

Team Contract Draft

Capstone Project – Fall 2025

Faculty Advisor: Professor Jillian Aurisano

Team Members and Contact Information

- Nathan Nguyen – Nguye3np@mail.uc.edu
- Faith Rider – riderfm@mail.uc.edu
- Elias Weitfle – Weitflej@mail.uc.edu

Meeting Schedule

Our team agrees to meet once per week for a short check-in meeting to review progress, identify blockers, and plan next steps. In addition, we will schedule longer working meetings as needed to address design reviews, implementation milestones, and integration tasks. Meeting times will be coordinated based on availability and workload.

Project Focus

Our project will focus on developing a 2D detective-style video game that integrates artificial intelligence into non-player character (NPC) interactions. The game will feature natural language input (typed or spoken) that allows players to interrogate AI-driven NPCs in order to uncover clues and solve a murder mystery. The backend will be supported with AWS cloud services, enabling fast, scalable inference and dialogue management.

Roles and Responsibilities

- Nathan Nguyen – Project Manager / Systems Lead. Responsible for coordinating meetings, managing deadlines, and overseeing AWS backend design and integration.
- Faith Rider – Narrative & AI Interaction Lead. Responsible for designing the story arc, clue structure, and integrating AI-driven dialogue tools into the game.
- Elias Weitfle – Gameplay & Frontend Lead. Responsible for implementing the 2D game environment, character interactions, and frontend logic.

Each member agrees to contribute to both design and implementation tasks as needed and to support team collaboration throughout the semester.

Approval

We submit this draft contract for review and approval by Professor Jillian Aurisano, our faculty advisor.

Signature here:


