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TRPD
2 June 2008

Thesis Project Proposal

For my thesis project, I would like to develop a hybrid (or alternate) reality game that addresses ecocritical (environmentally and spatially-minded) issues. I would like to use appropriated technologies to implement the game: the Nintendo Wii Remote control and the Nintendo Dual-Screen portable game system.

I have yet to actually fully develop the premise of the game, though I would like players to be in teams of three so that two people are using a Wii Remote and the other is using a DS. For now, I am projecting the game to be a six player game, but I see no issues scaling it to accommodate additional players.

As I already own enough Wii remotes and one Nintendo DS, I would only require the purchase of an additional DS as well as two M3 DS cards—flash memory cards that allow homebrew applications to be deployed on the DS.

Projected Budget

Item	Price	Quantity	Cost
Nintendo DS (refurbished)	\$109.99	1	\$109.99
M3 DS Card (1GB)	\$34.95	2	\$69.90
Total (w/o tax of S&H)			179.89

Projected Schedule for the Project

Quarter	Goals to be Achieved
Summer	<ul style="list-style-type: none"> ● Learn development kits and tools for Nintendo DS homebrew and Nintendo Wii homebrew ● Develop game premise/goal ● Complete initial sketches
Fall	<ul style="list-style-type: none"> ● Complete design document ● Begin implementation of design ● Generate appropriate assets
Winter	<ul style="list-style-type: none"> ● Continue and test implementation ● Continue generating assets ● Complete a beta level version of the game
Spring	<ul style="list-style-type: none"> ● Complete final version of game ● Deploy game