Group 4: Mykhal Parson, Philip Green, Terence Buckley

MTEC 2120

Prof. Chung

Project 1 Design Documentation

**Goals:** The main goal of our project is to create a simple third person maze (with a twist) for players of any age.

**Constraints:** One constraint of our project is one or more of our members not having Unity experience prior to being in this class. Another constraint is time. Two of us are in five or more classes which can make the team have conflicting schedules. The third constraint was our tech resources. Unity may not run well at times on our computers and one teammate wasn’t able to retrieve a computer until two weeks before the project was due.

**Design Solutions:** Borders were used in order to keep objects in bounds. Long box objects were used to represent cars. Also, trees were added to add to the aesthetic of a highway/freeway/expressway being created.

**Project manifesto**: The purpose of this project is to display how much we’ve learned in Unity up to this point. The idea as to make a WASD input game similar to *Frogger* but to make it seem like a maze/highway that the player must escape.

**Instructions**: Use the W (forward), A (back), S (left), D (right) (hold or tap) to avoid the trees and boxes and find the exit. Manually restart the game if errors occur.

**Repository Link:** <https://github.com/florianman/Group-Project>