Project Charter

Team 14

Project Name

Project ZAI - a real-time strategy top-down shooter

Team Members

Jacob Dunbar, Paul Viville, Kyle Copenhaver, Maxwell Jones

Problem Statement

Many of the strategy-based games that exist today only require the player to focus on just a few aspects of the game: resources, time, etc. Often these aspects are the main mechanics of the games which causes them to become stale and easy once the player knows how to overcome the challenges. There exists a gap in the game market for games that employ both this strategic thinking and resource/time management while also have the exciting core mechanics of other genres, such as shooters.

Project Objectives

- Develop an entertaining and challenging real-time game that causes the player to think strategically about how they spend their resources.
- Integrate upgrade systems for items within the game.
- Create artificially intelligent NPCs (non-player characters) with complex player interactions.
- Allow the player to build and upgrade a base.

Stakeholders

- Users - Any person that plays the game.
- Developers - Jacob Dunbar, Paul Viville, Kyle Copenhaver, Maxwell Jones
- Project Manager - Jacob Dunbar
- Development Managers - The Spring 2017 CS 307 GTA/UTA team and Prof. Jeff Turkstra.

Deliverables

- A real-time strategy top-down shooter game for the Windows PC platform developed with the Unity game engine.
- Smart evolutionary AI for enemies that adapts to your strategies.
- Weapon and defenses system complete with various upgrades and types.