Pre-production Assessment

Group: PseudoSauce
Members: Carlo Albino, Chris Aytona, Derek Mallory, Wahid Shafique
Working Title: Everybody Loves Rayguns

High level description:
First person puzzle game. You manipulate objects in the environment using a ray gun that allows the player to shrink/grow or teleport objects. The goal is to use the ray gun to solve each puzzle to reach the end.

Current state: Conceptual
Technology used: Unity, GitHub
Repository: https://github.com/PseudoSauce/Everybody-Loves-Rayguns
Assets: TBD

High level tasks:
Gameplay:
-Create a first person controller
-Create the weapon/weapon interactions (Grow/Shrink Ray, Teleport Ray)
-Create interactable objects
-Level design
-Simple enemies
-Multiplayer

UI:
-Make a UI
-Menus

Physics:
-Determine how shrinking/growing and teleporting affects surrounding level

AI:
-Simple enemy AI

Multiplayer:
-Local/Network 2 player multiplayer

Level Design:
- Design levels based off of abilities

Member's strengths/preferences:
Carlo: UI, Gameplay, Level Design
Chris: Networking, AI, NOT Level Design
Derek: Gameplay (Systems)
Wahid: Gameplay (Abilities), Level Design

Engine explanation:
We will use Unity because it is the engine that we have most experience with. Also, last term we tried using Unreal Engine and we had a hard time working with the engine. Unreal Engine tended to crash constantly. If we want to have a polished project our best bet is to use Unity.