

Table 1: Revision History

Date	Developer(s)	Change
2018-06-26	Mohammad, Brian, Shivaansh	Added first change for every section
2018-06-27	Brian	Added introductory blurb
2018-06-27	Mohammad	Added pointer to project schedule
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SE 3XA3: Development Plan Zombie Survival

Team 6
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Shivaansh Prasann, prasanns

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This document describes the development decisions (which are subject to change) that will be translated throughout the entire development process of Zombie Survival Kit.

1 Team Meeting Plan

Mondays: 2:30PM - 4:30PM (HSL Library)
Tuesdays: 5:00 PM - 7:00 PM (HSL Library) (as and when needed)
Tuesdays: 7:00 PM - 9:00 PM (ITB 236 Lab)
Wednesdays: 12:30 PM - 2:30 PM (ITB 236 Lab)

2 Team Communication Plan

Discord Server (Audio calls for meetings)
Facebook Group Chat for general inquiries

3 Team Member Roles

Brian Jonatan - Developer and Tester
Mohammad Hussain - Developer and Scribe
Shivaansh Prasann - Developer and Project Manager

4 Git Workflow Plan

Each developer has their own branch. Code reviews will be conducted during meetings and once all individual branches are fully functional each branch will be merged to master. Tags will be used after pushing each deliverable for the project.

5 Proof of Concept Demonstration Plan

The main challenges with this project would be the following:

- 1) Inventory system: The inventory system involves picking up, consuming and equipping (pickable) items found across the terrain. These items can be seen in the Inventory UI which is accessed by pressing the 'I' button on the keyboard. Items are picked up using the 'E' button, once the player has moved close enough to them. To use an item, the user needs to open the inventory panel and click on the desired object. To remove items from the inventory, the user needs to click on the remove button at the top right of each icon in the inventory panel.
- 2) AI-enabled enemy movement: The enemy zombies around the map move towards the player when the player moves close to the enemy. This is implemented using the Navmesh functionality of Unity 3D. Once the player walks a certain distance away from the enemy, the enemy stops following the player and oscillated around a position.
- 3) Movement on a plane: Moving the player around is the most elementary component of our project. The player can walk around the terrain using the W, A, S, D keys on the keyboard and can turn the camera in any direction using the mouse.

6 Technology

Programming Language: C#

IDE: Visual Studio

Testing Framework: Unity3D

Document Generation: XML Documentation Comments

7 Coding Style

C# Coding Conventions (C# Programming Guide)

URL: <https://docs.microsoft.com/en-us/dotnet/csharp/programming-guide/inside-a-program/coding-conventions>

8 Project Schedule

Please refer to the file: Gantt Chart - Group 6.gan in this folder for the project schedule.

9 Project Review