COMP3000 Computing Project

2021/2022

Defend & Capture

Links

Source code: *https://github.com/Dracknid10/Defend-Capture.git*

Project Vision

This is for gamers who want to play a new real time strategy game built with an engaging enemy AI. Defend & capture will be an AI focused RTS that focuses on the synergy of the AI and game mechanics to create a immersive warzone for players to control.

Risk Plan

Art black hole – with the plan of doing rock paper scissors style for combat with infantry vehicles and aircraft there's the possibility of spending too much time on the 3D modelling. I will address this by dedicating an allocated time limit to produce these models or I will use prebuilt assets.

Losing work backups – using GitHub as version control means the progression of work is stored remotely using a reliable service. Having a version on memory stick that is regularly updated will reinforce against losing work.

Not being able to get a minimalistic RTS running in time to work on AI – dedicating a portion of time for research and testing will help smooth out this development process. the majority of time will be should be spent creating the enemy AI.

Proposed Gantt chart
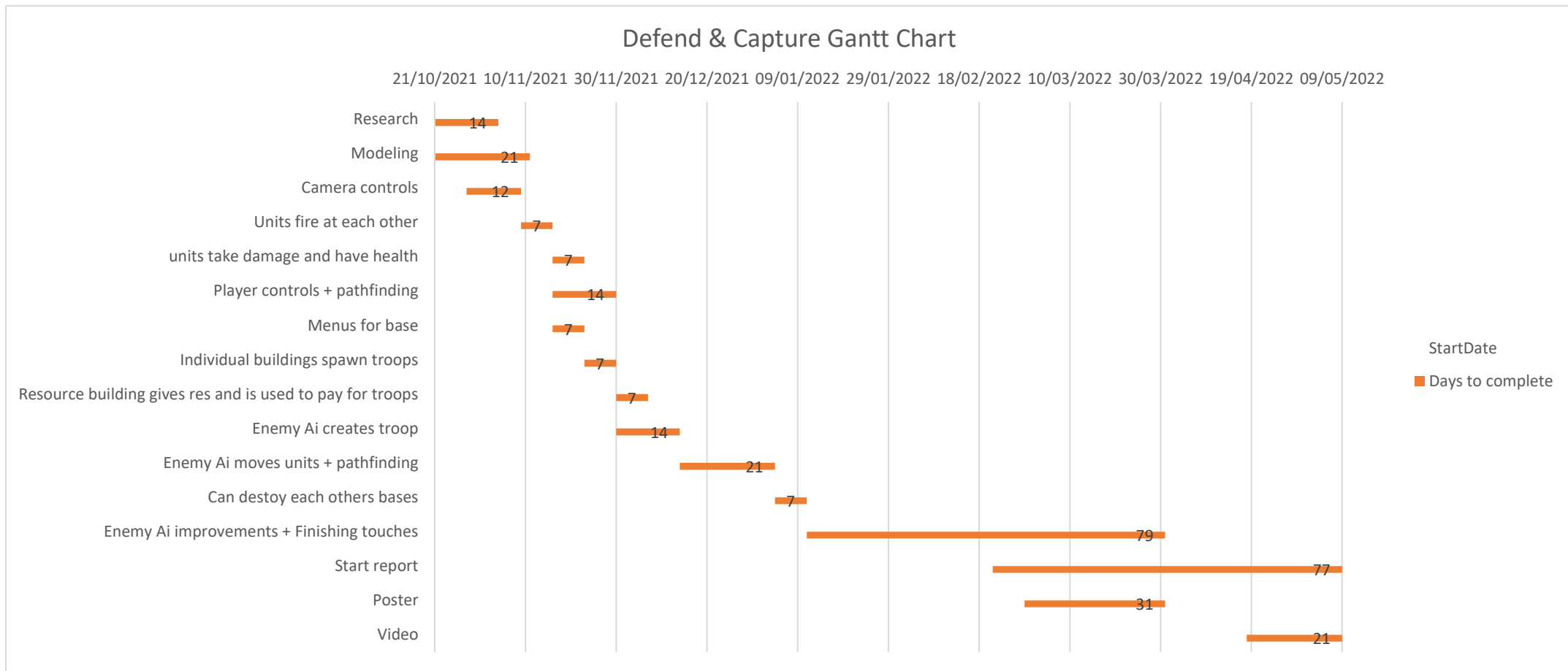
Keywords

- Unity RTS mechanics
- Unity RTS enemy movement
- Unity RTS enemy AI

- Unity RTS pathfinding
- Unity RTS unit controls
- Unity RTS base resources
- Unity RTS damage
- Unity RTS health
- Unity RTS camera controls
- Unity RTS 3d animations
- Unity RTS 3d aircraft