

Tal Melamed	Almost Games Ltd.
V00795078	GPS Enabled Text-Adventure RPG
1/7/2016	1

Version	When	Who	What
0	January	Game makers	Concept Design complete
Alpha	February	Technical Team	Core mechanics working, with a section of the game playable
Beta	March	Technical/Testing Team	Most of game content complete and working

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1.0 Problem description / expression of need

The client currently has a lack of captivating games due to release in their next quarter, particularly in the mobile market. This proposal suggests a low investment product that can allow the client to gain market share in the mobile game market.

2.0 Project Objectives

Engaging and fun experience
Easily accessible

3.0 Current System(s)

The client has released mobile games in the past. However, these games are of strong resemblance to current market trends and lack unique innovation.

4.0 Intended users and their interaction with the system

Users of the product are limited to those in geographic area of the University of Victoria.
Users will interact with the product using a smartphone application.

5.0 Known interaction with other systems within or outside the client organization

Android/iOS smartphones
Google/Apple GPS tracking API

6.0 Known constraints to development

Development time
Diversity of skills in the team

7.0 Project Schedule

Team selection 14 Jan (Lab)
Concept design complete 26 Jan (Lab)
Core mechanics working 18 Feb (Lab)
User feedback and changes 3 Mar (Lab)
Story board and content written 15 Mar (Lab)
All content implemented 24 Mar (Lab)
Bugs fixed and product Ship 31 Mar (Lab)
Final deadline 1 Apr

8.0 Project team

Project Manager
Programmer
Game designer
Art designer

9.0 Glossary of terms

RPG - Role Playing Game, a popular genre of video games which commonly involves the player completing quests, leveling up, and finding items in order to make progress in the game.

Project Proposal Summary (1 page)
Tal Melamed and V00795078
GPS Based Text-Adventure RPG

This proposal introduces the concept of a text-adventure video game of similar style to those popular in the 1980's. However, the game will incorporate a modern element, GPS and smartphones, into the old genre. The game will be playable as an application on a smartphone.

The in game map, of which the player will traverse, is a replication of the UVic campus. In order to visit locations in the game and progress through the story, the player must also physically visit the in game locations in real life. The GPS on the smartphone will detect when the player is in the right location and progress the game. Riddles based on landmarks may be incorporated into the game to incentivize the physical aspect.

Though, users will generally interact with the game using the traditional text based approach.

It is intended that the in-game setting of UVic will have some sort of theme to it, though it is not decided upon which one yet. Some suggestions are: Medieval, Post-Apocalyptic, 1800's.

It is desirable that portions of the game are accompanied by a static art piece depicting the player's current scenario and adding more life to the experience.

The story of the game is intended to be satiric, heartwarming, and ridiculous.

My Résumé

Tal Melamed and V00795078

Project management experience

Worked for 2 coop terms at Intel as an SSD Validation Engineer, there I was exposed to industry standard project management and business operations. During my terms I was often involved in discussion about project direction and even lead an effort to redesign a fundamental piece of test framework software architecture.

I have developed multiple personal (out of school) projects both solo and with others. I am heavily involved in the creative process and technical development of these projects. I am also directing design decisions that affect project realization and funding. Some of my projects include:

Android App "oocalc" (solo), an innovative calculator intended to simplify complex math formula operations that are not ideal in a regular string based input calculator, available on the Android Play Store

Sound Frequency to Light Wavelength Conversion Machine (solo), is a circuit that takes sound input from a microphone, processes that signal internally to detect frequency then transforms those signals into proportional light wavelengths, and outputs the transformed signal to an RGB LED strip to be visible.

Bouncy ball that counts how many times you bounce it (team), is as the name suggests. (in progress)

Writing experience

I am always the main presenter in any team I am in. I greatly enjoy it and put a lot of effort into my presentations. I try to make my presentation engaging and a bit funny, while still being very concise and informative.

I am also a strong writer, I got the highest mark in the class for the writing portion of ENGR 120. Major works include 2 work term reports, and the countless presentation I have wrote and performed on various occasions.

Webmaster experience

This is my weak spot.
I don't like working with UI. I have no interest in web-based technologies.

Software tool expert

Android development environment
Version control platforms

Programming skills

Java, C, Python
Embedded system programming
Mobile platform programming (Android)

Design experience

Designed multiple projects and directed them to completion
Familiarity with large software systems.

Requirements engineering experience

Developed professional software based on internal requirements documents
Performed testing on other software to ensure it met requirements