Alpha Presentation
Coverage Crisis: Covering Your Assets

The Capstone Experience
Team Auto-Owners
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Michigan State University
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Project Overview

• Role Playing Game
  ▪ For people curious about insurance
  ▪ Life simulator
  ▪ Risk management
  ▪ Competitive leaderboard

• Administrator Tool
  ▪ More detailed info
  ▪ Insight into player choices
System Architecture

Applications
- Unity
  Unity Teams
- Unity WebGL Development

Platform
WebGL

Development Environment
unity

Database
MySQL

Website
php

DB Admin

User
Occurrence

While at your apartment, you caused a fire while cooking. Though the fire was quickly extinguished, it still resulted in burn damages and a few items need to be replaced in the apartment. The total cost will be 4 coin(s). The coverage required is Personal Liability, and Personal Property.

- Do Not Repair
- Repair From Pocket
- Repair Using Insurance
Buying a Car

Camry

- Purchase Price: 30 coins
- Insurance Premium: 0 coins
- Occurrence Exposures:
  - Default increase: +10% chance of auto occurrence (all coverage types)
- Vehicle Features:
  - Anti Lock Braking: + 5% chance of occurrences involving the Auto - Bodily Injury Liability, Property Damage Liability, and Collision coverages

Total Coins: 30

Purchase
Insuring an Exposure

Personal Exposures

- Vehicles
  - Camry: 6 coins
- Apartments: Cost
- Houses: Cost
- Family Members: Cost

Nik
Software Developer
18 coins

Auto Policy 2

Total Premium: 6 coins per turn
Insured Items:

- Bodily Injury and Property Damage
  - Limit of Insurance: 2 coins per turn
- Uninsured Driver
  - Limit of Insurance: 2 coins per turn
- Collision Damage
  - Limit of Insurance: 2 coins per turn
- Comprehensive Damage
  - Limit of Insurance: 2 coins per turn

Total Coins: 6 coins

Insure

Bodily Injury and Property Damage

Covers occurrences where the player is found liable for injury to another person resulting from an auto accident, must be purchased with Property Damage Liability.
Pay Day

Personal Exposures

Vehicles | Cost
---|---
Camry | 6

Apartments | Cost
---|---
Artist's Workshop | 8

Houses | Cost
---|---

Family Members | Cost
---|---

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Pay Day

<table>
<thead>
<tr>
<th>Item</th>
<th>Coins</th>
</tr>
</thead>
<tbody>
<tr>
<td>Salary</td>
<td>+18 coins</td>
</tr>
<tr>
<td>Student Loans</td>
<td>-0 coins</td>
</tr>
<tr>
<td>Mortgage</td>
<td>-0 coins</td>
</tr>
<tr>
<td>Rent</td>
<td>-8 coins</td>
</tr>
<tr>
<td>Car Payments</td>
<td>-6 coins</td>
</tr>
<tr>
<td>Insurance Premiums</td>
<td>-3 coins</td>
</tr>
</tbody>
</table>

Total Coins: +1 coin

Continue
### Leaderboard

<table>
<thead>
<tr>
<th>Position</th>
<th>Player</th>
<th>Score</th>
<th>Difficulty</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Coolest Nik</td>
<td>80</td>
<td>Hard</td>
</tr>
<tr>
<td>2nd</td>
<td>kiN</td>
<td>77</td>
<td>Hard</td>
</tr>
<tr>
<td>3rd</td>
<td>Ice cold</td>
<td>75</td>
<td>Hard</td>
</tr>
<tr>
<td>4th</td>
<td>Nik 5.0</td>
<td>43</td>
<td>Hard</td>
</tr>
<tr>
<td>5th</td>
<td>Nik</td>
<td>36</td>
<td>Hard</td>
</tr>
<tr>
<td>6th</td>
<td>Waluigi</td>
<td>35</td>
<td>Hard</td>
</tr>
<tr>
<td>7th</td>
<td>Nik</td>
<td>35</td>
<td>Hard</td>
</tr>
<tr>
<td>8th</td>
<td>Colin</td>
<td>20</td>
<td>Hard</td>
</tr>
<tr>
<td>9th</td>
<td>Big Man</td>
<td>20</td>
<td>Hard</td>
</tr>
<tr>
<td>10th</td>
<td>Nik</td>
<td>15</td>
<td>Hard</td>
</tr>
</tbody>
</table>
What’s left to do?

• Implement a Happiness System
• Game Balancing
• Achievements
• Admin Tool
• Tutorial
• Dynamic Background