Midnight Rising TOR (outline)

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# The Vision of the Project

* Re-wording of the project idea submitted in week 1.

## The Scope of the Project

* What real need is the project addressing

## A Statement of the Overall Purpose of the System

* 1 – 2 paragraphs

## The Main Functional Areas of the System (individual)

* One paragraph for each subsystem.
* Each team member covers their own subsystem.

## Any Third Parties Anticipated to be involved

* N/A for this project.

# Code of Conduct

The code of conduct can be found under Appendix A1.

# Ethical Approval

Our Ethical Approval Feedback can be found under Appendix A2.

# Team System Specification – Requirement Capture & Analysis (groupwork)

## ?

# Specification of the Main Functional Sub-Components (individual)

## Gameplay Programming (Andrew Alford)

### ?

## HUD & UI (Alexandru-Daniel Pascal)

### ?

## Characters & AI (Carl Pendleton)

### ?

## Weapons & Pick-ups (Alex Trench)

### ?

## Skill Trees & Progression (Haoming Yuan)

### ?

# The Project Tasks and Deliverables (groupwork)

## How the Development Life Cycle Will Work in the Project

## Agreed Deliverables

## Resource List

## Testing Procedure / Strategy

## Risk Analysis

## Project Plan

# The Legal, Social, Ethical, & Professional Dimension (groupwork)

## Legal, Social, Ethical, & Professional Issues Related to the Project (Include Cyber security)

## Mitigation of Legal, Social, Ethical, & Professional Issues

# Costing (groupwork)

Assume you are paid a living wage.

# Subsystem Specification – Requirement Specification (individual)

## Gameplay Programming (Andrew Alford)

## HUD & UI (Alexandru-Daniel Pascal)

## Characters & AI (Carl Pendleton)

## Weapons & Pick-ups (Alex Trench)

## Skill Trees & Progression (Haoming Yuan)

# Appendices

## Appendix A2: Code of Conduct

## Appendix A3: Ethical Approval