**The Vulcan’s Spire**

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**Team Members**

Nicholas Spudich (Computer Science)

\* Specs and Implementation

Andrew Spate (Computer Science)

\* Presentation

Kevin Andor (Computer Science)

\* Design

Nathaniel DeHart (Computer Science)

\* Analysis

**Motivation**

* Enables students and potential students alike to learn and grow their knowledge of California University of Pennsylvania and its history utilizing computer science coursework through a fun and educational video game.

**Objectives**

1. *Learn the History of the Campus*

* Using the Booker towers/old main as a foundation for the setting, the player will climb to the top of a tower.

1. *Create Quests/Monsters/Trials*

* The tower contains story quests, mini-games, puzzles, and monsters. These will incorporate campus history and computer science/programming language(s).

1. *Capture the Core Elements of a Game*

* Create a fantasy world with pseudo-realism that the player can move and interact with objects, enemies, and non-playable characters. Provide a HUD(Heads-Up-Display) or UI(User Interface) for the player to track and manipulate character settings.

**Implementation Techniques**

1. *Unity Engine 2021.1.0*

* A cross-platform game engine that utilizes the C# programming language.

1. *Microsoft Visual Studio*

* An IDE and code editor that is compatible for most debugging and editing purposes.

1. *Blender*

* A free and open-source 3D-computer graphics software toolset.

**Potential Users**

* The primary focus is for current or future students, with it being open to anyone with suitable interests in CAL U history and/or computer science coursework.

**Features/Deliverables**

1. *Computer Science/Code Languages*

* Information relating to the field and coding questions that challenge players as they climb the tower.

1. *Windows/Mobile Game Application*

* Ability to play the game from a computer or through the use of an Android/iOS device.