# KV6002 Team Project and Professionalism Project Idea

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| Group Member Name | | Programme |
| Carl Pendleton | | Computer Science with Games Development |
| Alexandru-Daniel Pascal | | Computer Science with Games Development |
| Andrew Alford | | Computer Science with Games Development |
| Haoming Yuan | | Computer Science with Games Development |
| Alexander Trench | | Computer Science |
| Project idea (one sentence) | | |
| Develop a top-down shooter, wave survival video game using Unreal Engine. | | |
| Explanation (one paragraph) | | |
| Teamwork is very important in the games industry and this is a group project. We will work as a group of 5 with each group member having their individual tasks. All of these individual tasks when completed will lead to a final completed game. The group will be developing a top-down shooter video game in which the player has to survive waves of enemy zombies. Many aspects of game development such as level design, user interface for example will be included in the group project. A fully functioning, playable and bug-free video game will be produced by the end of the project. The final product will also be demonstrated after production. | | |
| Subsystem 1 | Environment & level Design | |
| Subsystem 2 | Weapons | |
| Subsystem 3 | Inventory | |
| Subsystem 4 | Menus, UI & Loading/Saving | |
| Subsystem 5 | Levelling & Progression | |
| Subsystem 6 | Characters & AI | |
| Client? | No client for project | |
| Stakeholders? |  | |
| Existing systems? | Existing top-down “twin-stick” shooters such as:  Image result for call of duty dead ops arcade  Related image  Image result for dead island top down game | |
| Research? |  | |