

## Team 8 Project Charter

### Team Members:

Henry Wellman, Andrew Thomae, Wes Turnbull, Nathan Simon, Alex Bolinger

### Problem Statement:

Burnout, lethargy, and other such emotions have long since plagued people causing a general lack of productivity and feelings that could lead to depression. We seek to develop a strategic multiplayer sports game to combat these feelings and foster an experience that can be a release from the troubles that come with a person's day-to-day life. Our game will be a class-based multiplayer sports game, based on the rules of handball providing a unique set of game mechanics and playstyles to provide a one-of-a-kind experience capable of eliminating feelings of burnout and general exhaustion. The players will be able to choose from a list of different animal classes like the lion class or the penguin class, which will have special abilities and different status attributes, changing how the player moves around the field and enabling different team builds depending on the preferred play style of the users.

### Project Objectives:

- Develop a quality, class-based handball videogame application
- Offer a competitive multiplayer experience
- Save user information related to their game profile
- Have different class attributes to support a wide variety of play styles
- Offer set mechanics to encourage strategic cooperation amongst teammates.

### Stakeholders:

**Users:** People who are seeking a new outlet to relax, or looking for a new type of gaming experience

**Developers:** Henry Wellman, Nathan Simon, Andrew Thomae, Wes Turnbull, Alex Bolinger

**Project Manager:** Shayne Marques

**Project Owners:** Henry Wellman, Nathan Simon, Andrew Thomae, Wes Turnbull, Alex Bolinger

### Project Deliverables:

- An Unreal Engine developed 3-d videogame executable using C++.
- Program a session class with multiple dependency modules within C++ using provided OnlineSubsystem, and OnlineSubsystemUtils developer tools from Unreal Engine.
- Store user information on a server when client session data is not enough using a SQL database as a go between the server and user client device.
- A gameplay experience that incorporates skills and abilities such as power, speed, luck, super-slide, tackle-dash, etc... to allow certain classes of characters to excel in different situations, coupled with mechanics like a set time limit that a character can hold the ball before the ball "explodes" and the player is temporarily frozen for a couple of seconds to force team cooperation and optimization of movement on the field.