

Capstone

Our project will be a silly 3D fighting game with ragdoll physics.

What makes our project different from others will be our splash of uniqueness that will hopefully be apparent from playing our game. Also ragdoll physics.

We will use Unity.

We expect that the 3D aspect of it will be the most challenging as we have never done 3D before. We plan to overcome this with a whole lot of Google and the Devil's luck.

For design, we have nothing set in stone but expect it to be very silly and stupid.

Milestone 1:	Build Basic Level
Milestone 2:	Build Players
Milestone 3:	Player Movement (Run and Jump)
Milestone 4:	Player Movement Continued
Milestone 5:	Ragdoll Physics
Milestone 6:	Physics Continued
Milestone 7:	Make Player Die(falling off level)
Milestone 8:	Make Player Respawn
Milestone 9:	Scoreboard
Milestone 10:	Fighting Animations (Punch)
Milestone 11:	Fighting Animations (Grab)
Milestone 12:	Start Screen
Milestone 13:	More Levels
Milestone 14:	Conscious Bar*
Milestone 15:	Wake Up Timer
Milestone 16:	Enemy AI
Milestone 17:	Survival(Arena)
Milestone 18:	Weapons
Milestone 19:	Boss Character
Milestone 20:	Player Customization

* Life bar before player gets knocked out(not die)

Because we have never built a 3D game before, this will be a big challenge. We are going to work together on everything because it is new to the both of us.