Project Plan Presentation
ERP Kids: Wildlife Presentation

The Capstone Experience

Team Evolutio
Jonathan Skidmore
Joey Daprai
Lindsey Murrell
Gabe Sanborn
Jennifer Sageman

Department of Computer Science and Engineering
Michigan State University
Fall 2021
Functional Specifications

• 2D top-down wildlife preservation ranger RPG mobile game.
• Highlight ranger work and daily life
• Inform users about wildlife preservation
• Showcase earlier Evolutio projects.
Design Specifications

- Point-and-click movement
- Interactive, explorable map
- Dexterity minigames to solve problems
- Currency system to improve the preservation
- Caring for animals
- Preventing poaching on the preservation
Screen Mockup: Day Scene
Screen Mockup: Night Scene
Screen Mockup: Task Minigame
Screen Mockup: Store

Shop

Bicycle

x25

Jeep

x250

Truck

x200
Technical Specifications

- Technology used for development
  - Unity
  - C#
  - HLSL
  - Xcode
- A* pathfinding algorithm
System Architecture

The Capstone Experience

Team Evolutio Project Plan Presentation
System Components

• Hardware Platforms
  • We do not have any

• Software Platforms / Technologies
  • Unity Collab
  • A* pathfinding algorithm package
  • Compatible for Android and iOS
Risks

• Risk 1
  • Creating an app that does not significantly drain device batteries
  • Testing the app on real devices and code the game efficiently
• Risk 2
  • Smoothly implement real-life drone footage in a way that makes sense in the context of the game
  • Communicating with the client to discuss the importance of the footage being included in relation to other features they emphasized
• Risk 3
  • Building to the iOS App Store and Google Play
  • Research the build process and make sure the app follows guidelines, especially for iOS
• Risk 4
  • Creating a fun game that also teaches about elephant and rhino conservation
  • Testing often with various age groups to ensure the game is fun to play
Questions?