**CI 103 - 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 |

2.  **Results of prototype activities**   
  
Describe the activities in last term’s prototype activities. Your discussion should include the following for each activity attempted:

* Description of the activity  
   Our prototype was to test an AI for our game.
* What you intended to accomplish  
   We intended to develop a somewhat simple yet effective AI.
* Description the results achieved – what did you learn?  
   We included very simple AI such as enemies detecting when a player was near and reacting accordingly. We had two different types of enemies, a turret and a slime. The slime was mobile following the player while he is inside it’s range. While the turret was stationary and only fired bullets while the player was in the range. Lastly, we had one environmental danger such as spikes that damage the player when they landed on them.
* What (if anything) is still open / unknown at the end of the activity   
   It is uncertain how advanced or simple new AI should be as we develop more enemies.
* Explain how your prototyping experience influences the revisions to your requirements and design documents in the next section.   
   Our prototyping experience has made us think of in-depth details of various aspects of the game.

**Describe your project below (150 – 300 words):**

Team 13 is making a video game that is temporarily named Project R. The game will include roguelike elements which means a death will result in a new game without a revive or checkpoint. The graphics will be a side-scroller 2D style. The story, simply put, is for the main character to escape a cave and revenge an illusionist that locked him and others in the cave. Atmosphere of the game will be somewhat grim due to the story being dark and serious. The maps will be pre-made, which means there is no random aspect in generating the terrain.

The main features of the game will be revolving around combat. The player will progress by killing enemies and obtaining better loot, which drops from the monsters by chance. Another way to progress is to augment existing equipment, which randomly adds or subtracts stats to the weapon. Thus, augmentation can be beneficial or detrimental. Enemies will get stronger as the player continues through the story. There will also be some traps scattered around the map to challenge the player.

**Identify the open issues and/or technology gaps related to your project: (150-300 words)**

There are concerns about aesthetics of the game because we do not have a dedicated artist or musician. We hope to do in-house art, but the quality may not be as high as we aim for. Both problems can be solved by finding royalty-free materials on the Internet.

Our team members except one did not know how to utilize Unity engine. We made much progress by taking tutorials and working on the project, but there still are a lot more to learn. We are expecting some problems to arise as we continue programming the game, and we plan to take advantage of Unity documentations and other tutorials.

We have vague idea of what the story of the game will be, but we do not have scripts written. This may lead to some inconsistencies in the story as well as low quality dialogues. Since the story is not the priority, this issue will be reviewed near the end of the project.

**Let us know which of the following CI102 documents have been changed and submitted to bitbucket.**

1. **Requirements document (Y/N) Yes**
2. **Architectural design documents (Y/N) No**
3. **Detailed design document (Y/N) No**