Contents

[Introduction 3](#_Toc513795429)

[Problem Statement 3](#_Toc513795430)

[Learning Goals 3](#_Toc513795431)

[Analysis 3](#_Toc513795432)

[Game engines 3](#_Toc513795433)

[Unity 3](#_Toc513795434)

[Unreal Engine 4 3](#_Toc513795435)

[Self-created Engine 3](#_Toc513795436)

[Choice of Engine 3](#_Toc513795437)

[Game mechanics 3](#_Toc513795438)

[Design 3](#_Toc513795439)

[Blender 3](#_Toc513795440)

[Maya 3](#_Toc513795441)

[Choice of 3D software 3](#_Toc513795442)

[Story 3](#_Toc513795443)

[Software development methodology 3](#_Toc513795444)

[Agile vs plan driven development 3](#_Toc513795445)

[Unified process 3](#_Toc513795446)

[Scrum 3](#_Toc513795447)

[Kanban 3](#_Toc513795448)

[Choice of method 3](#_Toc513795449)

[Implementations 3](#_Toc513795450)

[Character controller 3](#_Toc513795451)

[Unity Character controller 3](#_Toc513795452)

[Self-created controller 3](#_Toc513795453)

[Conclusion 3](#_Toc513795454)

[Player inputs 3](#_Toc513795455)

[Unity Input Manager 3](#_Toc513795456)

[Self-created Input Manager 3](#_Toc513795457)

[Choice of input manager 3](#_Toc513795458)

[UI 3](#_Toc513795459)

[Dialogue system 3](#_Toc513795460)

[Simple - Inspector 3](#_Toc513795461)

[Advanced – JSON 3](#_Toc513795462)

[Choice of dialogue system 3](#_Toc513795463)

[Process 4](#_Toc513795464)

[Conclusion 4](#_Toc513795465)

[References 4](#_Toc513795466)

# Introduction

## Problem Statement

## Learning Goals

# Analysis

## Game engines

### Unity

### Unreal Engine 4

### Self-created Engine

### Choice of Engine

## Game mechanics

## Design

### Blender

### Maya

### Choice of 3D software

## Genre

## Story

## Software development methodology

### Agile vs plan driven development

### Unified process

### Scrum

### Kanban

### Choice of method

# Implementations

## Character controller

### Unity Character controller

### Self-created controller

### Conclusion

## Player inputs

### Unity Input Manager

### Self-created Input Manager

### Choice of input manager

## UI

## Dialogue system

### Simple - Inspector

### Advanced – JSON

## Inventory system

### Choice of dialogue system

# Process

# Conclusion

# References