SE3XA3 Group 6 Problem Statement

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Consider a software engineer trying to develop a zombie survival game. The initial process of making each individual feature such as a playable map, moveable character, health/ hunger system, combat system, inventory system, and enemy AI are all very time consuming. However, if a good basic foundation that covers all the basic features stated existed, the developer could focus more on creating their unique vision for the game starting from the foundation given. All the aforementioned features are the works given in the open source project, Zombie Survival Kit. Group 6 will use this foundation and rework it from the ground up to make a fully fledged, playable zombie survival game rather than just individual features put together in a Unity project.