COMP3000 Computing Project

2021/2022

Project Title
Astraeus

Links
Source code: https://github.com/SennaSaunders/Astraeus

Project Vision
For space game enthusiasts
Whose enjoyment of space games remains unfulfilled
The Astraeus game
Is a space game
That simulates a large procedurally generated galaxy to explore

Risk Plan

Risk	Mitigation Strategy
Unity can be difficult & I'll be learning as I go	Refer to official documentation, implement new functionality gradually. Research different methods before implementation.
The project has lots of different parts	Reduce complexity before implementation. Ensure compliance to MVP and then add complexity as required/time allows.
Scope creep	Draw diagrams for basic project structure before it gets out of hand. Define schedule. Follow schedule. Add when done. Review progress and schedule at end of sprints to ensure adherence & relevance.
Polishing a wide array of features will take a long time	Polish as I go. If a feature is buggy, fix it as and when. Run unit tests.
Game balance	Use Unity Analytics to collate data automatically for review. Put the game into user's hands for external feedback.
Performance	Profile to find poorly performing code. Apply optimisation methods learned in COMP3001.

Proposed Gantt chart
See repository – Docs/Gantt Chart.png or Docs/Gantt Chart.mpp

Keywords
Procedural Generation
Space
Unity
Simulation/Simulate