Team Disini

Game engine

Unity 5

GitHub version control

Game play

3D Cube Maze

Single player game

Basic Functionality

Character movement control

Two viewport (one for first person view, one for 3D map)

Teleport point on every side of the cube (no teleport point on the corner)

Fixed map and fixed starting point

Destination point

3D cube map rotation control

Advanced Functionality

Only showing partial map (with fog)

Random map generator/random start point

Monster chasing the character

Value add points/locks for teleport points

Menu

Score screen

Timer

Levels

Schedule

Every Tuesday 4:30-6:00pm

6 weeks for basic functionality

4 weeks for advanced functionality

1 week for testing and report & presentation preparation

Role distribution

Project manager

Map and level designer

Sound engineer

Artists

Main programmer

Tester

Test

System analysis

Game design document

Media design document

Technical design document

Game project

Schedule

Milestones/check points

Risk management

Proposal for testing

Team building