# Project Report

## SGM Spring 2016

# Spaceship Fly Simulator

[Name of the game]

Group:

Nicklas Klinch, 240295

Nicolai Sand, 231731

David Weis, 224482

Magdalena Houska, 224271

## Introduction

(Briefly outlining your process and final product)

## Design

(Ten pager)

## Implementation

* (Overview of the game logic
* Flow of data
* Choices regarding the implementation
* Explicit, but not line by line description of the code)

### David

### Nicklas

For the project I have been responsible for in-game UI. In this section I will explain the design of the UI and cover the implementation made to grant the functionality of the different UI elements. Furthermore, I will briefly discuss my experience with implementation of UI without standard input such as mouse and keyboard, and how that had an impact on my decision making.

*Figure 2.0: The Cockpit*

### Nicolai

### Magdalena

After deciding what game we wanted to make and querying the Unity Asset store as well as blendswap, we found a prefab we liked. However, the prefab was not perfect. I added the missing control board using 3d box models, so the screens would be flying in the air. Moreover, I added textures and legs, and removed some controls from the control board. After these minor changes, I worked on sounds script.

## Testing

(Test subjects that are not members of our group)

## Results

(Present your test results)

## Discussion

(Are you satisfied with your project? What would you have done differently? )

## Conclusion

(Summary of main points and results)