Team Name:
Team Paradise

Team members:
 Connor Anthony, Jason Nguyen, Adam Dodge, Taicheng Song, John Gadbois, Hunter Tompkins

Description:
We want to make a computer game with a login screen and user score storage. The front-end will be built using Unity which uses C#, and the back-end will be built using SQL. As far as what type of game we want to create, the discussion is still up in the air, but many ideas have been brought up such as a type of FPS, survival, or puzzle game. We are trying to prioritize simplicity and entertaining over complexity due to our time constraints and other obligations. Our group realizes that most of the extremely successful, addicting games on the market are based off of simple premises.

It should contain all the elements in typical game design, including a database, a modern game engine, and a fun game idea. We are split between making our game 2D or 3D due to the fact that a 2D game would be much easier to code in most cases; however, the Unity engine was designed with 3D in mind and is much more friendly towards 3D game developers.

Vision Statement:
Our team aims to create a simple and entertaining game usable by anyone playing on any system to keep their boredom at bay.

Motivation:
Simple games have become increasingly popular in recent years, and we want to join this revolution. A game would also be fun to build, and something that would be interesting to have experience with in the future.

Risks:
- Not much Unity/C# knowledge
- Mixed SQL experience
- Varied Majors throughout team

Risk Mitigation Plan:

Unity seems to be an intuitive program, and tutorials will be watched by all team members. We will also place deadlines on each step of the process to ensure we will complete the project on time or possibly earlier for testing. SQL will be learned in class, which should give us the needed knowledge. It is challenging having people in different majors with conflicting schedules, knowledge, and ideology, but we believe that building a game is something that we can all come together to create.

Version Control:

https://github.com/addodge/TeamParadise_Milestones

https://github.com/addodge/TeamParadise_MeetingNotes

addodge / **TeamParadise_MeetingNotes**

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Options

Collaborators

Branches

Webhooks

Integrations & services

Deploy keys

Moderation

Interaction limits

Collaborators	Push access to the repository

ajaykedia1992   ✕

stc2828   ✕

Hunter Tompkins
htompkins44   ✕

Badb0is   ✕

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https://github.com/addodge/TeamParadise_Code

addodge / **TeamParadise_Code**

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Development Method:
Compartmentalize game design components in order to have smaller groups working in parallel. The Agile method will be used, with different group members working in different teams to complete tasks week by week. This will help us create a simple game, and then add more to it throughout the semester.

Collaboration Tool:
Github for Version Control. Slack will be used as our team's main source of general communication for ideas and progress updates.

Proposed Architecture:
Our architecture will be structured with a Unity frontend and a SQL backend. Unity is an extremely well supported game engine that has libraries to interface with SQL. The SQL backend will provide user's scores and user data functionality. Once complete it is possible that we will be able to build for either Iphone/Android via Unity.