

ENSE 400/477 Capstone Project Introductions

Platform Fighting Game



Super Capstone Bros
Jeremy Cross 200319513
Taylen Jones 200354271
Friday September 27 2019

Team Introductions

Team Name:

Super Capstone Bros

Team Members:

Jeremy Cross

Taylen Jones

Initial System and Project Goals

Our objective with this project is to build a platform fighting game that captures the best elements of the genre while also expanding and implementing new features that innovate the genre further.

Other examples of games in this genre:

- Super Smash Bros Melee (healthy competitive scene for 18 years)
- Super Smash Bros Ultimate (most current iteration in the franchise)
- Project M (successful mod of Super Smash Bros Brawl)
- Rivals of Aether (successful indie game)
- Icons (failed indie game)

Project Technologies, Software and Tools

Software Development Processes:

- Agile methodologies. Most familiar, best suited for our small group.

Revision Control:

- GitHub

Software Programs:

- Unreal Engine 4 (game engine)
- Blender (3d modeling software)
- FL Studio (music production software)

Programing Languages:

- Blueprint visual Scripting (built right into Unreal Engine 4)

Group reflection

- What do you hope to get out of the Capstone class experience?
 - We hope to become more experienced with game design
- Specifically – What did you hope to learn over the duration of ENSE 400/477?
 - We hope to put together everything together over the course of our degree and fully go through the software development process
- Do you envision any barriers to your success over the duration of ENSE 400/477? Go beyond “time/busy-work” – Hey, everyone’s busy – get used to/over it!
 - It will take time to learn and understand the software programs required for this project
 - Answering the question of “Why you should play our game instead of other current games”

Questions/Comments?