**Shadowbrume Project**

Team Members: William Hamlett Frank Bryant Dawud Haugabook Kaitlyn Clough

**Project Overview**

Shadowbrume is a single player non-combative adventure game; built independently on the Unreal 4 game engine. The game starts with our main character waking up in her home with no trace of where her family may have gone to. Players will be charged with helping the protagonist find her family, while simultaneously keeping her safe from strange unknown entities.

**Group Objectives**

The goal of this project is to create a virtual environment where the user helps the protagonist evade danger while at the same time solving the mystery of her missing family.

What we as a group need to do is make the characters and world objects react to each other in a natural fashion. That is to say a user who has experience playing games of this nature should not feel alienated when using the end product.

In the end we want to make an environment that plays well and reacts properly for the user and also fits into the context of the original creators’ vision.

**Development Team Duties**

**William Hamlett, Team Lead**

Will is responsible for direct communication with the client, as well as making sure that project checkpoints are completed at the properly scheduled times.

**Dawud Haugabook, Lead Programmer**

Dawud will be the programming/production lead. He has the most experience with this kind of development environment, so he will be the anchor for this part of the project.

**Frank Bryant, Research & Documentation Lead**

Frank will handle such necessities as finding tutorials and troubleshooting techniques for the development team. He will also take lead on proper documentation for software of this nature.

**Kaitlyn Clough, Art & Design Lead, Story Designer**

Kaitlyn is responsible for the art and sound assets that will be used in the development of Shadowbrume. She is also the creator of the games story and characters.

All team members will share responsibilities, with some aspects being led by certain member based on their strengths or previous experience.

**Conflict Solving Policies**

In the event of an unforeseen incident, or lack of team member communication as to why they have not been able to finish their part of the project, be that missed checkpoint dates or incomplete paperwork; the class professors and appropriate TA‘s will be notified immediately and another member will resume said responsibilities until they are seen complete.

**Project Schedule**

We will meet with Kaitlyn every Friday around noon until the completion of the project. To add we have already signed the proper paperwork to gain access to the labs at the College of Creative Studies in order for our group to be able to actually demo the product several times before it is complete.

First Meeting (January 23rd):

* Client provided us with a background story for the game as well as the assets for development
* Team meeting set up so that we can become familiar with Unreal Engine together
* Set up weekly meetings with our client

Acquire Unreal License (February 2nd):

* Primary goal: Gain enough familiarity with the engine that we are to get a few of the behaviors for certain objects done within a two week mark.
* Work on character movement

Prototype One (March 3rd):

* Primary goal: Have the character animated and running through the house with at least a few objects ready and operational.
* Stretch goal: Have some part of the outside world up and operational

Prototype Two (March 31st):

* Primary goal: Have most of the outdoor (outside of the house) area up in running with the proper behaviors for characters (player controlled and enemies) finished as well.
* Quash any possible bugs that may appear in the running product

Final Presentation/Product Completion (April 21st):

* Present the completed Shadowbrume game code

**Configuration management plan**

The team already has the assets and scripts from the client, we also have a GitHub repository set up for our group’s eventual changes to the code. Access will be given to our client Kaitlyn Clough, as well as both professors and or TA.

**Technologies**

* **Epic’s Unreal Engine 4**

Used in several game since its original inception in 17 years ago (1998) the Unreal engine has been perhaps the most widely used and accepted tool for game developers. Traditionally associated with first person shooters; it has been used to create many hits games across nearly every imaginable genre. Most Notable products using Unreal technology are Gears of War, Mortal Kombat 9, Mortal Kombat X, and the Borderlands series.

* **Blueprints Software**

Blueprints is a visual scripting system built for Unreal Engine 4. It was created to help designers and novice developers implement, prototype and modify virtually any gameplay element in Unreal Engine 4.

* **Microsoft Visual Studios 2013**

Visual studios is a widely used IDE (integrated development environment) for creating and compiling code for many different programming languages including C++, C#, and C.