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Title: Unity Platformer(working title)

Description: Using the Unity4 engine and the process learned in CSCI 3308, we are planning to collaborate together to create a platformer game which can be exported to several platforms (pc, web, mobile) through tools that Unity4 provides.

Vision statement: "To make a game that uses ideals from old-school platformers, while making it as playable and addicting as today's mobile app games."

Motivation: This game will be a learning process for cooperation between team members participating in the project. It will spur on the creativity of the ones who have used Unity before but also be a new tool for those who haven't. It gives experience in gaming programming.

Risks:

- Some members have never used Unity before, so it will be a learning process for them while others only have limited experience.
- No experience working together on a gaming project prior for all members
- Different levels of coding experience
- Time constraint may make the project limited to only a single full level with varying difficulties which may be a lot in itself.

VCS: GITHUB

VCS Link: <https://github.com/JVQM/CSCI-3308-Unity-Project>