Project Plan
Coverage Crisis: Covering Your Assets

The Capstone Experience
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Functional Specifications

• 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

• 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
Screen Mockup: Player Activities

Coverage Crisis

Player Name
Career
___ coins

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

Coverage Crisis

Player Name
Career
___ coins

Personal Exposures

Apartments Costs
None

Homes
None

Vehicles
None

House Members
None

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
Screen Mockup: Occurrence

While driving your car on your way to work, you make a left hand 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

<table>
<thead>
<tr>
<th>Player Name</th>
<th>Date</th>
<th>Difficulty</th>
<th>Score</th>
<th>Detailed Info</th>
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<tr>
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Technical Specifications

- 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

- Development Environment
- Applications
  - unity
    - Unity Teams
    - Unity WebGL Development
- Platform
- WebGL
- User
- Database
- Website
  - php
  - DB Admin
System Components

• 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 game's 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?