**CI 102 - Team Profile**

Complete the information below for your project.  This will inform the instructor about how teams are organized and whether you have a project idea yet.  Note that team membership is subject to final approval by the instructor.

Team

**Lab section: 061**

**Team Number 13 (The instructor will provide this number)**

**Team Members and Roles**

List the full name and user ID of every member of your team.  Assign initial roles that team members will play.  Team members without specific roles should be assigned as “Developer”.

|  |  |  |
| --- | --- | --- |
| **Name** | **User ID** | **Role** |
| Min Dye | mjd465 | Project Director |
| Scott Hargrove | srh336 | Vice-Project Director/Lead Designer |
| Ryan Do | rd586 | Scribe |
| Peter Wainwright | pgw25 | Application Developer |

**Project Abstract (~150 words):**

Be sure to include the following:

1) Short summary of the project

2) Motivation (Business Case)

3) Anticipated challenges (technical and other)

4) Major tasks envisioned

5) Final deliverables

The project is a side-scrolling roguelike game that aims to incorporate puzzles and/or education. Different maps and enemies will be designed to challenge players. We are motivated to the project because we want to share our our creative ideas and passion to the public.

Team members will face challenges such as time constraints, learning how to utilize Unity, the game engine being used for the project, and creating visuals.The plan includes several tasks: gameplay design, level design, progression design, and incorporating different genres (roguelike, trivia, and puzzle). The most important task is to build a functional roguelike game with enemies and items. Afterwards, aesthetics and puzzle and/or trivial mechanics will be implemented. Furthermore, more maps and challenges can be added.

Final deliverable will be a video game that is able to work on Windows computers.