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| **Assignment Name\*** | Project D |
| **Assignment Summary\*** | We aspire to create a game. We’ll use the game engine that is being generously provided by epic games. The version we’ll be using would be the latest version, unreal engine 5. The three of us came to a consensus that our game shall be 3D game. We have plans that our game should contain a minimum of one level and one tutorial level. If we still have time, we'll try our best to polish our game, add a few levels, and add some storytelling to the game. |
| **Assignment Objective** |  |
| **Assignment Goal(s)\*** | Creating the basic player movement.  Creating the first level with a start screen. |
| **Assignment Organisation\*** | Rayan: Organisation / Documentation / Coding  Yven: Documentation / Coding  Valentin: Documentation / Coding |
| **Assignment Budget** | If you need to spend money |
| **Key Deliverables\*** | List the key deliverables, E.g project document(s), an application running in a container etc |
| **Key Dates\*** | * 28.02.2023 - Submit Assignment brief * 28.04.2023 - Submit the final Assignment document * 09.05.2023 - Assignment presentation |
| **Acceptance Criteria** | It satisfies us  It satisfies the tester  It has no major bugs  It has a minimum of two level (perviously mentioned) |
| **Milestones\*** | Creating the template for the game  Creating a working enviornment  Expanding the template for our game  Expanding the enviornment to an interactive one |