

# CAHIER DES CHARGES

From

Team Dedalus

Islands

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# Summary

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Even though we didn't start coding, we still had six to seven group meeting to discuss about the project. And spent at least 15 hours speaking together. However, the project's general gameplay was fixed unanimously on the first reunion. It will be a 3D RTS at the first person. Thus a mix between RTS and FPS. Creating a game has never been an easy task but, the game how we see could be described as ambitious. Nevertheless, our teamwork should not be underestimate.

When we assigned the different tasks to our members, we had in mind the idea that everybody should know how most of the game works and not only one member. Therefore, we had to split the project in a way that would help us later : modules. Thus even if we didn't begin to code the game, we have some kind of base.

## **Part I**

# **Project presentation**

# **Chapter 1**

## **Gameplay**

### **1.1 Section 1**

#### **1.1.1 Sub 1**

## Chapter 2

# Goals and interest

### 2.1 Learning

Since half of the group are inexperienced programmers, one of the major goal of the project will be to learn about computer programming.

Of course it won't be limited to C#, because of the fact that we are working with OO, to ensure that everybody can understand the code, we will be using UML.  
Also we will be discovering and thus learning about the following languages :

- HTML5/CSS3 and PHP/MySQL with maybe some JavaScript for the website;
- XML because this is how the GUI layout will be written.

#### 2.1.1 Sub 1

## **Part II**

# **What must be done**