MICHIGAN STATE UNIVERSITY Project Plan Game of Loans

#### The Capstone Experience

Team Quicken Loans Art Barajas Andrew Barnett Shane McCloskey David Rulestead Tim Taviano

Department of Computer Science and Engineering Michigan State University

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From Students... ...to Professionals

## **Functional Specifications**

- Gamification of the loan process.
- Educate users on the process of attaining and closing a property loan.
- Provide Quicken Loans team members a way to compete and learn at the same time.

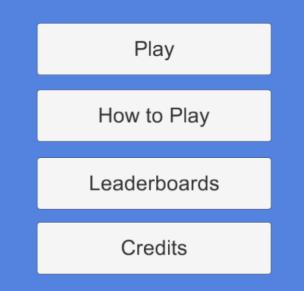
## **Design Specifications**

- Opportunity Knocks
  - The player draws cards to raise their statistics.
- Property Hunt
  - The player picks a property to begin the loan process on.
- Loan in Process
  - The player progresses their currently selected loan by rolling the dice.



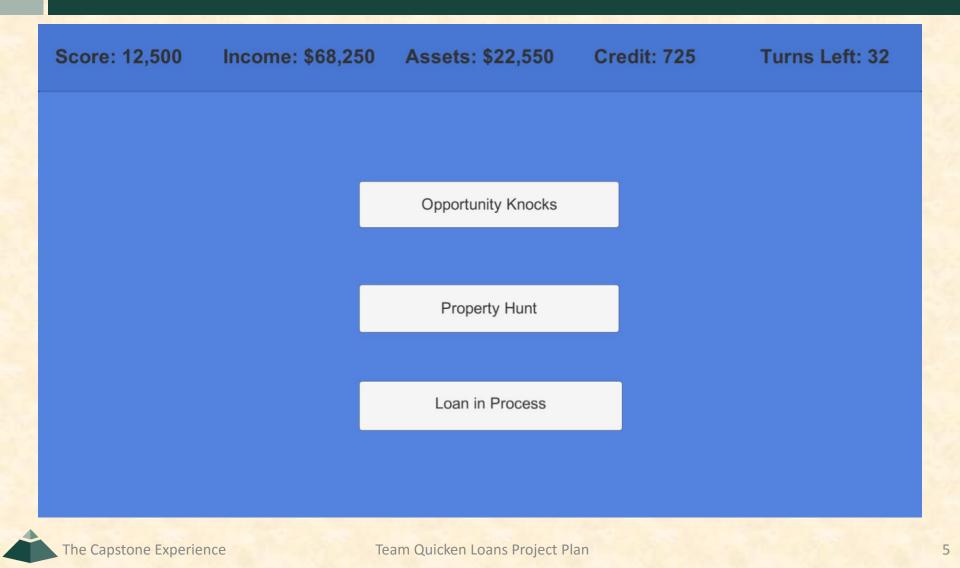
# Screen Mockup: Main Menu

#### Quicken Loans presents Game of Loans

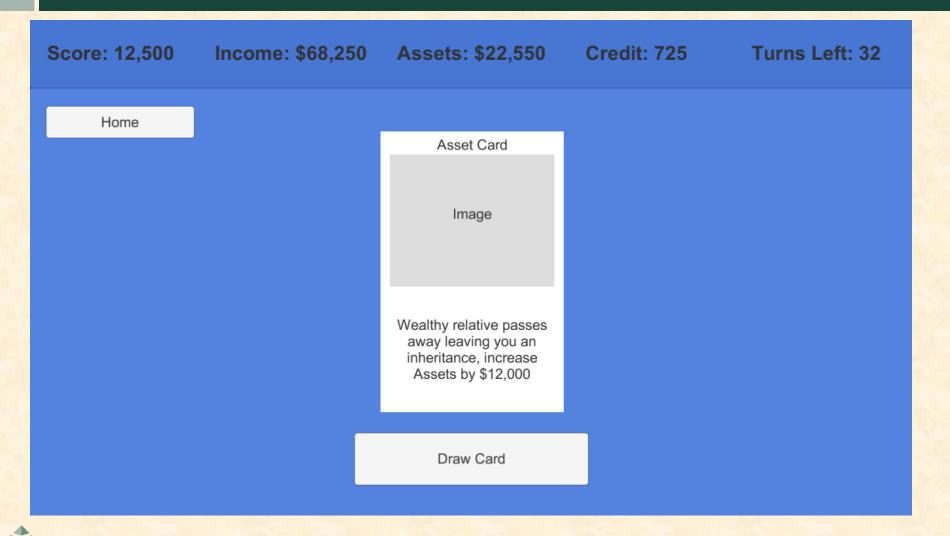


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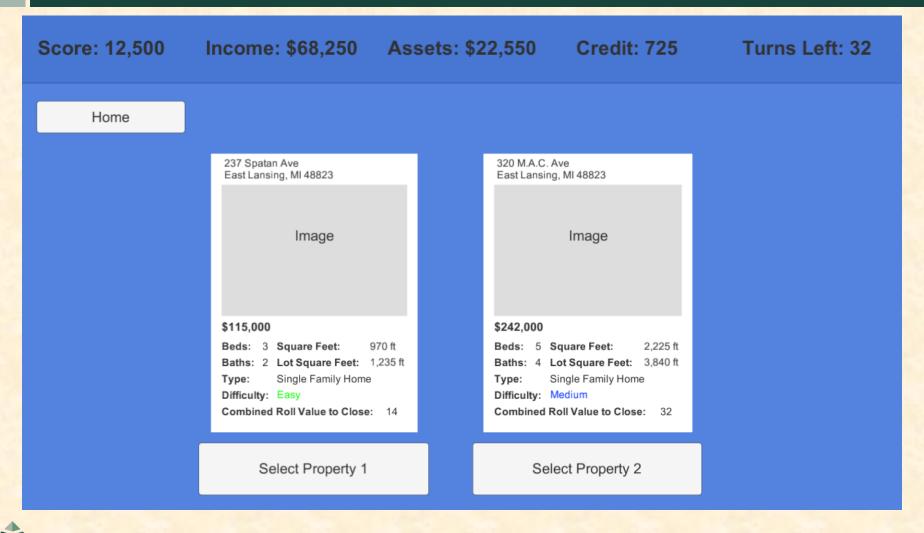
# Screen Mockup: Home Screen



## Screen Mockup: Opportunity Knocks

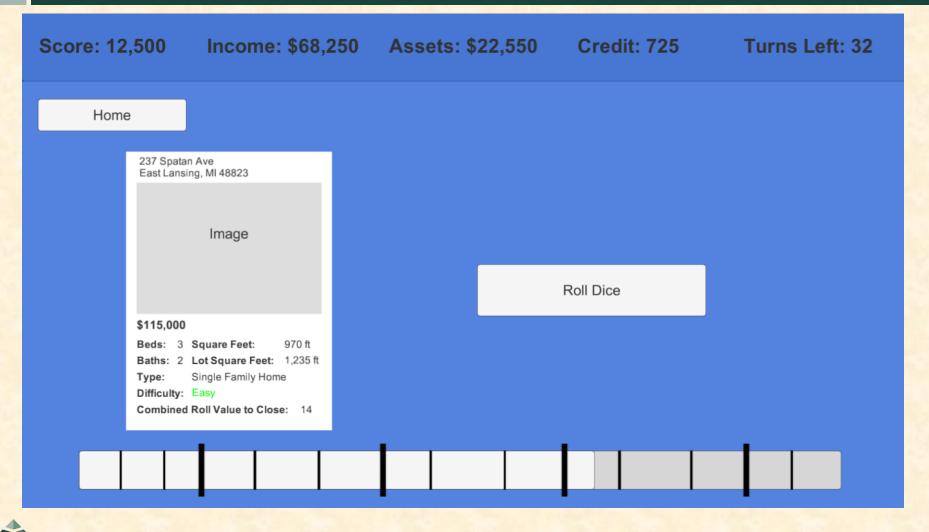


# Screen Mockup: Property Hunt



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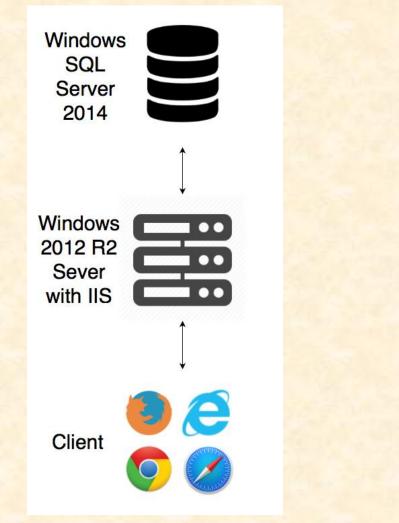
# Screen Mockup: Loan in Progress



## **Technical Specifications**

- Game Controller: Handles all game logic.
- Navigation Controller: Handles button events.
- Player: Holds all player statistics, current properties, opportunity knocks cards, etc.
- Opportunity Knocks Card: Contains relevant statistic data for each card.
- Property Card: Contains relevant property data for each card.

# System Architecture



### System Components

- Hardware Platforms
  - PowerEdge R210 Server
  - A user's laptop or desktop machine
- Software Platforms / Technologies
  - Unity 5.3
  - Language: C#
  - WebGL build target
  - Microsoft SQL Server 2014

## Testing

- Unit testing.
- Integration testing
- Using Visual Studio Test Framework
- Game balancing for testing proper difficulty

#### Risks

#### Feature creep

• Mitigation: Implement core features first.

#### Unity Development

 Mitigation: Continuous learning through documentation and tutorials.

#### Animation and graphics

 Mitigation: Assign enough time to complete tasks for creating and improving graphics and animations.

Using Unity with GitHub repository

 Mitigation: System put in place so no two team members are working in the same scene at the same time.