

**Project Title:** Beri'd Alive

**Team Name:** Team 9

**Members:**

William Bernstein-Cuevas : working on video game

Isaiah Adigun : working on video game

Gabriel Flemming : working on video game

Joosung Son : working on website

Vedkumar Patel : working on website

**project advisor (next semester): Dr. Hien Nguyen**

### **Capstone Project Proposal**

Technology :

- Project divided into two disciplines :
  - Video Game :
    - Unity Game Engine, written using C#, HLSL.
  - Website Integration :
    - React, JavaScript, HTML, Google Cloud, CSS

Website:

- Hosted on Google Cloud
- Connected to Database located on Google Firestore \*
- Allows Developer to post in depth information on game updates through articles
- Allows Users to comment on each article \*
- Allows Users to submit bug reports \* (May be Discord)
- Allows Developers to answer bug reports \* (May be Discord)
- Shows interested users features, gameplay, and graphics of the game
- Allows user to download the game

Game :

- Turn-Based RPG with fighting game mechanics. Hand-Drawn sprites, backgrounds, and animations at 24 FPS. Intelligent AI system for computer opponents.
  - Modular battle system: players can find weapons, items, and characters with which they build their own special moves which they input a special combination of inputs to perform.
- Randomly generated game world, with unique progression with each playthrough.
- 4 planned levels, each with 3 premade but randomly chosen rooms for exploration, battle, and puzzle-solving.
- Save-Load system, saves users progress, collectables, etc.

GitHub Repository:

- <https://github.com/488Team9/CMPSC487.git>

