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| **Creative Computing Year 3 Professional Practice Project**  Interim Presentation Tuesday 3 December | | Names | Aisling Kelly-Brophy  Mikaela Punzalan | |
| Title | Animal Simulator | | | |
| Description | Animal Simulator is an open world sandbox simulator game developed in Unity. You can choose your own animal, customise how it looks, and explore the open forest environment. Gain points by eating or drinking, completing objectives, and ultimately surviving. We encourage you to express your creativity and independence and play at your own pace in Animal Simulator! | | | |
| Technologies | Unity and C# | | | |
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| **TO DO** | | Report | Implementation |  |
| Sprint 5 | Polish up the movement of the deer. Polish up the game object collisions and the audio.  Expand the world environment. Continue working on the deer’s eating animations and add player input. Start working on the Implementation and Test Document. Do some testing and fix any bugs. | Test |  |
| Sprint 6 | Continue testing and fixing bugs. Continue working on the deer’s eating animations and the player input. Add the user-interface and objectives. Continue working on the Test Document and begin the Project Management Document. | Project management |  |
| Sprint 7 | Polish up the user-interface and the objectives. Continue testing and fixing bugs. Organise the Hierarchy and delete any files to decrease storage size. Send out a demo of the game to friends for testing and get feedback. Start working on the Introduction and Conclusion Documents. | Introduction  Conclusion  Draft report |  |
| System Testing | Continue testing the functionality of the game and polish up any game mechanics. Finish up the report and make it look professional. | Final report |  |
| User  Testing | Send out the final product to players and classmates for testing and feedback. Create a PowerPoint and practice the presentation. | Presentation  Showcase & Exhibition | Tuesday 19 May  Thursday 28 May | |