

## Capstone

Our project will be a silly 3D fighting game with ragdoll physics.

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What makes our project different from others will be our splash of uniqueness that will hopefully be apparent from playing our game. Also ragdoll physics.

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We will use Unity.

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We expect that the 3D aspect of it will be the most challenging as we have never done 3D before. We plan to overcome this with a whole lot of Google and the Devil's luck.

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For design, we have nothing set in stone but expect it to be very silly and stupid.

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Milestone 1:	Build Basic Level
Milestone 2:	Build Players
Milestone 3:	Player Movement (Run and Jump)
Milestone 4:	Player Movement Continued
Milestone 5:	Ragdoll Physics
Milestone 6:	Physics Continued
Milestone 7:	Make Player Die(falling off level)
Milestone 8:	Make Player Respawn
Milestone 9:	Scoreboard
Milestone 10:	Fighting Animations (Punch)
Milestone 11:	Fighting Animations (Grab)
Milestone 12:	Start Screen
Milestone 13:	More Levels
Milestone 14:	Conscious Bar*
Milestone 15:	Wake Up Timer
Milestone 16:	Enemy AI
Milestone 17:	Survival(Arena)
Milestone 18:	Weapons
Milestone 19:	Boss Character
Milestone 20:	Player Customization

\* Life bar before player gets knocked out(not die)

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Because we have never built a 3D game before, this will be a big challenge. We are going to work together on everything because it is new to the both of us.