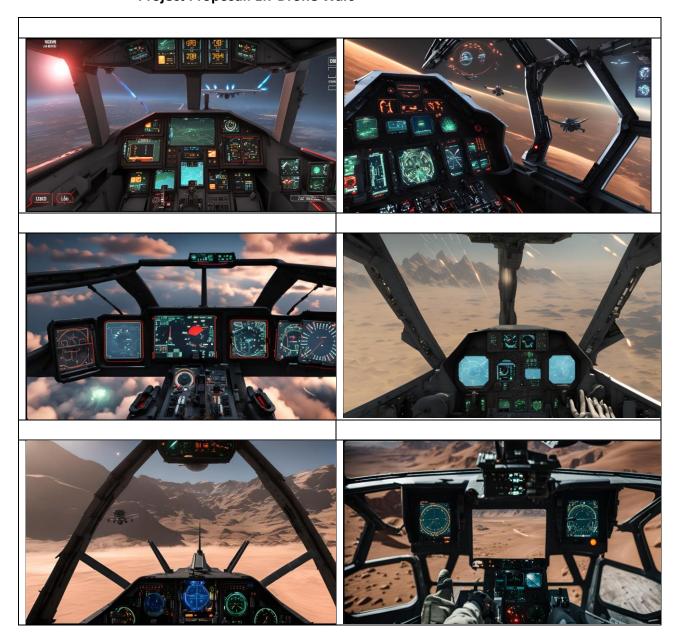**Project Proposal: E.T Drone Wars**

1. Introduction

The goal of the game development project is to have a working first version that can be launched on commercial platforms (Steam, itch, etc.) for players. Equally important is to be able to use the most advanced technologies in the games industry in a scrum team to foster broad learning and motivation. The project is an **Aalto Start Up Venture** and all participants have the right to continue developing the game after May 2025 if they so wish.

2. Project goals

The first version of the game is limited to the creation of basic functionalities, which will be actively tested in an exploratory way before the Sprint Review events. Basic functionality will include a multi-person deathmatch competition complemented by magical extra-terrestrial ships. There will be only

one battle arena world. Combat takes place inside a specially equipped drone resembling a fighter aircraft. The player's dashboard view in the first version is limited to a dedicated view on the screen, where the following status information is updated: your ammo level, enemy positions on radar, speed, altitude, air directions, battery charge, firing buttons and of course zoom in/out to facilitate targeting the enemy. The game ends when all enemies have disappeared. The quality criteria are modularity, as well as pleasurable so gameplay should be immersive regardless of whether the game is played on a desktop PC, VR device, AR glasses, mobile device or otherwise. Battle arena worlds can be added if time resources allow this within the course.

3. Technologies

- Unity or Unreal Engine.

- Open-source libraries that allow commercialization can be utilized, and the required 3D assets can be purchased.

4. Requirements for the students

C#/C++ environment is demanding; however, some prior experience, along with genuine motivation for gaming and game development, will certainly make this a pleasurable experience.

5. Legal Issues

Intellectual Property Rights (IPR):

- The client gets all IPRs to the results. Also, all developers and Scrum Masters will retain full rights to commercialize their own source code.

- Confidentiality: The client will share some confidential information with the students.

6. Client and client representative:

JTL is a Finnish research company advancing jurionomical research methodology at Aalto University, founded in 2007. JTL Oy plans to launch several software products in the summer of 2025 and aims to become a connection point for all researchers and students at Aalto who are interested in taking AR technologies to the next level. The core vision is that this new software will provide a more enjoyable user experience with future AR smart glasses compared to desktop usage. Product Owner Tom Railio is a doctoral student at Aalto University and will join the Scrum meetings to keep the backlog tickets up to date. He has participated in this course several times in different roles (Developer, Scrum Master, Product Owner, Course Coach) and can support the team in achieving its objectives without significant delays.

- e-mail: tom.railio@aalto.fi   GSM: 0440 111 211

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7. Additional information

Preselected Student Team Members: Onni Suomalainen has been chosen for the role of Scrum Master. Feel free to ask for any additional details if needed.

World Top 3 University Business Accelerator in 2021/22

Aalto Startup Center is a powerhouse of innovation, proudly ranked among the top three university-based business accelerators in the world. With a remarkable 25-year legacy and an impressive 80% success rate, we have empowered hundreds of early-stage, tech, and research-driven startups to transform their visions into thriving, sustainable businesses.

Comprehensive ecosystem offers unparalleled matchmaking opportunities, peer support, world-class mentoring, and a vast investor network, all designed to foster breakthrough success. As a cornerstone of the Aalto innovation and entrepreneurship community, and with a robust alumni network of 900 companies, Aalto Startup Center is driving Finnish technological innovation to new heights, making a significant impact on the global stage. The Scrum events will often be held in negotiation rooms in the A-Grid building at Otakaari 5. In addition, student teams benefit from state-of-the-art facilities, including Fablab devices (https://studios.aalto.fi/fi/fablab/), and cutting-edge multimedia technologies in the new Marsio building. These resources are crucial for taking your projects from concept to reality.

Join us and be part of a legacy of success, innovation, and global impact. Last year's Quality Award winner, Project Visentools/epicMeets.io, was a research-to-business initiative, and this team collaborated in the Aalto Startup Center's A-Grid premises alongside other entrepreneurial spirits.

General information on the Aalto Startup Center: https://startupcenter.aalto.fi/services/accelerator-program/