PROPOSAL REPORT

ÖZGÜR YAZILIM
**Group Name:** Özgür Yazılım

**Group Members:**

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<th>Name</th>
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<tbody>
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**Project Leader:**

Project leader is responsible for the coordination of the group members and assigning the tasks to the group members. Also project leader is responsible for group interaction and communication with instructors.

**Abdulkerim Mızrak -- odtu04ceng@gmail.com  -- 0505 774 63 88**

**Meeting Manager:**

Meeting manager is responsible for the arrangement of the meeting dates and times. He presides over the meeting that is; he says the last word and makes the conclusion of the meeting. He is also responsible for following the deadlines.

**Fırat Erdoğan – e125027@metu.edu.tr – 0505 495 70 74**

**Documentation and Configuration Manager:**

Documentation and Configuration manager is responsible for taking minutes during the meeting and writing the taken decisions and things to be done until the next meeting on to the minute book. He is also responsible for management of versioning of the documentation.

**Onur DEMİRCAN – onur_demircan@hotmail.com – 0536 877 70 58**

**Technical manager:**

Technical manager is responsible for the technical issues like the web site and its update also leads the implementation of the project.
Project Scope and Description:

In this project, our aim is to develop a game which will involve Computer Graphics (CG), Human-Computer Interaction, Artificial Intelligence (AI), and Computer Networks.

The game will be installed to the clients’ computers. But the game engine will run on server side.

The game is based on commercial navigation between different cities. The main purpose of this game is to become the richest shipowner. To become the richest each player has to accomplish two important tasks. First task is trading for profit in each session, and second is to defend himself against pirates. To accomplish first task; the player has to buy and sell goods. As he becomes richer, he can buy new and powerful ships. To accomplish second task; the player has to buy new technological guns or buy more powerful ships.

The prices of the goods will change according to demand-supply conditions, i.e. in case of shortage of a kind of goods; its price will increase and vice versa. Also, the cities have different properties and produces different kind of goods. There will also be some criterions about amount and kind of goods one can buy and the ports he can use (which depends on the type and capacities of his ships).

According to the number of online (real) players, the game will provide some players having different level of skills and some artificial intelligence (AI). By doing this, it will be guaranteed that, the market prices will not stand still and it will change accordingly.

Application area of this project is to make people enjoy themselves through internet. The game does not involve any violence, so that anyone –including children- can play the game via internet. Our purpose is to make them spend more time on the net to make more profit.

The game map is a feature that can be improved in later versions. Also different types of ships, cannons and goods can be added.
**Hardware and Software Requirements:**

**Development:**
- Microsoft .NET
- Pentium 4 computers with at least 128 MB main memory
- UML Tool

**Programming Languages:**
- C#
- DirectX

**User Requirements:**
- Windows XP Operating System
- Network connection for multi-player games