Project partners: Yirat peleg 315081422, Tom Latin 313525792, Ariel Duek 317169845

SDD:

Tools we will use:

C#, Visual Studio, Unity, Blender, Mixamo.

Folder structure:

- 📁 plugin
- 📁 Animations
- 📁 Audio
  - 📁 Music
  - 📁 Sound effects
- 📁 Materials
- 📁 Models
- 📁 Prefabs
- 📁 Textures
- 📁 Scenes
  - 📁 Levels
  - 📁 Other
- 📁 Scripts
  - 📁 Editor
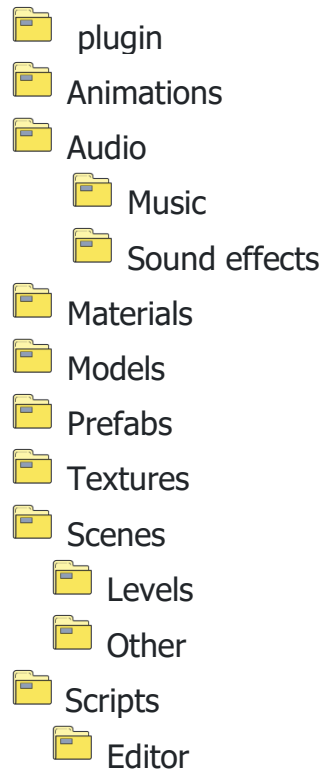
Major Class's:

1.The player (hero) - a human figure that will be created at the beginning of the game and destroyed at the end of the game.

2.People - A human figure with identical attributes will be created from prefab. Will be created at the beginning of each city and will be destroyed after the player moves through the city.

3.People with special needs - will be created from a new prefab whose basis will be the prefab of people. Will be created at the beginning of each city and will be destroyed after the player moves through the city.

4.Backpack - Stores all the objects of the type of resources that the player collected during the game / city. By clicking on the icon he will see all the resources. Will be created at the beginning of the game and destroyed at the end of the game.

5.Resources - The resource will help a player in different situations during the missions and will be found in different parts of the city.Will be created at the beginning of each city and will be destroyed after the player moves through the city.

6.Map - will mark the amount of pieces from the map that the player has collected and will be an indication of the pace of his progress in the game. Will be created at the beginning of the game and destroyed at the end of the game.

7.Minimap - Indicate the location of the player on the map of the city and with its help the player will be able to get around it and find new places. Will be created at the beginning of the game and destroyed at the end of the game.

8.Buildings - The buildings located within each city will be created at the beginning of the relevant city and will be destroyed after the player leaves the city. There may be several different types of structures with the same properties that will be implemented in a similar prefab.

Nature - Nature is within every city. And in addition, will constitute boundaries. They will be created at the beginning of the relevant city and will be destroyed after the city.

9.City - A city will contain all the residents, buildings, nature and part that is missing on the map. Each city will be created in turn when the player reaches it and will be destroyed when the player completes the mission in it and moves to another city.

10.Level Manager - will manage the transition between the cities of the player character. will be created at the beginning of the game and destroyed at the end of the game.

11.Camera - Deliver to the player what he needs to see from the sceneɣ will be created at the beginning of the game and destroyed at the end of the game.
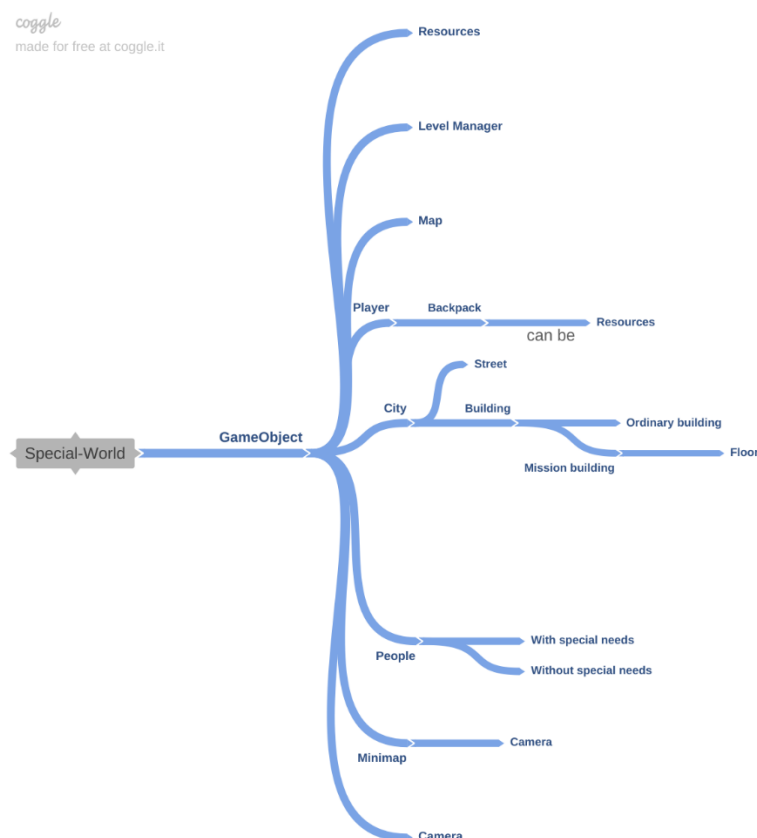
Division of responsibilities among team members:
graphics:

- Creating the characters of the main player and the secondary characters – Ariel
- Creating the animation of the characters – Ariel
- Designing a main mission, and creating special assete and importing assete from the store - Yirat
- Designing a volunteer mission, and creating special assete and importing assete from the store – Tom
- Building design – Tom
- Nature design - Yirat

Code:

- Movement of the main player, and interfacing with resources – Ariel.
- Movement of secondary characters, interfacing with the main player- Yirat.
- Activation of the animation -Tom.
- Special effects regarding world visibility / weather – Ariel.
- Code for the main missions - Yirat.
- Code for volunteer missions – Tom.
- Sound, creating messages for the screen and switching between scenes – Ariel.
- Creating resources and the backpack - Yirat.
- Create a score for missions and the Hall of Fame – Tom.
- Create the world map and the minimap – Ariel.

Administrative:

- README – Tom
- Wiki -Tom
- Itch.io - Ariel