



DEPARTMENT OF APEX INSTITUTE OF TECHNOLOGY

PROJECT PROPOSAL

1. Project Title:-

i The title of the project is **Battleground game** using the unity 3D game engine .

2. Project Scope:-

i The "vision" of the project, in terms of understanding scope, requires detailed foresight about what the game will be: its genre, numbers of hours of game play, graphics quality, number of players supported, number of levels, quality of the AI, and other aspects that would be thought out fully in a game design document. I also think of vision as an understanding of the core of the end user experience -- what's fun, and how will the player experience it .

3. Requirements:-

i Unity 3D , Mirror Networking , AI (For enemy),Photon Engine , Blender , Adobe Fuse (Character Design) , Android

STUDENTS DETAILS

Name	UID	Signature
Lokesh Deshwal	18BCS6219	

APPROVAL AND AUTHORITY TO PROCEED

We approve the project as described above, and authorize the team to proceed.

Name	Title	Signature (with Date)
	Supervisor	