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| **Creative Computing Year 3 Professional Practice Project**  Interim Presentation Monday 30 November | | Names | Jonathan Berkeley  Mark Hurley | |
| Title | Inertia | | | |
| Description | A 3D video game relying on physics and momentum to reach objectives in an enclosed 3D environment | | | |
| Technologies | Unity | | | |
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| **TO DO** | | Report | Implementation |  |
| Sprint 5 | Polish gravity and movement and have scripts in final state.  Create a more detailed level | Test |  |
| Sprint 6 | Add real levels and level logic scripts. Add timer script.  Add sound effects and animation for everything | Project management |  |
| Sprint 7 | Polish levels, bug fixes, additional level functionality. Get levels to final state. | Introduction  Conclusion  Draft report |  |
| System Testing |  | Final report |  |
| User  Testing |  | Presentation  Showcase & Exhibition | Tuesday 18 May  Thursday 27 May | |