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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.

**Design Solutions:**

**Project manifesto**: The purposes of this project are to display how much we’ve learned in Unity up to this point

What is the idea and purpose behind the project

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

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