MOD003310 Report  
  
For our MOD003310 assignment we have been tasked to create a digital version of the board game Descent: Journeys in the dark using the Unity game engine.

The aims of the project are to create an accurate representation of the reference game following the simplified ruleset that we have been given as well as adjusting the game to be fair and balanced based on the new ruleset.

In the game, a player will take the role of the ‘Overlord’ (Gamemaster) and is tasked to hinder the player as much as possible and prevent them from killing the Boss monster and leaving the stage from the exit gate. Each other player should be able to select a hero from a roster to use when fighting the Overlords minions.

The difficulty and number of enemies that the heroes must fight is based on the number of players participating.

The game board the game takes place on is taken from an example map layout from the simplified ruleset booklet.

Our team consists of four members each responsible with a certain aspect of our project: the Team Leader: which primary role is to ensure the group stays on track and meet deadlines for the project, Lead Programmer: who is responsible for making sure the code is functional and efficient, Lead Designer: who makes sure that the game stays true and accurate to the physical game as well as change aspects of the games design to make them more enjoyable for the players, Lead Game Tester: who is responsible for making sure the game is functional and progresses in the way that is intended by planning and organising internal and external test sessions.

A Gantt chart was used to organise the team and manage the work flow, this made sure that tasks were finished on time. We also used a variety of UML diagrams so that everyone knew how the game was supposed to be coded and how classes interact with each other.

