STATEMENT OF WORK (SOW)

TEAM 3D
4601 MID RIVERS MALL DR
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FEBRUARY 16, 2026

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INTRODUCTION/BACKGROUND (JEFFREY)

Team 3D came to be during our first in-person meeting. Most of the members in the team had taken a Unity development class the previous semester, so we agreed upon a Unity project for our Capstone since the majority are familiar and understand the process behind Unity. Since Unity is a game engine that allows you to build and develop games in 3D and 2D, we decided to call our team, Team 3D, reflecting upon the 3D aspect of Unity. Unity projects are almost always a full stack project, which means they include both a front-end and a back-end to them. Also, Unity is a great choice for using a form of cutting-edge technology because it is always being developed by a large team of professional programmers, offering LTS versions of Unity to pick from and is heavily relied upon by many large game studios in the industry.

SCOPE OF WORK (JEFFREY)

The scope of work for Blazing Racer (also known as the "project" throughout this document & future documents) will include designing, programming, debugging, and major testing to ensure that a functional product is produced by the project's deadline (May 11th). The work required for this project is as follows: a way to allow the user to login & connect to Unity in order to save and track their in-game performance using a global cloud database; server-sided code in Unity that handles the logic for the game, along with transferring data between the server and database; and planning & designing assets that will be used inside the game, which will include free assets provided via the Unity Asset Store. Most of the work for this project will be front-end sided compared to back-end.

PERIOD OF PERFORMANCE (SERHII)

The project will be developed during the Spring 2026 semester. Work will begin at the start of the semester and will continue until the final project deadline. The team will complete the project in four phases. Phase 1 will focus on documentation and planning. Phase 2 will focus on front-end development. Phase 3 will focus on back-end development. Phase 4 will focus on testing and final improvements. At the end of each phase, the team will give a presentation to show the work that was completed.

PLACE OF PERFORMANCE (SERHII)

The project will be developed remotely. Team members will work on their parts using personal computers at home and school computers when needed. The team will communicate using online tools such as Discord or email and will share project files through GitHub.

WORK REQUIREMENTS (KENT)

A Computer or Laptop
Need a stable network to connect to the internet
Need an account with Unity
Downloaded the Unity Hub
Downloaded the agreed upon LTS Unity game engine version
Downloaded Visual Studio Code 2026 and connected to Unity

SCHEDULE/MILESTONES (JEFFREY)

Future Team Meetings:
2/19; 2/22; 2/26
3/3; 3/10; 3/17; 3/22
3/25; 4/1; 4/8; 4/15; 4/19; 4/22; 4/29
5/3; 5/6; 5/9

Presentation Dates:
2/23: Phase 1
3/23: Phase 2
4/20: Phase 3
5/04: Phase 4
5/11: Final Presentation

ACCEPTANCE CRITERIA (TYLER BLACKMORE)

Our acceptance criteria will be the game and all modules fully working as intended. This would entail:

- The game having finalized graphics (and any 3D model work done).
- All game mechanics and physics working as intended, with the game being playable to an end screen.
- Online, functional leaderboards.
- Minimal bugs

OTHER REQUIREMENTS (TANAS)

- The other requirements would be to do the Unity project on Blender, for designing and producing additional assets for the project

ACCEPTANCE

Approved by:

_____ Date: _____
<Faculty Name>
<Faculty Title>