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|  | **HASAN KALYONCU UNIVERSITY**  **Computer Engineering Department** **CENG 499 Project Proposal Form** |

**Part I. Project Proposer**

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**Part II. Project Information**

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| **Starting Term** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 0 | 2 | 1 | / | 2 | 0 | 2 | 2 | |
| **Title of the Project** | Coding Game |
| **Project Description** | |
| As Indevo Teknoloji, we are developing a game based on coding education. Our goal is to come up with an innovative game. There is no platform constraint for this project. But using innovative technologies is one of the main objectives.  The game should be designed to develop basic algorithm and coding skills. In-game motivations should be placed in line with this purpose. This project covers all the stages of determining the basic requirements, development processes, testing and publishing. | |
| **Project Justification** | |
| **Novelty** | |
| **New aspects** | Gaming platforms generally offer games developed for entertainment purposes, but there is a lack of comprehensive and motivating games specifically aimed at coding education. Within the scope of this project, it is aimed to develop algorithm and coding skills as well as having fun. Students are encouraged to try innovative technologies such as AR or VR. But this is not mandatory. |
| **Complexity** | |
| **Challenging problem and issues** | It is expected that the selected platform-based technical problems will be overcome. In addition, it is necessary to provide an optimum balance between education and entertainment. For example, if the focus is on education and entertainment is neglected, it will be very difficult to keep users in the game. |
| **Related computer science fields and subfields** | Software Engineering, Computer Graphics |
| **Tools** | Unity, Unreal Engine etc. |
| **Risk involved** | |
| **Potential problems and alternative solutions** | In case of platform-specific problems or optimization problems, it is possible to switch to a different platform. Students are encouraged to try innovative technologies such as AR or VR. But this is not mandatory. |
| **Minimum work required** | 3 students |