# COMP3000 Computing Project

## 2021/2022

### Defend & Capture

### Links

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