

Who: Jonathan Mai, Eric Tran, Michael Chung, Justin

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 export to several platforms(pc, web, mobile) through tools that Unity4 provides.

Vision statement: "A platformer game which is new and unique and entertaining for the mild or hardcore players"

Motivation: This game will be a learning process for cooperation for the 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 the 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.

VSC: GITHUB

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