2 WEEK PROJECT – Project Management

**Description: A teamed multiplayer first person shooter game using peer to peer networking functionality.**

# Main Components:

# UI (User Interface) [ANDY] [PATRICK]

* Main menu
* UAV (Mini map) of the map
* Pause menu
* On screen info (Eg, kills, health etc.)

# UX (User Experience) [ANDY] [PATRICK]

* Controls [ANDY]
* Game rules [ANDY]
* Credits [ANDY]

# Gameplay Programming [ANDY] [PATRICK]

* Scene Management
* FPS Controller
  + Animated Player rig [ANDY]
  + Ability to aim and shoot [ANDY]
  + Particle effects (muzzle flash and Wall Hit Effects) [ANDY]
  + Keyframe rig constraints to animate weapons
  + Switch weapons using multi parent constraint
  + Weapon reloading animation events
* Game Manager – links to UI
  + Player health
  + Player ammo count (per weapon)
  + Player kills
  + Global Score leaderboard

# Network Programming [ANDY] [PATRICK]

* Peer to peer
* Packet data
* Physics information
* Graphics information

# Scenes we will need:

## MENU

## SETTINGS

## CONTROLS

## CREDITS

## MAIN GAME (Flooded Grounds)

# Credits:

## Networking Modules used:

### **Mirror**

## Map and Environment:

### **Flooded Grounds**

## Characters:

### **Human Characters (FREE)**

### Gun Models:

### **FPS Guns**