# Game Overview:

The team’s proposed game is the creation of a “museum” like environment where they can showcase different elements/requirements of the assessment in the environment. This can be done in either separate rooms or a single larger room. The user of the game will move in the environment, interact with each “showcase” available and notice that different game specifications have been fulfilled in each(E.g. push a button and turn on the lights - Lighting demonstration).

# Task Identification:

Gameplay:

Graphics:

# Task Allocation:

# Rough Class Diagrams

# Version Control & Log Keeping/Testing: