

ONE MALAYSIA AVATAR MAKER GAME APPLICATION

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This report is submitted in partial fulfillment of the requirements for the
Bachelor of Computer Science (Interactive Media)

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2010

DECLARATION

I hereby declare that this project report entitled
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is written by me and is my own effort and that no part has been plagiarized without citations.

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ABSTRACT

This project is about One Malaysia Avatar Maker Game Application. The objective of this project is to develop a game which educated children about Malaysian traditional costume. Besides that, it helps elementary and primary school children to develop their mind and improve their creativity in design by the way increase their knowledge about Malaysian costume. This game will let children learn to respect other people tradition and culture.

The project's scope covers Malaysian Traditional Costume. The target users are elementary and primary school student .This is standalone module system .The limitation of the game is this game can't show on other platform besides than the screen. of PC.

The genres of the game are high quality of image display, meaningful game play, colorful images which are very suitable for the children as well as the with the clear sound to increase the level of interactivities.

Furthermore, this game will help to educate the children about respect other races. It helps government to fulfill the message of One Malaysia.

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LIST OF ABBREVIATIONS

3D	-	2 Dimensional
2D	-	3 Dimensional
SDLC	-	System Development Lifecycle model
PC	-	Personal Computer
CD		Compact Disk
CPU	-	Central Processing Unit
RAM	-	Random-access memory
JPEG		Joint Photographic Expert Group
T		Tester
Q		Question
SJK©		Sekolah Jenis Kebangsaan China

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CHAPTER I

INTRODUCTION

1.1 Project Background

The project proposes is to create a game which entitles One Malaysia: Avatar Maker game. This idea is allowed the user to play dress up design games and learn about the Malaysia different races' costume. Through this, the user are be able to learn about other races better and thus to increase the unity among the race.

This project will be designed by using the Adobe CS3 flash which allows children easily to pick the costumes and design the characters base on their favorite style. In this game, the user can choose the character whether they are Malay, Indian or Chinese, dress up for them to get know about the different races costumes and by the way to know more about their cultures and tradition. Besides that, the users are able to print out /save their character design image in jpeg format after finishing it.

Furthermore, a lot of survey and research will be made to complete this project .It is usually about the different races costume. The references can get from the internet or website and learn about the costumes from the different races. Besides that, costume observations can do in market/traditional shops about the costume style and pattern for the details of the game. It provides a strong base and unique in One Malaysia Avatar Maker Game than the usual dressing game which don't have in market. It shows about

the different costumes from different races in Malaysia .It learn children how to respect other races though the game thus it brings out the message of the unity among the races. So far, the dressing game about the Malaysian costume is too few in availability in the market.

This game will going to provide the ultimate fun for user by the way increase their knowledge about the Malaysian cultures. It is a tool for develop the creativities and teaching the concept of unity among the user.

1.2 Problem statements

1. It is hardly to find the dressing game about the Malaysian costume.
2. Lack of the knowledge about different race's cultures.
3. Some of the dressing games in market/website are not too suitable enough for children.

1.3 Project Objective

1. Develop a game which exposes the children to the right way to play the avatar dress-up game.
2. User learn about the Malaysian costumes' unique and culture.
3. It is the avatar dressing game which use for playing and designing without having any negative elements inside.

1.4 Project scope

Time: This project develops within 5 months. Therefore, need to make sure the project is based on the time frame and Gantt chart.

Cost: This project is using the Adobe flash CS3.Plus the printing documents, observation expenses. It may cost around RM50.

Target user: This game is designed for everyone to play. But the most suitable range of age is the children from 6-12 years old.

Functionalities: Design avatar, printing /save the output image.

Platform: 2D PC game.

Module and deliverable: Standalone CD

1.5 Project significant

This project bring along the messages of unity among the races because by playing this dress up design game, the children will be able to learn about the different races costume. Thus, it learns them about the unique of others races and their cultures. It plays important roles for the children to respect the other races through playing this game. On the other hand, it also develops the children creativity and increases their talent in designing the characters, they can design the character based on their favorites .This game will let the user to save the images or print out the images. Therefore, the user will not design their character in vain. It is a very good and healthy education tools/game for the children to play as well as teachers' teaching resource.

1.5.1 Expected output

1. The game which developed is matching to the theme of One Malaysia
2. The game is suitable enough for children to play and didn't contain any negative issues.
3. The player can design the character by using their own creativity and print/save the character images by their own favorite.
4. Teachers can use it as teaching tools/aids in primary school or kinder garden.

1.6 Conclusion

As conclusion, the game which I develop matches the One Malaysia theme. It develops base on the observation and the references from different races. It is the innovation of the dressing game. It provides advanced images and advantages in character styling and patterning. It shows the flexibility in using the game which the players can match the characters with the any costumes they want to design. The most important things are the player can learn message of unity throughout the game. The next chapter will be discussing on the literature review and the project methodology for game.

CHAPTER II

LITERATURE REVIEW AND PROJECT METHODOLOGY

2.1 Introduction

Literature review is the body of text which aims to review the critical part about the project. It reviews always used in for the research propose and result section. It helps the users to update their research information with the current literature topic and easier for them to set another goal for the future research like to review scholar literature relevant to topic studying and familiar anyone to the contrast perspective and viewpoint of the topic. It is the previous research on topic. Besides, this review help design methodology and assist others to interpret on the research develop. It helps in explaining on how the questions to be investigate fits into the larger picture and the propose approaching of the topic. The intention of the avatar game maker literature review is to proof that game is an very effective and fast medium for the students to learn something in visualize concept of reality by the way provide awareness for the student about the importance of unity.

2.2 Domain