Team No. 17

Team Members: Angel Guerrero Urbina, Max Johnson, Ian Penrod, Garrett Wolfe, Dalton Yoder

Project Name: PointClickLearn

Project Synopsis:

A computer video game designed for younger children, to encourage learning and imagination at a developmental phase in their life.

Project Description:

Many of the computer-based young children's games on the market today offer a handful of features that make the gaming experience easier and more enjoyable for children, but many still have flaws that severely detract from the experience for both children and their parents. Several games have difficult to maneuver controls which are further compounded by the fact that mice and keyboards were not designed for children, who notably have little to no experience with these devices. Several of these games are also old and have very low-quality graphics, which makes them less appealing than other flashy (and often not so kid friendly) games. Of those games with simplistic designs and good graphics, many make heavy use of combat/violence. Because of all of these issues present across various children's games, there is a need for a modern one with close attention to detail. With this project we seek to create a quality children's video game that parents would approve of, that is easy for children to play, and that offers a modern feel.

Project Milestones:

- Fall Semester
    - Train on New Software - Early October 2020
    - Game Story Complete - Late October 2020
    - Game Framework in Place - December 2020
- Spring Semester
    - Finalize Game Processes - February 2020
    - Finish Voiceovers - March 2020
    - Testing and Bug Fixing - April 2020
- As of now, we do not have work divided up among team members, since we are still deciding on some parts of the project. As we go on in the semester we will separate the work fairly and as needed.

Project Budget:

- Unity

    - Unity is free to use, but additional features such as group collaboration are accessible for a monthly fee.
    - $100 for assets store.
- Adventure Creator (?) - $80
    - Runs off the Unity platform.
- Our team will need to familiarize with C#, as that is the language that Unity runs on