Benjamin Scott

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| Team | | |
| **Name** | **Role** | **Description** |
| Benjamin Scott | **Programmer** | The game was made by Ben |
| Daniel Destefanis | **Game Tester** | Daniel Tested the game for bugs and provided feedback. |
| Jordan Schofield | **Game Tester** | Jordan Tested the game for bugs and provided feedback. |

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| Project Summary |
| My game is a zombie top-down shooter, the player starts in the menu screen and can see their high score. once you click play it loads the game scene. Your aim to is kill all zombies and not have your health go to 0, every kill gives points, and your goal is to get the high score.  My game was tested by 2 game designers who gave great feedback and ideas.  My goal was to have my game on android pc and web. |

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| Milestones and Deliverables |
| List the features within your game that should be demonstrated |
| **Prototype:**   * Insert project deliverable * Insert project deliverable * Insert project deliverable   **Final Build:**   * Insert project deliverable * Insert project deliverable * Insert project deliverable |

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| Scope |
| Project scope sets boundaries, its important to define what is and is not part of your project. Here are some guiding questions for identifying a projects scope:   * The project is being delivered to Android, Windows pc and Web. * Timeline 4-5 weeks * Budget – 0$ * Built in unity and visual studio |
| **In-Scope:**   * Making The game cross platform – Android, pc and web * Menu Screen, instruction screen, play screen all well detailed * Enemy’s having a health bar, sounds and ability to hurt the player.   **Out-of-Scope:**  Describe work that may be related, but not in scope based on budgets, time, and resources. E.g. You may be working on a prototype for a game to be delivered. It may be considered out of scope to develop more than 1 level.   * Power ups that are dropped by enemies that gives the player an advantage, I could add endless amounts but ran out of time. * I was going to add more map levels the player can select but had to make it out of scope because I ran out of time. * Sounds, I would add more sounds to the game but having a 0 budget and limited time I couldn’t gain the sounds needed for small details. |

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| Issue Log | | |
| Please provide a summary of issues that have been recorded for the project | | |
| Issue Description | Resolution notes | Status (open/closed) |
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| Feedback Log | | |
| Keep track of feedback provided by your peers, refer back to discussions that you have had, and feedback provided. Try to list all types of feedback you received. | | |
| Who gave feedback | What was the feedback | Changes you made based on the provided feedback. (no change is also acceptable) |
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| Documentation Checklist | |
| Your tdd should include the following, please verify | |
| **Item** | **Done / Not Done** |
| Research Workbook (download from canvas) |  |
| TDD: Game Title |  |
| TDD: Project Summery |  |
| TDD: Target Audience |  |
| TDD: Game Controls (pc) |  |
| TDD: Game Controls (mobile) |  |
| TDD: Game Controls (web) |  |
| TDD: Game GUI wireframes (all screens) |  |
| TDD: Asset Lists |  |
| TDD: Software and Tools used |  |
| TDD: Description and overview of Implemented System  Eg: how your handling input / spawning / health / switching between states etc… includes a flowchart to communicate concepts |  |
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| Platform Evidence |
| Provide a screenshot / photo of your game running on the following platforms:   * Edge * Chrome * Windows from release build * Android |
| **Edge**  **<insert>**  **Chrome**  **<insert>**  **Windows**  **<insert>**  **Android**  **<insert>** |