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Capstone Senior Team

Hip-Hop IS Dead and So Are You

Technical Document

Hip-Hop Is Dead and So Are You is kind of like a tower defense game where the user has to defend his or her tower from oncoming waves of enemies. The reason why I say “like” is mainly because it is not the normal type of tower defense game that some may think of where there is a maze that the enemy has to get through, this one is strictly defending the tower with turrets. With a little twist in the game, the user can control a littler person on the main field to help out fighting as well as collect coins.

The Technical Risks:

Technically speaking I feel that this game concept is in perfect reach from a programmer’s viewpoint. Already I have in mind what I think I will be doing for this game. Already last weekend I started to code some fundamentals for the game and they are coming out very nicely.

The engine we would be using for this game is Unity 3D. I will have to say that this is the best pick for me at least to program and implement code in because I have the most experience in it. I have worked in Unity all last year for my Game Development II class that means I have already made an attempt to produce a game in it. Any problems I may have faced if anything were just a mere learning experience. As well all of this past summer I have worked and programmed in Unity for an Indie Development game company called 21 Street Games. I have my name in the credits for one of the games I have worked on there and it should be published this fall. Anyways to sum it up, the engine was a great choice for I have a lot of experience in it.

Programming in Unity will be very easy for me to for I have programmed in C# for roughly two years and I have programmed for Unity for over a year. Ideally, this language is a perfect fit for me so the technical risks there are slim as well.

What the team wants me to program is kind of mild for it is not two heavy right now. Technically speaking the first concept, if it were to be the game, should not be hard to implement at all. I may propose later on new features that I may be able to program down the road that will make the game if it seems under scoped in any way. This will include some physics or such to add a little more reality or hook to the game.

I personally think this concept is a great idea and not a high risks at all technically speaking. I may need a boost here or there but I do not think that the idea is bad at all.