

## Project Overview

Customers with children often come to Clayton retail locations looking to purchase a home. This is not the most exciting experience for children and Clayton would like to use this opportunity to entertain and teach kids about the homebuying process. We are going to build a game which allows the child to build and deliver their home and be involved in every step of the home making and buying process.

## Elevator Statement

This product is for kids between the ages of 7 to 11 who want to pass time as their parents shop for homes. The Clayton Homes Game is an Android based game that helps kids learn about Clayton products, the general home building and buying process, financing, and insurance. Unlike other kids' games, our game is specifically catered to only Clayton Homes and what you experience when you buy their products.

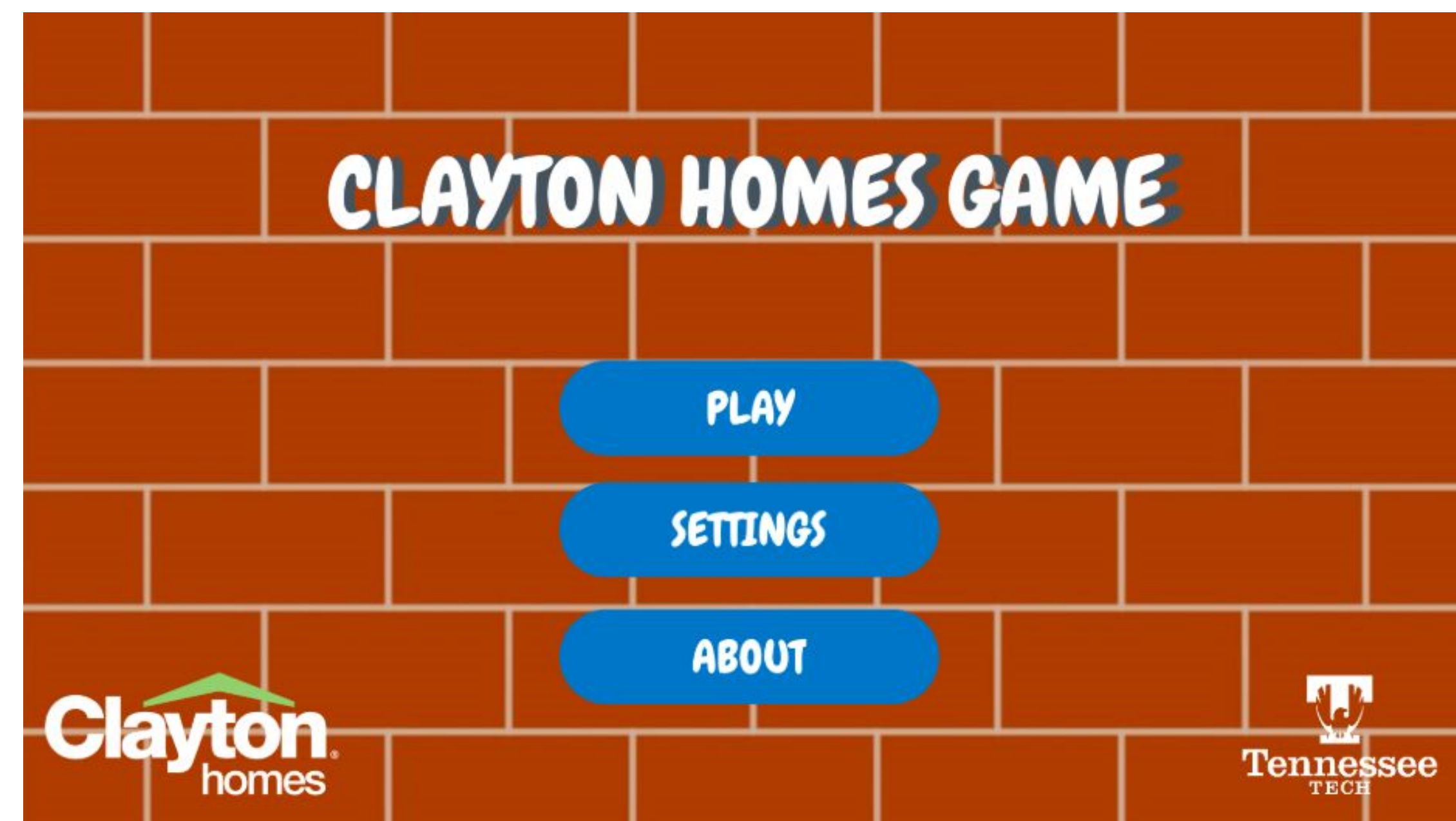
## Meet the Clayton Team

Patrick Kelly - Retail Contact  
 Ramsey Cohen - Retail Contact  
 Thomas Lowry - Technical Contact  
 Jesseca Teske - HR Representative

## Meet the TN Tech Team

Gerald Gannod - Mentor  
 Dakota Wilkerson - Scrum Master, UI Design  
 Leonel Cobain Angel - UI Design  
 Harshil Patel - Quality Assurance  
 Chintan Patel - Quality Assurance  
 Andrew Harris - Unity Engine Consult  
 Robbie Mannankara - Developer

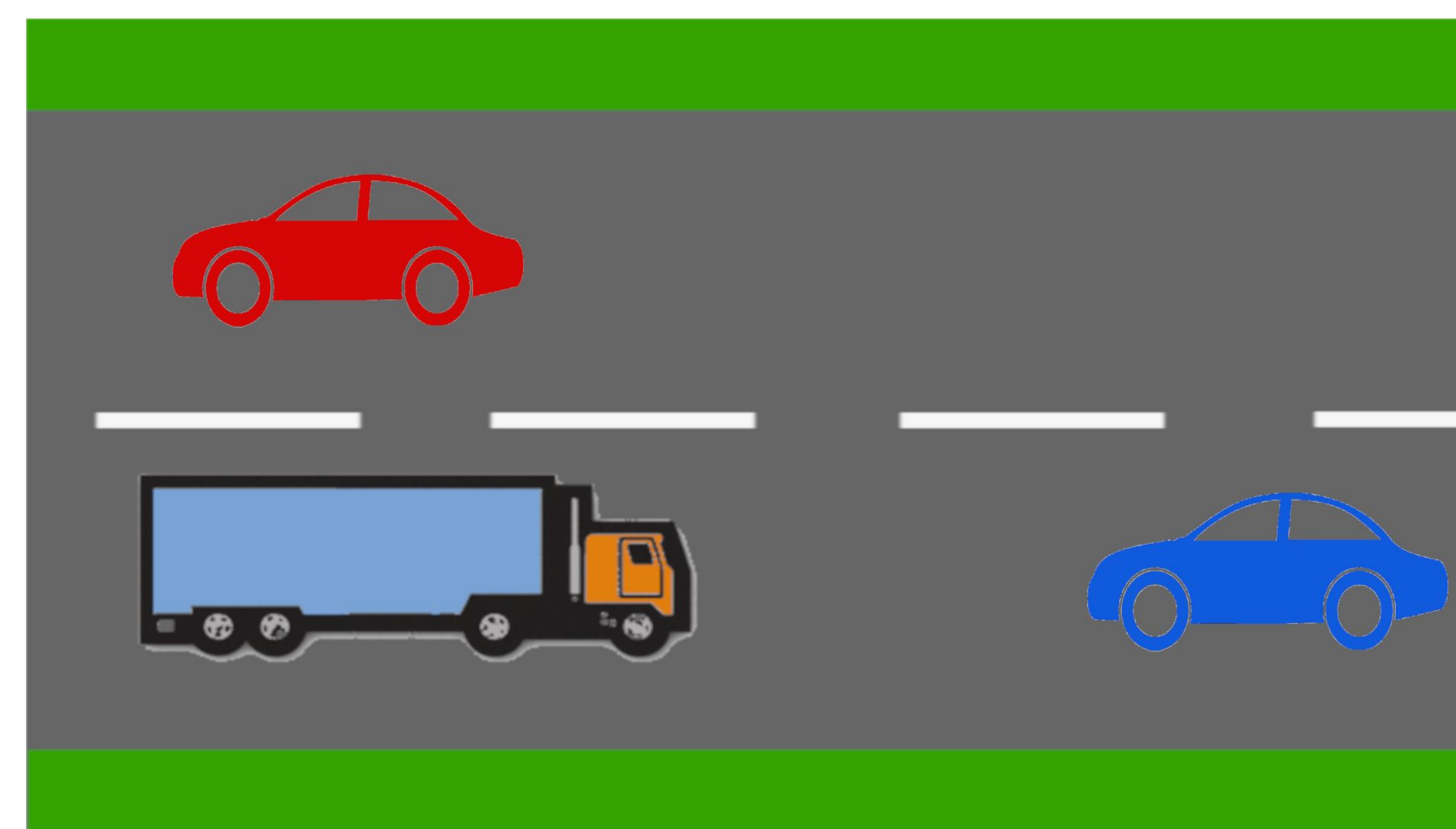
## Title Screen



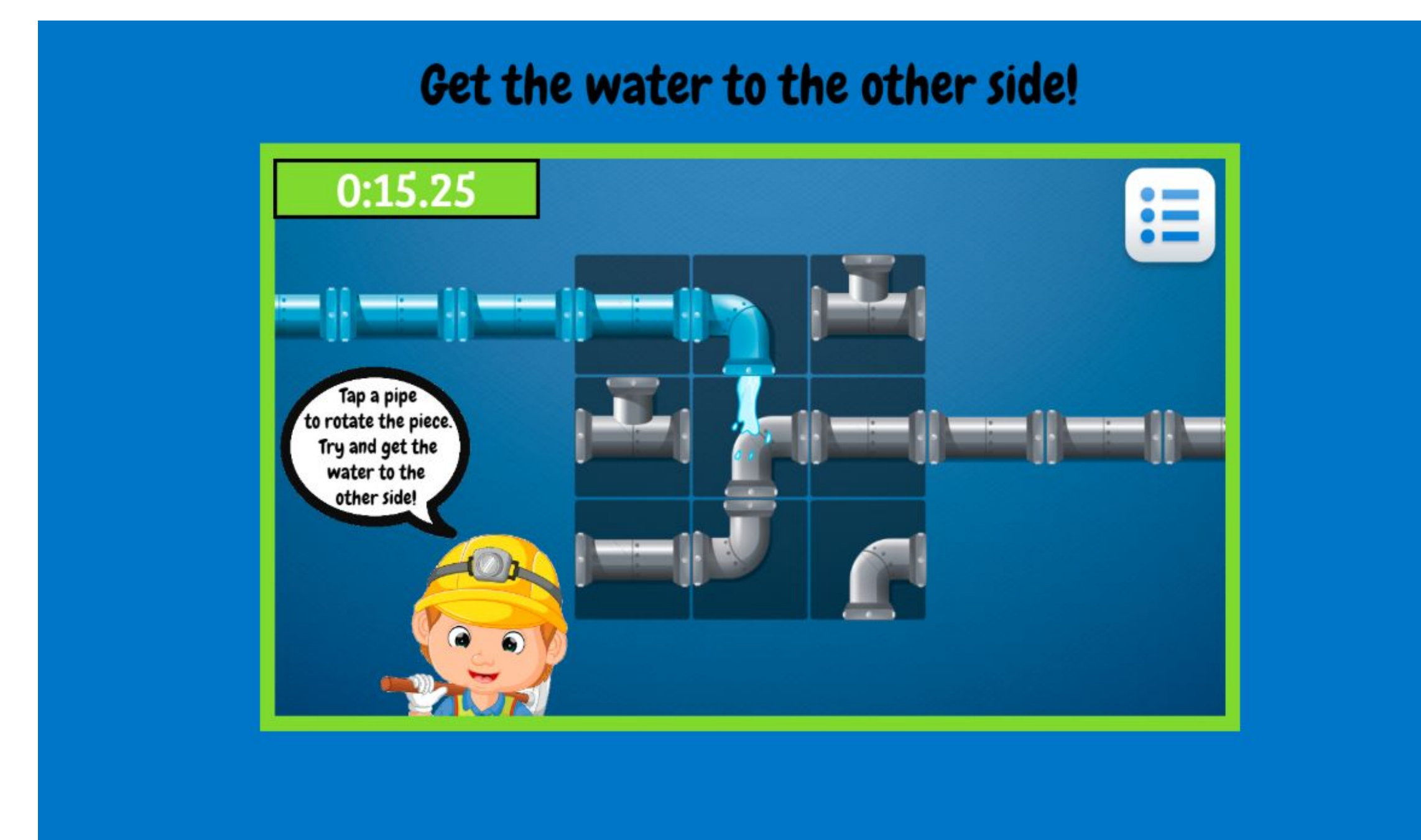
## Splash Screen



## Mini-Games



Deliver the newly built home to the customer, but watch out for crazy drivers in your way!



Connect the pipes to complete the plumbing in the customer's new home!

## Key Rationale and Features

- Home Design and Building
  - Choose your blueprint from a modular set of designs
  - Construct the exterior of the home using a simple drag and drop interface based on your chosen blueprint
  - When you finish your home, you can paint the exterior
- Minigames
  - Deliver the home by trailer while avoiding obstacles
  - Using a crane to place the house on the foundation
  - Setup plumbing by connecting pipes underneath the house
- Point System
  - As you build and deliver your home, you will be awarded points based on your performance
- Finance and Insurance
  - Pay for and protect your new home based on different finance and insurance plans

## Tools

- Unity game engine
  - Allows for rapid prototyping
  - Easy to deploy to Android
  - Very popular with large amount of documentation
- Git
  - Version control
  - Easy collaboration
- Gimp
  - Open source image manipulation program