# 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.

*For [who?]*

*Whose [problem]*

*The [name of your product]*

*Is a [type of product]*

*That [what are the key reasons]*

*No need for the different from or our product.*

### Risk Plan

*Identify here potential risks to your project and outline how you will address those risks. For further information view the risk management resources provided in support materials section.*

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

*Identify here your proposed work packages and how they will fit together over the time you have available. This is a high level estimate.*

### Keywords

*Provide keywords for your project to enable searching*