# 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