BSc in Computing in Software Development

Year 4

Applied Project and Minor Dissertation

*<Your Project Name>*

*<Your Student ID> <Your Name>*

Contents

[Introduction 3](#_Toc464117570)

[Reason for Choosing Project 3](#_Toc464117571)

[Technologies you plan to use 3](#_Toc464117572)

[Architecture 3](#_Toc464117573)

[Work Allocation 3](#_Toc464117574)

Student Number(s):G00329370

Student Name(s):Qi Fu

Supervisor: Gerard Harrison

|  |
| --- |
|  |
|  |

GitHub Link: https://github.com/QiFuChina/RPG

# Introduction

*This section should contain a brief description of your project – What you intend to create, and what functionality it should have when complete.*

This project is a kind of Role-Playing Game.

Users manipulate character to walk, attack and other actions

Character can update level by defeating Non-Play Character to obtain experience

# Reason for Choosing Project

*This section should discuss why you choose to do this project. For example, you may be interested in a specific technology, or wish to use this project to learn a new technology/architecture/framework.*

I am interested in computer game and I want to work it in the future, I realized it is time to work relative project from now

As a first game application, I also want to learn professional technology and achieve it. Unity 3D is a cross-platform game engine developed, it supports 2D and 3D graphics, drag and drop functionality and scripting through C#. Unity 3D is a suitable technology to start game development

# Technologies you plan to use

*You should list the technologies you are planning to use in the project.*

Unity 3D supports C# language to code.

# Architecture

*This section should describe, at a high level, the proposed architecture of the system. It doesn’t have to be a detailed diagram/description at this stage of the project.*

# Work Allocation

*If you are part of a group project, this section should describe the main areas (and lesser areas) of responsibility for each member of the group.*