Beta Presentation
Coverage Crisis: Covering Your Assets

The Capstone Experience
Team Auto-Owners

Colin Duyck
Joe Hayes
Xander Quiton
Nik Sumnik
Andy Wilson

Department of Computer Science and Engineering
Michigan State University
Fall 2020
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

Development Environment

Applications
unity
Unity Teams
unity
Unity WebGL Development

Platform
WebGL

Database
MySQL

Website
php

DB Admin
User
Interactive Tutorial

Nik
50/100
Doctor
33 coins

Personal Exposures

Turn #1 of 10

Buying an Item

- Buy a Vehicle
- Buy a House
- Rent an Apartment
- Other

Tutorial
Items outside of “Other” will have a per turn cost. A mortgage for houses, car payments for vehicles, or rent for apartments.

Click anywhere to continue!
Doctor’s Starting State

- Nik: 30/100
- Doctor: 28 coins

Personal Exposures
- Vehicles
- Apartments
- Houses

Pay Day
- Salary: +38 coins
- Student Loans: -10 coins
- Mortgage: -0 coins
- Rent: -0 coins
- Car Payments: -0 coins
- Insurance Premiums: -0 coins

Total Coins: +28 coins

Continue
Display with House and a Terrain
Achievement Earned

Turn #5 of 6

Personal Exposures

Vehicles

Apartments

Houses

Retiree's Dream

Achievement Earned

You just earned: Happily Married
Leaderboard Sorted by All

<table>
<thead>
<tr>
<th>Ranking</th>
<th>Name</th>
<th>Score</th>
<th>Difficulty</th>
<th>Achievements</th>
</tr>
</thead>
<tbody>
<tr>
<td>1st</td>
<td>Nik</td>
<td>284</td>
<td>Hard</td>
<td>Happily Married</td>
</tr>
<tr>
<td>2nd</td>
<td>Nik</td>
<td>284</td>
<td>Hard</td>
<td>High Living</td>
</tr>
<tr>
<td>3rd</td>
<td>Colin</td>
<td>280</td>
<td>Hard</td>
<td>Happily Married</td>
</tr>
<tr>
<td>4th</td>
<td>Nik</td>
<td>259</td>
<td>Hard</td>
<td>Happily Married</td>
</tr>
<tr>
<td>5th</td>
<td>Nik</td>
<td>250</td>
<td>Hard</td>
<td>Happily Married</td>
</tr>
<tr>
<td>6th</td>
<td>Joe</td>
<td>221</td>
<td>Easy</td>
<td>Safe than Sorry</td>
</tr>
<tr>
<td>7th</td>
<td>EasyMode</td>
<td>206</td>
<td>Easy</td>
<td>Safe than Sorry</td>
</tr>
<tr>
<td>8th</td>
<td>Waluigi</td>
<td>174</td>
<td>Medium</td>
<td>Happily Married</td>
</tr>
<tr>
<td>9th</td>
<td>Chef</td>
<td>170</td>
<td>Easy</td>
<td>Safe than Sorry</td>
</tr>
<tr>
<td>10th</td>
<td>Joe</td>
<td>149</td>
<td>Hard</td>
<td>Safe than Sorry</td>
</tr>
</tbody>
</table>
Admin Tool Individual Turn

### Coverage Crisis: Covering Your Assets

<table>
<thead>
<tr>
<th>Turn</th>
<th>Coins</th>
<th>Happiness</th>
<th>Career</th>
<th>Salary</th>
<th>Family</th>
<th>Occurrence</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>28</td>
<td>60</td>
<td>Doctor</td>
<td>38</td>
<td></td>
<td>None</td>
</tr>
<tr>
<td>2</td>
<td>31</td>
<td>70</td>
<td>Doctor</td>
<td>38</td>
<td>Yusa</td>
<td>None</td>
</tr>
<tr>
<td>3</td>
<td>34</td>
<td>60</td>
<td>Doctor</td>
<td>38</td>
<td>Yusa</td>
<td>None</td>
</tr>
<tr>
<td>4</td>
<td>27</td>
<td>58</td>
<td>Doctor</td>
<td>38</td>
<td>Yusa</td>
<td>Auto: 7 coins/insurance/autoSpec</td>
</tr>
<tr>
<td>5</td>
<td>30</td>
<td>73</td>
<td>Doctor</td>
<td>38</td>
<td>Yusa</td>
<td>None</td>
</tr>
<tr>
<td>6</td>
<td>3</td>
<td>77</td>
<td>Doctor</td>
<td>38</td>
<td>Yusa</td>
<td>Home: 6 coins/insurance&gt;Dwelling</td>
</tr>
</tbody>
</table>

#### Displaying data for turn 2

**Homes**

<table>
<thead>
<tr>
<th></th>
<th>Pool</th>
<th>Alarm</th>
<th>Garage</th>
<th>Fenced Yard</th>
</tr>
</thead>
<tbody>
<tr>
<td>Value</td>
<td>100</td>
<td>1</td>
<td>0</td>
<td>1</td>
</tr>
</tbody>
</table>

**Insurance**

<table>
<thead>
<tr>
<th>Type</th>
<th>Premium</th>
<th>Limit</th>
</tr>
</thead>
<tbody>
<tr>
<td>House</td>
<td>5</td>
<td>15</td>
</tr>
</tbody>
</table>

**Loans**

<table>
<thead>
<tr>
<th>Type</th>
<th>Amount</th>
<th>Monthly Payment</th>
</tr>
</thead>
<tbody>
<tr>
<td>student</td>
<td>20</td>
<td>10</td>
</tr>
<tr>
<td>House</td>
<td>50</td>
<td>20</td>
</tr>
</tbody>
</table>
What’s left to do?

- Game Balancing
- Bug Fixing
- UI Stylization
- Polish
- Further Gameplay Population
- Client Handoff Prep
Questions?