Cross Platform Development – Project Research Workbook

This workbook will help you focus your research for your project.  
Once you have answered these questions, use this information in your Technical Design Document.

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| Briefly describe the cross-platform application, game or simulation you are researching.  (This is your initial idea to focus your research. The application described in your design documents or your final build may end up being different from this description) |
| Lost in the Haunted Woods  Horror style escape game where u have 4 collectible and have to find them all in means to escape while at the same time being hunted down by the evil being who wants to kill you the more items you find the more angry the foe gets |

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| List the software you will use to create your project.  Include any third-party plug-ins, APIs or libraries, if known. |
| Unity  Visual Studio  Unity asset library  Unity, Visual Studio, Vs Code, Photoshop, |
| With reference to the above list, what legislative frameworks or organisational standards govern the use of this software (including any third-party plug-ins, APIs or libraries).  For example, include any End User Licence Agreements (EULAs), terms of service, copyright notices, licencing information, developer guidelines, coding standards, or similar.  (Information in the AIE Student Handbook may also be relevant in relation to the use of software on campus machines.)  Include URL links where relevant. |
| <https://unity3d.com/legal/terms-of-service> <https://code.visualstudio.com/license>  all assets I’m using go under the Standard Unity Asset Store EULA license agreement  This Unity Asset Store End User License Agreement (“EULA”) is a non-exclusive, legally binding end user license agreement between any individual or a single entity (“END-USER”) that acquires a license to an Asset from the Unity Asset Store and either (a) Unity Technologies ApS (company no. 30 71 99 13), Niels Hemmingsens Gade 24, DK-1153 Copenhagen K, Denmark (“Licensor” or "Unity"); or, as the case may be (b) any third party (“Provider”) that offers and distributes its Assets via the Unity Asset Store. Consequently, this EULA shall apply regardless of whether a purchased Asset is produced by Unity or by a Provider ("Licensor"). This EULA is therefore a non-exclusive, legally binding end user license agreement as the case may be between either (i) Unity and END-USER (in which case the term "Licensor" shall refer to Unity), or (ii) Provider and END-USER (in which case the term "Licensor" shall refer to Provider). |

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| List the cross-platform installers and installation methods you will use, or the specific binary formats that are required to deploy the game.  This list should include all platforms you plan to deploy your game or application to.  (Your game or application must be deployed to at least two different web browsers, and at least two different digital devices – one of which may be PC) |
| Android  Mac  Web  Pc |

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| What IDE will you use?  Identify your reasons behind this choice (ignoring the pre-configured environment on the campus computers). |
| Unity to create the 3d environment  Visual Studio  Assets Creepy forest / abandoned theme items / buildings |

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| Identify the cross-platform libraries, plug-ins, or APIs you will use.  Mention any restrictions or limitations that exist with these libraries on each target platform.  For example, some parts of the .NET class libraries implicitly depend on threads, but some platforms (WebGL) do not support threads. |
| 2D Sprite Input System  JetBrains Rider Editor  TextMeshPro  Timeline  Unity UI  Version Control |

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| What issues exist, or do you expect might exist when developing for the target platforms you have identified? |
| My main issue is the virtual joysticks I’ve had so many little problems one massive one being  As I create this game, I expect a load of issue to arise many being on the fact I wont be able to test my game hands on a phone as I do not own an android device.  I expect issue to come up including movements being janky collectibles not working and a false endgame state trigger |

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| List any areas in your game where pre-written scripting packages could aid in development.  For at least one of these items, identify a package from the Unity Asset Store (or another source) that may be suitable. |
| Unity Asset Store  AssetsOnline  Photoshop assets |