**Name**: Yousef Fares

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Two people taking a selfie

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**Interest in the topic (Game Development)**

Gaming has always been a hobby of mine. I enjoy the sensation of crushing enemies in a simple 2- or 3-D world without consequence. However ever since I was younger, I always found it fascinating that NPCs could intelligently react to and actively learn from their environment and surroundings. Game development would reveal the process of how items within a game react to user inputs whether it’s through Artificial Intelligence or simply some hard coded software.

**Relevant Skills**

I’m well-versed with the syntax of Python and C++ to an extent. I look forward to applying my knowledge in a real world-like application of it. Being relatively familiar with a C-based language, I hope to pick up C# with relative ease. Furthermore, I work well within a group and bring a lot to the table with regards to time-management and dissecting a task to clear things up for everyone.

**Your Role**

I hope to work with the development of the game, utilizing the unity game engine, meanwhile also working on written components of the project. Somewhat of a T-Shaped software engineer. Where I would primarily be focusing on developing a functional game environment, however, also have the ability to address written components to further support my team.

**Name**: Jack Gale

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A picture containing outdoor, sky, person, water

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**Interest in Game Development**

Growing up during the renaissance of gaming created a lifelong attachment to the industry. Now that I’m older I have an in-depth appreciation for all aspects involved with game development ranging from high-level direction to the minute detail of design. My interest is skewed toward world building and realistic user interaction, but I’d like to develop a side-scrolling platformer or a small-scale strategy before beginning to tackle the prestige of a AAA project.

**Relevant Skills**

Studying a Bachelor of Information Technology at RMIT has made developing a videogame realistic and achievable. I have experience in Python creating a text-based adventure game that holds user attention through engaging narrative and possess the skills to build landing pages via web design. As a Business Analyst for Tabcorp Wagering & Media I have built a user-friendly GUI utilising the Python extension TKinter to handle files and I have designed a test environment simulating production for the ‘Race Control’ operation centre.

**Role**

My primary focus for this project is strategy and planning. It is my duty to lead the team through innovation and operational excellence by creating achievable targets via Agile Software Development and Scrum sprints. I am a servant leader who applies a practical approach with the project assisting the development team when possible. My T-shaped skills centre around innovation, implementation, and collaboration, while the rest of my skills are distributed amongst server-side programming (Python, MySQL), client-side programming (HTML, CSS) and design.

**Motivation**

My passion for game development translated across to my career in technology where my responsibility is to design internal software for an operation centre that increases efficiency and minimises errors. Engagement is the core philosophy and I harness this by drawing inspiration from the videogames I encountered as a child, attempting to replicate the whimsical aesthetic by manipulating data that is interactive and highly visible to end-users.

**Name**: Emre Altunsu

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A person taking a selfie

Description automatically generated with medium confidence

**Interest In Game Development**

Although I have a variety of interests within the subject of IT, I always viewed game development as an interesting field. The process of designing, planning and testing and debugging applications in general continues to pique my interest and I seek to explore each of these concepts throughout the upcoming weeks. My experience in game development is currently limited although I have been regularly playing strategy based, role playing action and most new titles which supports the creative aspect about game development.

**Relevant Skills**

Acquiring the relevant skills in game development can surely bolster our success and aid in our collective contribution throughout the project. Programming and debugging skills are essential in the blocked construction of backend elements and functionality. Python and C type programming languages are very popular amongst game developers in addition readily available utilities such as unity engine and unreal engine. A basic understanding of user centered design could also improve usability and act as a guide during the pre-production and/or programming phases for our specific application (Chess). SFX may also be implemented as part of the visual experience, creating a more interactive environment for users.

**Role**

Assigning individual roles for team members is vital and ensures effective collaboration, while also complementing individual understandings about group processes and goals. As of now, I’m possibly looking at researching, learning and implementing specific programming skills such as python, C-based languages etc. In addition, as the ‘T-Shaped’ software engineer I will actively seek to build-upon these skills and practices in order to achieve an optimal level of knowledge and overall understanding of related topics. Although this may change depending on circumstances, content heaviness or unexpected roadblocks.

**Motivation**

Since a young age, I was heavily into playing video games. I regularly explored various genres and was captivated by how such a game was ingeniously designed and constructed through the various phases of development. Looking at constructing a game through a similar developmental process (inclusive of team-based collaboration) further aligns with my aspirations and overall outlook within this course and IT industry as a whole.

**Name**: Joshua Khoo

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A person standing on a beach

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**Interest in Game Development**

Gaming has been a hobby of mine for a long time, and I have always had an interest in learning how games are developed, so I am looking forward to furthering my skillset as we work towards creating a chess-type puzzle game. I am also passionate about good design and enjoy programming a lot, so I welcome the challenge of learning a new programming language for this task.

**Relevant Skills**

I am currently working towards my Bachelor of Information Technology and have learned a good base of Python skills which will help with this project if we use Python, or if we need to learn a different language, knowing Python will make learning another language a lot easier. I also have some skills in HTML, CSS and JavaScript which will be relevant should we choose to make our game into a web application. Last year I completed a Diploma of Digital Media Technologies which has given me experience in using the Unity engine to create 2D interfaces and using Xcode to export the software to the iOS platform for testing and prototyping purposes.

**Role**

My role in the team will be the Lead Designer; I will lead the team on the visual components of the game, and work on developing the overall aesthetic of the project. This will involve designing prototypes for the user interface and refining them to create a polished outcome. This role will also require me to lead the team in designing sprites for our game and any other visual game assets required. Our team is following the T-shaped skills model, which means that each team member will specialize and lead in one area, but also apply our knowledge across the entire project and collaborate with the other team members in their fields. Therefore, I will also be contributing to the other areas of the project and assisting my team where necessary in the programming and planning aspects as well.

**Name:** Julian Bayley

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**Interest in game development:**

While I have little professional interest in game development, my experience in gaming (mostly computer games, a bit of D&D) and current studies in IT in general have created something akin to curiosity as to how a computer game is made: design considerations, programming languages and structure, interface creation etc. Improving my knowledge of such fields would likely also improve my abilities and capacities in other subjects during my studies.

**Relevant skills:**

I have a very rudimentary grasp of languages such as Python, Java, HTML and CSS, as well as troubleshooting basic issues and performing program testing. In previous professional work I have created documentation for process flows, consultant support resources etc as well as provided consultant support via written mediums such as email, forums and social media, which have honed my language and editing skills which may prove useful for documentation of the project.

**My role:**

Having joined the group late due to illness, I will likely be best applied as extra hands for any task- although my lack of knowledge in C# and fledging programming skills will likely restrict contributions in the programming component.

**Motivations:**

To increase my experience with and exposure to collaborative learning environments, improve knowledge in relevant IT fields and further develop skills that will be required for subsequent studies.