Project Recap

Overview

Our senior design project was to design an interactive game for FedEx Ground that would show children of the ages 8 through 12 how FedEx Ground works. Our final product is an iOS (iPhone and iPad) game.

Objectives

- Develop an iPhone and iPad multi-stage game to highlight FedEx Ground operations
- Work closely with FedEx to develop a game that will work for their purposes
- Design the game to be an appropriate difficulty for children between the ages of 8-12
- Submit the game to Apple’s iTunes Store for distribution

Summary of Approaches

First, our team converged to come up with initial ideas for the stages of gameplay and decided to have three stages. These ideas were presented to FedEx. In the end, it was decided to make stages that highlight package sorting, highway driving, and neighborhood deliveries.

As the project progressed, FedEx was very willing to consider changes to the design that were desired. For example, many design changes occurred in the neighborhood delivery stage. Here, we went from having the player drag his or her finger to deliver packages to tilting the device to move the truck and deliver packages. This resulted in a more unique and fun implementation.

Project Outcomes

In the end, we completed the project. The game is a fully developed and tested iOS application that highlights FedEx Ground operations through stages of gameplay highlighting package sorting, highway driving, and neighborhood delivery. Screenshots of the three stages of gameplay, in order, can be seen below:

![Gameplay Screenshots]

Our application has been developed with Apple’s standards in mind and is therefore ready to be deployed on Apple’s iTunes Store. For legal reasons, FedEx does not desire to have the game on Apple’s iTunes Store as of now.