# Project Report

## SGM Spring 2016

# Spaceship Fly Simulator

[Name of the game]

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## 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

### 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)