Adaptabrawl — Team Contract

Course: CS5001 — Senior Design (Fall 2025 → Spring 2026)

Team Name: Adaptabrawl

Repository: https://github.com/Kartavya904/Adaptabrawl-Senior-Design

Faculty/Industry Advisor: TBD (approval pending)

Team Members & Contacts

- Kartavya Singh Computer Science singhk6@mail.uc.edu
 Role: Netcode & Infrastructure Lead (lobbies/relay, authority model, CI/builds)
- Saarthak Sinha Computer Science sinhas6@mail.uc.edu
 Role: Combat/Systems Lead (FSM, moves, status effects, condition system)
- Kanav Shetty Computer Science shettykv@mail.uc.edu
 Role: UX/UI & Content Lead (HUD, input, readability, VFX/SFX, stage layout)
- Yash Ballabh Computer Science Ballabyh@mail.uc.edu
 Role: Tools & QA Lead (build pipeline, training mode, telemetry & playtest ops)

Purpose & Project Focus

Build a 2D multiplayer fighting game where **attack**, **defense**, and **evasion** are all viable at once, with **adaptive match conditions** and **readable status effects**. Semester-1 delivers an online 1v1 vertical slice; Semester-2 expands content with animations upgrade and hardens online play with rules.

Meetings (Timing & Frequency)

- Weekly Sprint Planning: Wednesdays, 3 PM 7 PM EST Weekly (In-Person, Task Update + Next Tasks)
- Weekly Playtest/Review: Fridays, 4 PM –6 PM EST Weekly (Merging/Testing remote build)

If a member cannot attend, post notice > 24 h ahead (except emergencies) and share a written update. Meeting Times are bound to change as the semester progresses, and all team members have their schedules confirmed. Faculty Advisor May/May not be a part of the meeting but would receive a monthly email with project progress.

Team Contract Sign-Off (Approval)

By signing,	each team	member	affirms th	is contrac	t and a	grees to	the sche	dule and	norms a	above.
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•	Servi	Saarthak Sinha Date: <u>15th September 2025</u>
•	<u>Kaman</u>	Kanav Shetty Date: <u>15th September 2025</u>
•		Yash Ballabh Date:

Advisor Approval:

I approve this team and the draft contract.

Linait	•	Advisor (Na	lame)	Date:		Email:	
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