UTAS Student Project Nomination

**Project Name**

iPhone / Android / Flash 500 Game (ad funded, revenue sharing)

**Summary**

This project will create a game in Adobe Flex (a flash framework). The game will be 500, which is a traditional team/trick based card game. The game will be run entirely through the Internet through a single, centralised server (cloud based) which will facilitate easy joining of games as well as a centralised stats repository/leader board.

**IP/Confidentiality**

Confidentiality will apply to the source code produced however the project as a whole does not have any private information and will not therefore require any confidentiality agreements.

As the finished result will need to be maintained by Neotechnology, Neotechnology will need to retain ownership of all IP produced.

**Revenue Sharing**

This project, if successfully completed, will generate revenue through advertising. Essentially we will have a small on-screen area during game-play for google ads/ia/ad/whatever is suitable and easy for us to manage. This is a proven model for making small games like this, if a quality product is developed it should net substantial on-going returns.

Neotechnology will be contributing to the design, development, marketing, entrepreneurial know-how, administration, legal and hosting costs in addition to the upfront time expenditure, in addition if the product is taken to market it will need to be maintained, thus Neotechnology will retain 50% rights to revenue, the remaining 50% can be shared as appropriate amongst the team for a period of 3 years to be paid directly from receipts by Neotechnology to individual team members. As is often the case, students don’t always contribute equally to projects like this, thus final decision on who gets what percentage will be made by Neotechnology after considering each persons contribution and argument.

No new company or legal entity will be established. Given this and the fact that IP will be retained by Neotechnology, it should be clear that all decision making power regarding the project will be retained by Neotechnology.

**Project Scope**

The project will have two components, the client application (the game) and the server.
The Game

Outline
The game will essentially provide for player rooms (which should be able to be invite only or public) which a user can join. A room should have a host (who controls the room). Once four players have joined, the host should be able to begin the game. Gameplay should then be as per the standard rules for 500 however the system should allow for other ‘game types’ (different rule sets). The game should then play out, recording each bid made, the winner & team of the contract, who won each trick and which team was successful. Scoring etc is of course required.

The game should have the ability to sign in (so who are you), and the ability to view your own stats and a leader board of stats.

As a reasonable level of graphic design is required for the game, Neotechnology may at its sole discretion pay for a graphic designer to provide the various components for the game and the website.

Development Platform
The game should be written entirely within Adobe Flex/Flash/Actionscript framework. This is because using flex provides for a write-once application that can be ‘built’ into a Flash application, an iPhone application and a Android application – in other words, flex offers the greatest exposure for least amount of re-engineering work. Flex also has a great number of web-services based tools in it that will greatly simplify the development of the server (it can even generate the php / mysql).

The three outputs will be:

1) An iPhone application, ready to be uploaded to the iPhone app store. The application should ideally leverage the game centre although this might not mesh so well with our server model (to be determined). The iphone application should have iphone specific UI (i.e. it should look and behave as an iPhone add would normally do). If there is time, make an iPad application also.

2) An Android application. Pretty much the same requirements as the iPhone application except for Android.

3) An in-browser web application. This should utilise a reasonable playing area size and render using adobe flash (flex can output this as well).

The Server

Outline
The server will have three roles, host the required website, facilitate the game play and collect the statistical data. The website will display the leaderboard, allow a user to signup and manage their account (update/delete etc), as well as play the flash web application.

Development Platform
Much of the code for the server will ideally be generated from Adobe flex. The platform should be php/mysql running on linux. Ideally, it should be Ubuntu 10 LTE.
Hosting
Neotechnology will host the server, in the development phase we will host it in our local datacentre, if the application makes it to production we will pay for hosting using Amazon Web Services.

Process
Neotechnology will provide a codison project to manage the source code, issues, project management and the like. Students will be expected to properly make use of the provided tools.

Deliverables
1) All source code & database templates
2) iPhone Application
3) Android Application
4) In-Browser Application
5) Website
6) Marketing Collateral, graphics etc
7) Administration Documentation
8) Well commented and structured code
9) User Manual (should be in-application)