Team Name - Team 15

Members - Walker Schmidt, Jimmy Wiley, Garrett Sippel, Suchita Lulla, Peilin Xin

Description - We will be making a computer game using Unity and possibly porting it to iOS or Android. Our game is a top down simulation of a battle game. The details of the game dynamics are still being worked out, but the draw will be to the gameplay and not as much to the graphics. The game will be mainly a strategy/simulator and the user will be engaged through multiple levels and difficulty levels. The interface will be easy to use with few controls, but the gameplay will draw the user in for continuing the game.

   For the database requirement we plan to implement player accounts. Players will have a unique name and password, be able to save a game, and have their scores posted to a score board.

Vision Statement - To make an addictive game that is initially easy to understand and gradually becomes more intellectually challenging.

Motivation - All members of this group are interested in video games and game development and want to expand knowledge in our area of interest.

Risks - No prior experience with game development or databases, learning Unity, time.

Risk Mitigation Plan - As the class progresses, we will become more familiar with databases. There are many online resources, including videos provided on the Unity website, Youtube videos, and eBooks that we can use to familiarize ourselves with Unity. Though time is a constraint, our weekly scrum meetings will help us set goals and keep on track. If time becomes a real issue, we can easily remove features and complexity as needed.

Version Control - Github

Development Method - Agile/Scrum. We plan to have scrum meetings once a week on Mondays.

Collaboration Tool - We will communicate via Discord.