Project Charter

Business Purpose:

The purpose of our project is to create a game using the unity engine for the personal computer. The game we are creating will feature different mechanics and allow for different playstyles.

Project Roles / Responsibilities

Curtis Golden – Project planner

Will Stroeder- Project record keeper

Zachary Kasprzyk – Project Team Leader

We are all willing to work on the project and its development throughout all of its phases. Artwork, assets, voices and music might be commissioned.

Event Table

Features List

System Objectives:

Some of the objectives our team has

Project Critical Success Factors:

For this project to be considered a success from our team we would like the game to have the following features. The game is in a playable state, has polished functionality and runs as envisioned.

Preliminary Technical Architecture:

For this project our team will be using Unity. Unity is a game development platform used to create high quality 3D and 2D games. We plan to make our game as an application for a desktop computer or laptop.