Group Project Documentation   
C# Programming and Unity

*<Project Name>*

**Prepared by <Group Name>**

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Ho Chi Minh City, 2024

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**Revision History**

|  |  |  |  |
| --- | --- | --- | --- |
| **Name** | **Date** | **Reason For Changes** | **Version** |
| *Van Vo* | *01 January 2024* | *Initial draft* | *1.0 draft 1* |
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# Game Introduction

*<Provide a short description of the game project being specified and its purpose. Describes the game that you will implement (this game introduction is not certain to be too detailed. It's just a paragraph so that the reader can understand the game application that will be presented).>*

# How to Play

Có bao nhiêu nhân vật, đặc tính của nhân vật đó là gì

Có kịch bản, có giới thiệu, có cách chơi của các tình huống, có khúc cao trào

Điều khiển sao, chơi sao

Cách tính điểm như thế nào (mô tả rõ ra)

*< In the "How to Play" part of a Game Design Report, you should provide a comprehensive guide on how to engage with the game.*

*<This typically includes an overview of the game's objectives, rules, mechanics, controls, and any other necessary information for players to understand how the game works.>*

*<You may also want to include details on levels, scoring, resources, and any special features or modes available in the game. It's important to make this section clear and easy to understand for both new and experienced players. Additionally, you can include visuals such as diagrams or screenshots to further illustrate the gameplay mechanics.>*

# Game Design Specification

Hầm này có cái gì, defile

*<In a Game Design Specification, you should provide an outline of the game's mechanics, controls, and gameplay features. It's essential to include information about the game's story or objectives, as well as any key characters or settings. Technical aspects like graphics, sound, and platform requirements should also be detailed. Furthermore, the document should cover aspects such as level design, progression, difficulty scaling, and any unique selling points or innovations in the game. Finally, a comprehensive Game Design Specification often incorporates visual concepts, diagrams, and mockups to convey the intended look and feel of the game.*

*< Mockup Design for a Scene → (Using Figma or other tools to design Mockup) Screen Flow for Game Project>*

# Project Management

Tài nguyên từ đâu, tỉ lệ màn hình trong Game như nào, kịch bản ra sao

Mỗi người làm ít nhất 1 hầm, còn dư thời gian thì làm hầm thứ 2

*< In the "Project Management" section of a Game Design Report, you should focus on detailing the planning, organization, and execution of the game development process. This includes outlining the project timeline, milestones, and deliverables. Discussing the project team's roles and responsibilities, as well as any challenges faced and how they were addressed, can also be beneficial. Additionally, it's important to include information about the resources allocated, budgeting, risk management, and any changes made to the project plan throughout its development. Providing insights into project scheduling, task allocation, and the tools used for project management can also be valuable in this section. >*

|  |  |  |  |
| --- | --- | --- | --- |
| ***#*** | ***Task Name*** | ***Member*** | ***Note*** |
| *1* | *Project Prototype* | *Nguyen Van A* | *Download Assets from Unity store* |
| *2* | *Design Scene 1* | *Nguyen Van B (50%)*  *Nguyen Van A (20%)*  *Nguyen Van C z(30%)* |  |
|  | Scene: Menu + 1 Scene/1SV |  |  |
|  |  |  |  |
|  |  |  |  |
|  |  |  |  |

# Implementation

## Deployment Considerations

Hướng dẫn cách build lên file ra sao, cài ra sao (Mà ko làm cũng dc)

*<Summarize the information and activities that are needed to ensure an effective deployment of the solution into its operating environment.>*

*<Unity Editor Version XXX>*

*<Record any information that will be needed by people who will be preparing training or modifying business processes in conjunction with deployment of the new solution.>*

## Screenshots and explanations

*<The screenshots and explanations>*

# References

1. *Asset Store:* <https://assetstore.unity.com/packages/2d/textures-materials/sky/fantasy-skybox-free-18353>
2. *Beatty, Joy. Process Impact Intranet Development Standard, Version 1.3, www.processimpact.com/corporate/standards/PI Intranet Development Standard.pdf*
3. *Rath, Andrew. Process Impact Internet Application User Interface Standard, Version 2.0, www.processimpact.com/corporate/standards/PI Internet UI Standard.pdf*