# Unit 3 Hunt the Wombat Project Plan

# Submitted to: George Peck

# Project Manager:Edward Hu

Date: May 1, {200x}

Project Overview {What is the purpose and nature of the project.}

We are designing a top down RPG dungeon crawler. Its theme is satire, and will aim to satirize gaming tropes while providing a solid gaming experience. Players will be able to choose their classes, etc, and venture on a quest to save the world.

Project Team {Describe the team members and the roles and responsibilities they will have.}

Edward Hu: Design and Visual Director

In charge of overall game direction, plot, and coding/ implementing the graphics system.

David Yang: Software Engineer

In charge of map design, character progression / balancing, and combat system.

Oliver Dong: Software Engineer

In charge of inventory system, items design, and general game implementation

Challenges {What do you foresee as potential problems that may affect your project?}

1.Cutscenes / Visual Implementation

2.Game progression / Leveling

# Major Tasks and Schedule {Create a task plan that describes what needs to be done to accomplish your objective. Establish a timeline keeping in mind that you must design, develop and test before the final week of deployment. During that week, you will be giving your promotional presentation on the software.}

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| Task | When | Responsible |
| Plot / Overall Level Direction | 5/8 | Edward |
| Visual Interface | 5/22 | Edward |
| Map Design / Generation | 5/8 | David |
| Fighting Mechanics / Balance | 5/18 | David |
| Inventory System | 5/18 | Oliver |
| Items | 5/22 | Oliver |
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