1. Members name

* Sean Lee
* Wan Wen
* Tian Tian

2. Game name and genre

* Virus Influx
* Top Down 2D game

3. Brief description of the game to be created

* Player has to eliminate viruses by utilizing melee weapons
* Viruses come in waves, and the player has to clear all viruses from that wave before proceeding to the next wave
* There will be many different kind of viruses

4. Milestone till week 17 (Take note of the 3 major milestones, framework, gameplay and final)

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| --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Week1 | Week2 | Week3 | Week4 | Week5 | Week6 | Week7\* | Week8 | Week9 |
|  |  | Game Pitch | Basic controls, movement framework | Basic level environment | Enemy spawn,  Different enemy type | Complete framework | Enemy Ai movement | Enemy Ai movement |
| Week10 | Week11 | Week12\* | Week13 | Week14 | Week15 | Week16 | Week17\* |  |
| Enemy abilities  Level Design | Player stuffs  Enemy abilities | Full  gameplay | Social features  UI, menu, audio | Polishing debugging | Game test | Final polishing, debugging, game testing | completed |  |

5. Engine chosen and reason (Ability of the members should not be a major factor and difficulty of the engine should scale with the scope of the game in 4.)

* Unity
* Reason: Considering the scope of the project, we decided that Unity is the most feasible engine for the project. As we are more familiar with Unity then the other many game engine out there.

Features

* Basic framework(level 1, player controls)
* Enemy spawn, type
* Basic UI for most stuff
* Enemy Ai(basic)
* Enemy Ai(attacking)
* Enemy Ai(combining)
* Enemy Abilities
* Levels map
* Player Stuff
* Social feature
* Audio
* Menu UI, Option UI, in-game UI

Task list

Sean –

* Basic framework (level 1) – week 7
* Levels map – week 12
* Player Stuff – week 12
* Audio – week 17

Wan wen –

* Enemy spawn, type – week 7
* Enemy Ai(basic) – week 12
* Enemy Ai(combining) – week 12
* Social feature – week 17

Tian tian –

* Basic UI, Basic framework(player controls) –week 7
* Enemy Ai(attacking) – week 12
* Enemy Abilities – week 12
* Menu UI, Option UI, in-game UI – week 17