**Project Title:** Computer Game

**Basic Idea/Introduction:** We are going to develop a 2D RPG game using Unreal Engine 4. We will be utilizing AI controlled characters that the player character will be able to interact with in the game. We will also be utilizing animation blueprints to bring all the characters in the game to “life”. We also hope to develop the game with the ability to grow over time as needed.

**Objectives:** We are trying to achieve a fun and interactive game that introduces unique game mechanics. We also would like to have hidden features for the player to discover as they progress in experience in the game.

## Actors/Users: Darrin Perry, Levi George, Omer Yurdabakan, Alex Hendrickson

## SDLC Model & Project Constraints: We are using a waterfall model just because of the scope and intricacy of the project. Some of the constraints we face are mostly with graphics as we want to appeal to many platforms. This means a high graphics heavy game can run poorly on certain systems.

## Team Information [Coordinator/leader & skill sets]

## Darrin Perry AI Behavior/graphics/ coordinator

## Omer Yurdabakan Level Design and implementation/ Tester

## Levi George Player character design and implementation/ Documentation

## Alex Hendrickson Log in screen and transitions/ Tester

**Team Policies:** We will meet formally every Wednesday, and also keep an ongoing discord server going for questions and other communication. We are utilizing GitHub for all code, this means that each member has their own branch to submit work into the master. The files submitted will be tested by someone that has no contact with the code up to that point. If it passes the tests in our environment then it will be added to the master branch. We will break assignments up each formal meeting and depending on the assignment, it will be done the following week. Any lack of communication on assignments or in the server will result in a de-merit. Formal action will be taken after 3 de-merits.