

# Project Meeting #1

***By: acahkos calf child-dubois, Akshatkumar Jigneshbhai Soni,  
Ananthakrishnan Prasad Tina***

***Tentative title of your computer game.***

Finding Dr. Fanny

***A short description, include the game genre and motivations of your computer game design (around 250 words).***

The genre of our game will be an escape room where the player must solve timed puzzles within a mansion in an effort to solve the plot of a missing scientist. "In the late 1800s, a brilliant but eccentric scientist, mysteriously vanished without a trace. His mansion, filled with strange inventions and locked rooms, has remained sealed for over a century. Now, a group of intrepid adventurers (the players) has decided to explore the mansion to uncover its secrets." Our motivation is learning Unity and how to code game elements that provoke motivation and interactive thoughtfulness.

***Github repository link to the project.***

<https://github.com/justacahkos/drwyrnwoodsmansion>

***Project timeline with steps.***

**May 31:** Determine environments, their assets, and the puzzles that need to be scripted.

**June 3:** Create Concept & Storyboard Presentation. Start building game.

**June 5:** Write Project Meeting #2, script assets and puzzles,

**June 7:** Continue scripting, start testing,

**June 10:** Test and finalize game navigation.

**June 12:** Write presentation,

**June 14:** Write project report,

***Assignment of responsibility (overall project responsibility, subtasks breakdown).***

**Acahkos:** Construction of rooms in Unity, sound design?

**Akshatkumar:** Script/coding of game assets, write and conduct presentation.

**Ananthakrishnan:** Script/coding of gameplay,