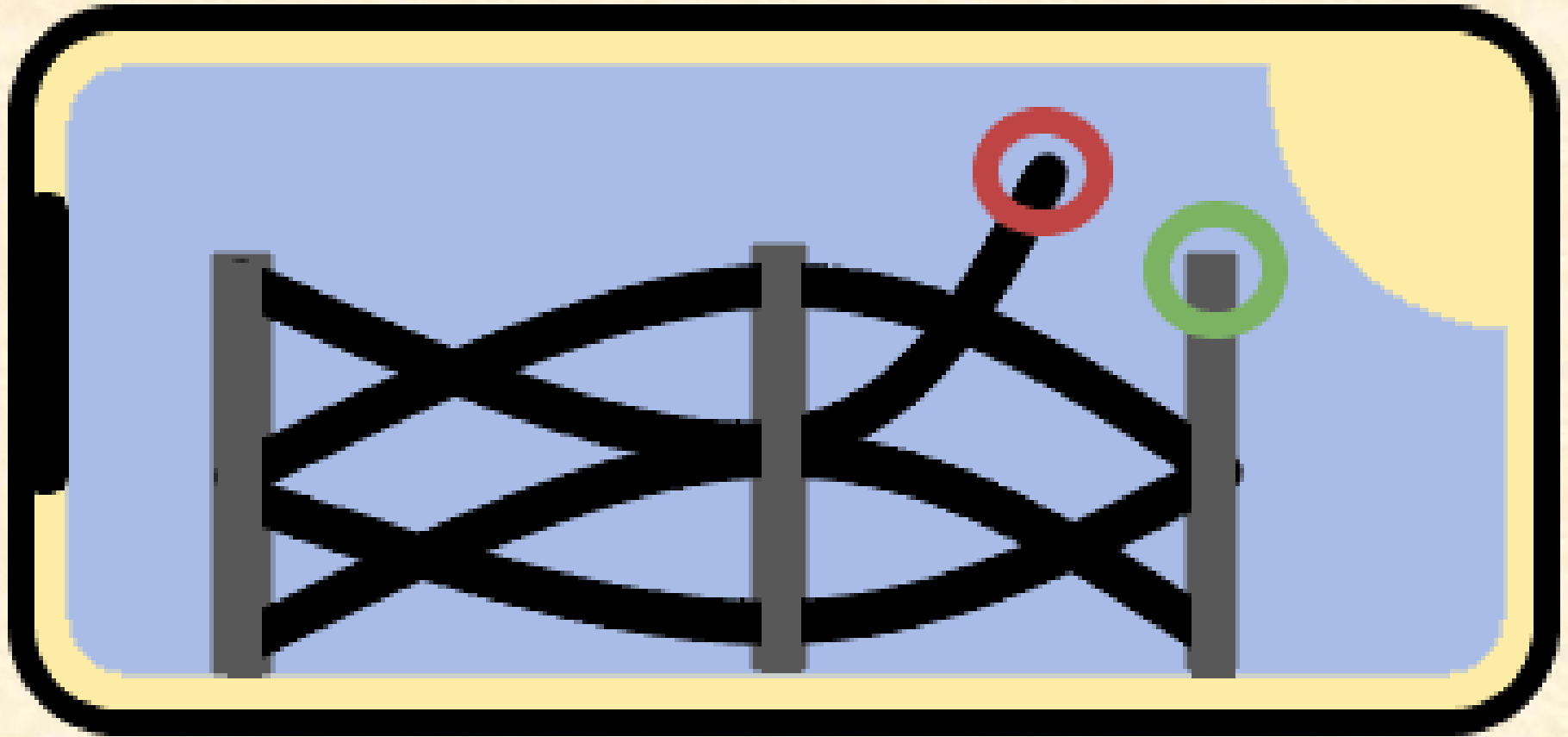
Screen Mockup: Day Scene



Screen Mockup: Night Scene



Screen Mockup: Task Minigame



Screen Mockup: Store

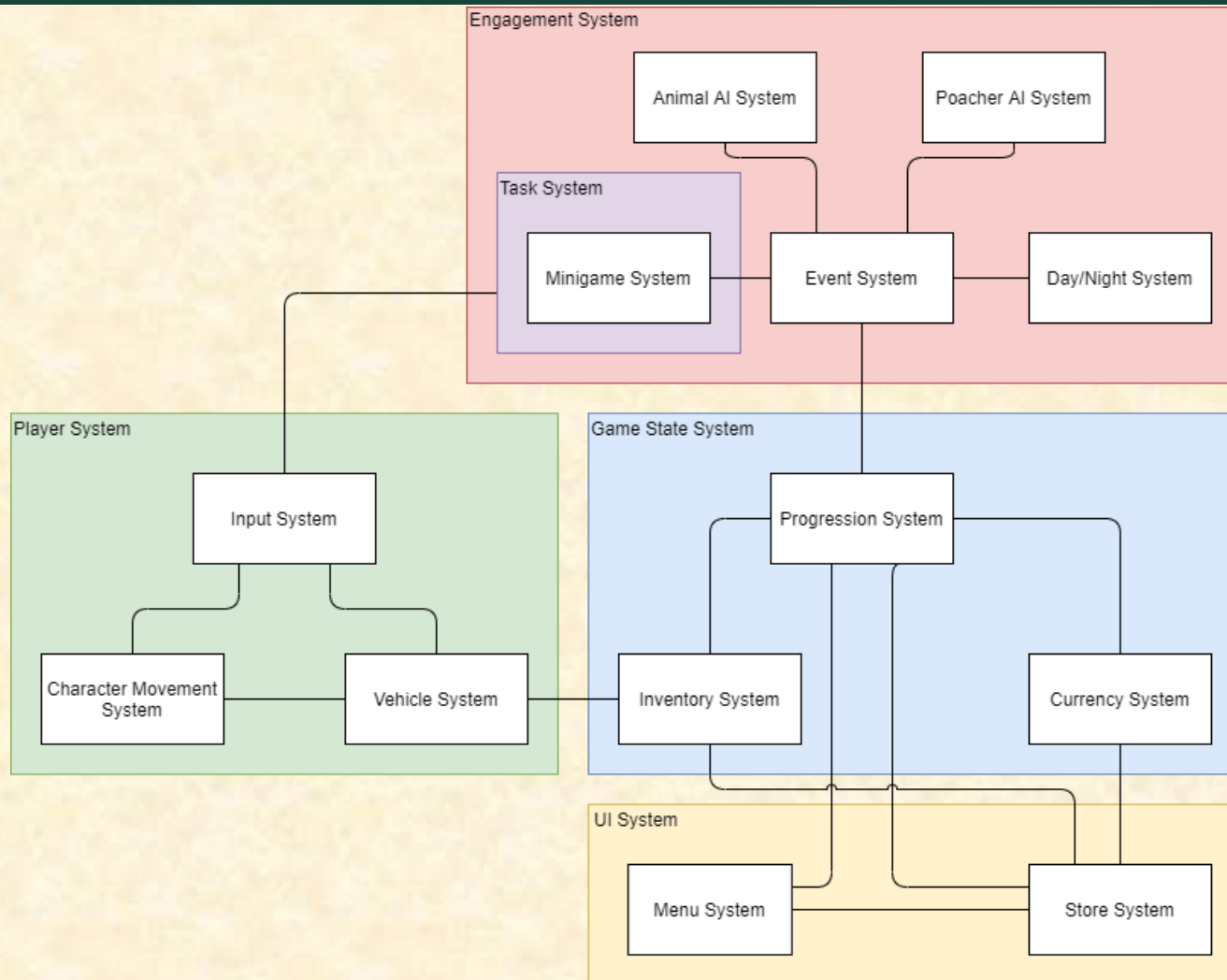


Technical Specifications

- Technology used for development
- Unity
- C#
- HLSL
- Xcode
- A* pathfinding algorithm



System Architecture



System Components

- Hardware Platforms
 - We do not have any
- Software Platforms / Technologies
 - Unity Collab
 - A* pathfinding algorithm package
 - Compatible for Android and iOS



Risks

- Risk 1
 - Creating an app that does not significantly drain device batteries
 - Testing the app on real devices and code the game efficiently
- Risk 2
 - Smoothly implement real-life drone footage in a way that makes sense in the context of the game
 - Communicating with the client to discuss the importance of the footage being included in relation to other features they emphasized
- Risk 3
 - Building to the iOS App Store and Google Play
 - Research the build process and make sure the app follows guidelines, especially for iOS
- Risk 4
 - Creating a fun game that also teaches about elephant and rhino conservation
 - Testing often with various age groups to ensure the game is fun to play



Questions?

?

?

?

?

?

?

?

?

?

