**RogueU**

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**[[1]](#footnote-0)**

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**Rogue-Like Game**

**0.0 Overview**

This game, of rogue-like genre is a clone of the original game “Rogue”. The game is produced in Unity using a C# environment. This fully functional game will have menu, playable levels, and high scores which will be read and written to a file. The project will also be fully tested to make sure that everything works.

This rogue-like game will be created for multi platform use: Windows and Web Player.

The working log used for this project is Trello.

**1.0 *Risk Assessment***

In the context of this section, the following will define what risks the project will contain. These risks include technical costs that can possibly occur by the decisions taken during implementation. This section will also include the benefits of the decisions made and the reasoning behind them.

**1.1 Environment Assessment**

The project will be created using Unity 5.0 and C#.

**1.2 Technical Assessment**

The interpretation of this rogue-like game is made as close as possible to the Berlin Interpretation Standard listed here:

http://www.roguebasin.com/index.php?title=Berlin\_Interpretation

**2.0 *Intellectual Property***

This project is created by the students of Academy of Interactive Entertainment (AIE): Aidan Nabass, Wade Gushikuma, and Tyler Miller. The project is owned by AIE until the students graduate whereas the ownership will be given back to the students.

**3.0 *Ethics***

No carbon-based animals were harmed in the making of this project.

1. [↑](#footnote-ref-0)