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| **Team members** | **Programme of study** | **Missions** | **Group missions** | **Role** |
| Jake Howlett | Games | Advanced Gameplay programming | Testing and Project Management | Information seeker |
| Joe Bradley | Games | Advanced interaction programming | Peace keeper |
| Connor Reynolds | Games | Advanced Game design | Producer |
| Liam Dale | Games | Advanced environment Creation | Encourager |

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| **Milestones** | **Estimated Completion Date** |
| Project Proposal and Skills Audit | 9/02/2018 |
| Story boards | 15/02/2018 |
| Meeting with cliff | 22/03/2018 (every 2 weeks) |
| Prototyping | 22/03/2018 |
| Early build | 7/04/2018 |
| Graphical improvement | 20/04/2018 |
| Testing | 20/04/2018 |
| Debugging | 3/05/2018 |
| Game completion | 3/05/2018 |
| Reflection | 5/05/2018 |
| Hand in date 7th may | 7/05/2018 |

**Game idea**

Third person puzzle game where the player has to exit the starting room into yard, the puzzle will be completed through the task of finding clues and the exits. Story of how this event happened will be shown to the player along with the tutorial of how to play. The game will have two rooms which will consisting of a basement room which then goes into the main house. The player will have to then navigate through the top floor and then find the exit of the house through the various puzzles and challenges presented to the player. The game will end when the player leaves the house.