Team Members:

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Project Name:

* RPG Game TBD

Motivation for app:

* To entertain the bored masses and to get experience designing apps/make money.

Resources:

* We have mobile devices, mac’s for developing, and access to the Game Center , and iAD through iTunes Connect. We don’t believe we will need other resources at this time.

Platform:

* iOS

Milestones:

* 3/15-Title Screen with working buttons that lead to place holders for Play(New Game, Continue), Settings, and How To Play. In New Game/Continue placeholders add Equipment button to bring up an option screen for the character.
* 3/29-Implement base level with player objects, enemy objects, and basic physics.
* 4/12-Add weapons, firing mechanism, and scorekeeping/save character data.
* 4/26-Implement Game Center, iAd
* 5/10-General debugging /testing add as many levels as possible.

Demo Description:

* Fully playable game with savable character data, physics, and multiple levels.
* Game Center integration.
* iAd integration.