

MKE WATERSCAPE GAME -



Programmer Scope of Work

29 March 2018

The nonprofit Reflo is seeking a game programmer fluent in the C# language and the Unity 3D engine to help create an innovative Augmented Reality game that will inspire young audiences about Milwaukee and our connection to our shared waters.

The programmer will be responsible for working with the game's designers to create an Augmented Reality role-playing game, whose working title is MKE Waterscape. Critical aspects of gameplay involve Augmented Reality gesture and symbol recognition on a table surface using inputs from an Xbox Kinect.

Gameplay involves one to five players around a table interacting with an aerial view map of Milwaukee as a projected image on an Augmented Reality table. The game logic consists of three levels (Past, Present, Future) of 15 interlocking scenarios (5 per level). Each scenario has four choice pathways of varying costs and benefits for the five possible characters (1-5 per game) each with unique game skills, for a shared public economy, and for the water itself. The game involves players making choices by physically playing cards with symbols or coin tokens onto a flat surface within the Xbox Kinect's field of view, which overlaps with game media and UI assets projected onto the same flat surface. The target audience/users are ages 10 through adult.

Proven fluency in C# is required and familiarity with Unity 3D is desired. Ability to work independently and communicate well with others under an aggressive timeline and in response to iterative feedback through the playtesting process is part of the job description.

A Milwaukee-area programmer is preferred. Interest in Milwaukee history, local watershed issues, and youth educational engagement are not required but would be advantageous.

This project has an aggressive but achievable timeline for producing a deliverable of a publicly playable prototype by June 14, 2018.

The basic game design phase is nearing completion and will be complete by April 2, 2018. The programmer will have approximately two months (April and May) to script our design, integrate art and UI assets, adjust optical recognition features, and de-bug the prototype, with the first two weeks of June set aside for adjustments to a playtestable version due Tuesday, May 29, 2018.

This is a limited-term freelance project (April-June 2018) with compensation to be paid upon completion of contractual deliverables. However, Reflo is interested in establishing a relationship with a programmer who is interested in advancing future phases of this exciting project as funding allows. Unless otherwise agreed to in writing, all intellectual property generated through this project remains owned by Reflo.

Contact Michael Timm at mtimm@refloh2o.com with interest.

Keywords:

- *C# language
- *Unity 3D engine
- *Augmented Reality
- *Linux
- *optical symbol recognition
- *QR codes
- *gesture control
- *Xbox Kinect
- *Milwaukee
- *role-playing game
- *water