TEAM NAME

LOGO

Assignment 3 Part 1, BITS SP1, Group 10

The Team

Team Leader – Sno

Member 2 – Sno

Member 3 – Sno

Member 4 – Sno

Member 5 – Sno

Member 6 – Sno

# Background.

## Motivation.

## The Team.

Member 1:

* Name:
* Student Number:
* Student Email:
* Role in Project:
* Personal Background and Relevant Skills:

Member 2:

* Name:
* Student Number:
* Student Email:
* Role in Project:
* Personal Background and Relevant Skills:

Member 3:

* Name:
* Student Number:
* Student Email:
* Role in Project:
* Personal Background and Relevant Skills:

Member 4:

* Name:
* Student Number:
* Student Email:
* Role in Project:
* Personal Background and Relevant Skills:

Member 5:

* Name:
* Student Number:
* Student Email:
* Role in Project:
* Personal Background and Relevant Skills:

Member 6:

* Name:
* Student Number:
* Student Email:
* Role in Project:
* Personal Background and Relevant Skills:

## Aim.

## Goals.

# Progress.

## Description.

## Outcomes to Date.

## Scope Creep.

## Progress.

## Testing.

### Description.

### Documentation.

## Tools and Technologies.

# Challenges and Learning.

## Group Challenges.

## How Challenges Were Addressed.

## Learning from Challenges.

## Changes.

## Project Plan Refinements.

## Timeline Refinements.

## Risks and Unexpected Events.

# Marketing Pitch.

Our name is Code Name Bricks, and we are a group of young individuals studying Building IT Systems together and, as part of our course, creating a 2D game called Trash Unit Response Droid, or T.U.R.D for short. We all have extensive experience in the different required areas of game design, with brilliant team dynamics and an exemplary sense of innovation.

Our game is based on a scrap yard wherein, due to a supernatural event, the trash that occupies the yard has come to life and is forced to battle against the other trash-creatures to survive. The Player controls one of these pieces of scrap and views against other scrap-enemies, attacking with the trash it collects, and collecting the scrap left from their corpses. The characters speed fluctuates depending on the trash it has on hand, forcing the player to be conscious of managing their scrap levels to simultaneously have enough on hand to attack the enemy with and maintain their health, but not so much as to slow themselves down, rendering them unable to avoid enemy attacks. The game involves complex level design comprised of hazards, platforms, drop-pits, enemies, collectable scrap, and a boss fight.

Have you ever wanted to join a game start-up and be part of something creative? If so, contact us to organize a time to meet or to have an informal chat on the phone today!

# Skills and Jobs.

## Job Description 1.

## Job Description 2.

## Job Description 3.

## Job Description 4.

# References.