From Students…
…to Professionals

MICHIGAN STATE UNIVERSITY

Project Plan
Mobile Mini Movers Who Care
The Capstone Experience

Team TWO MEN AND A TRUCK
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Functional Specifications

• Entertain children on a long move
• Collect points while keeping boxes on a truck
• Compete with friends via leaderboard (Facebook)
Design Specifications

- Choose levels or go to the store through the menu
- Levels consist of three difficulties
- The store contains upgrades for trucks
Game Flow

Game Flow:

Main Menu

Level Select

Level Overview

Credits

Upgrade Store

Easy, Medium, Hard

Placement Phase

Level

Driving Phase

Scoring

The Capstone Experience

Team Two Men and a Truck Project Plan
Screen Mockup: Main Menu Screen

Mobile Mini Movers Who Care

- Start
- Store
- Credits
- Quit

"Movers Who Care."
Screen Mockup: Level Overview

Level 1 - Grassy Plains

Boxes To Move:
- Easy
- Medium
- Hard

Start
Back
Screen Mockup: Placement Phase

Let's Get Moving!
Screen Mockup: Driving Phase
Screen Mockup: Results Screen

You Win!
Boxes Delivered: 0
Final Score: 4

Timer: 0:20.6

Main Menu

BRAKES

GAS
Screen Mockup: Store UI Template
Technical Specifications

• Game built on Unity
  ▪ Unity C# scripting
  ▪ Facebook API
  ▪ Directly port to Android
  ▪ Port through XCode for iOS

• Unity Collaborate for version control
System Architecture

Unity Collaborate:

- **Cloud Server**
  - Consistent project
  - Allows reverts to previous versions
  - Allows merging, overwriting, discarding project changes

Collaborators can access the project.
Deployment Process

Deployment:

Android Build → Test on Multiple Android Devices

Unity Game Engine C# Scripting

Revise

Build Xcode Project → iOS Build

Test on Multiple iOS Devices

Google Play Store

App Store
System Components

- **Hardware Platforms**
  - Android devices
  - iOS devices

- **Software Platforms / Technologies**
  - Unity game engine
  - XCode for iOS port
Testing

• Distribute to target audience
  ▪ Make adjustments as necessary
• Receive feedback from game dev students
• Test on personal Android and iOS devices
Risks

- Gameplay testing
  - Need to know if the game is enjoyable by target audience
  - Have game tested by target audience (young children)
- Social networking service integration
  - Leaderboards associated with social network sites (stretch goal)
  - Research Unity documentation for linking Unity with social networks
- Assets
  - Need art and audio assets, no members are artists/audio majors
  - Unity asset store, outsourcing, TMT marketing department
- Consistency across different devices
  - Same proportional size for all screens
  - Test on variety of devices
Questions?