University of Plymouth

School of Engineering,

Computing, and Mathematics

COMP3000

Computing Project

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Timeline Takedown

Morgan Tomos Hodge

Insert your Registration Number

BSc (Hons) Insert your Programme Title

1. Abstract

This report covers the development of Timeline Takedown, a first-person survival(or wave-based shooter?) game created within the Unity game engine. I chose to create this game as I grew up playing games with a similar mechanic and I have noticed the recent decline in quality of these same games as time has gone on, so I wanted to create my own version for my friends and family to enjoy.

This report begins with

This main body of this report covers

The final section of the report reviews the success of the project

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2. Introduction

3. Background

* 3.1 Field
* 3.2 Key Players
* 3.3 Market

4. Method of approach

5. Ethical, legal, social and professional issues?

1. Ethical issues
2. Legal issues
3. Social issues
4. Professional issues

6. Project Management

7. Prototype and Research (Sprint 1 and 2 I think this is level maps and gdd)

8. Level creation 1 (Sprint 3 and 4)

9. User Testing

10. Level creation 2 (Sprint 5 and 6)

11. Level creation 3 (Sprint 7 and 8)

12. User Testing on completed game to check for final bugs

13. Uploading the game (ITCH ETC)

14. Conclusion

15 Reference list and bibliography

16 Appendix

WORD COUNT: **0 Lol**

**Code Links:**

**GitHub Repository:**

**Itchio Page where the game is hosted:**

Insert link to your code submission directory

1. Introduction
   1. Overview
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2. Background