Midnight Rising TOR (outline)

Contents

[The Vision of the Project 2](#_Toc948779)

[The Scope of the Project 2](#_Toc948780)

[A Statement of the Overall Purpose of the System 2](#_Toc948781)

[The Main Functional Areas of the System (individual) 2](#_Toc948782)

[Gameplay Programming 2](#_Toc948783)

[Weapons & Pick-ups 2](#_Toc948784)

[Any Third Parties Anticipated to be involved 2](#_Toc948785)

[Code of Conduct 2](#_Toc948786)

[Ethical Approval 2](#_Toc948787)

[Team System Specification – Requirement Capture & Analysis (groupwork) 3](#_Toc948788)

[? 3](#_Toc948789)

[Specification of the Main Functional Sub-Components (individual) 3](#_Toc948790)

[Gameplay Programming (Andrew Alford) 3](#_Toc948791)

[? 3](#_Toc948792)

[HUD & UI (Alexandru-Daniel Pascal) 3](#_Toc948793)

[? 3](#_Toc948794)

[Characters & AI (Carl Pendleton) 3](#_Toc948795)

[? 3](#_Toc948796)

[Weapons & Pick-ups (Alex Trench) 3](#_Toc948797)

[? 3](#_Toc948798)

[Skill Trees & Progression (Haoming Yuan) 3](#_Toc948799)

[? 3](#_Toc948800)

[The Project Tasks and Deliverables (groupwork) 3](#_Toc948801)

[How the Development Life Cycle Will Work in the Project 3](#_Toc948802)

[Agreed Deliverables 3](#_Toc948803)

[Resource List 3](#_Toc948804)

[Testing Procedure / Strategy 3](#_Toc948805)

[Risk Analysis 3](#_Toc948806)

[Project Plan 3](#_Toc948807)

[The Legal, Social, Ethical, & Professional Dimension (groupwork) 3](#_Toc948808)

[Legal, Social, Ethical, & Professional Issues Related to the Project (Include Cyber security) 3](#_Toc948809)

[Mitigation of Legal, Social, Ethical, & Professional Issues 3](#_Toc948810)

[Costing (groupwork) 3](#_Toc948811)

[Subsystem Specification – Requirement Specification (individual) 4](#_Toc948812)

[Gameplay Programming (Andrew Alford) 4](#_Toc948813)

[HUD & UI (Alexandru-Daniel Pascal) 4](#_Toc948814)

[Characters & AI (Carl Pendleton) 4](#_Toc948815)

[Weapons & Pick-ups (Alex Trench) 4](#_Toc948816)

[Skill Trees & Progression (Haoming Yuan) 4](#_Toc948817)

[Appendices 4](#_Toc948818)

[Appendix A2: Code of Conduct 4](#_Toc948819)

[Appendix A3: Ethical Approval 4](#_Toc948820)

# The Vision of the Project

* To develop a top-down wave-based zombie survival game using Unity Engine.

## The Scope of the Project

* What real need is the project addressing?
* Fun

## A Statement of the Overall Purpose of the System

* This is a group project in which the five group members will each have their own individual subsystem to complete. Once completed, all these subsystems will be combined into the final game. Collectively the group will be developing a top-down shooter game in which the player has to survive waves of enemy zombies. Many aspects of game development such as level design, UI, and AI will be included in the project. A fully functioning, playable, and bug-free game will be produced by the end of the project. The final product will also be demonstrated after production is finished.

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

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

### Gameplay Programming

### Weapons & Pick-ups

## 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)

This section of the Terms of Reference aims to calculate the overall costings of manufacturing this product. As a whole, the module requires **160 average study hours** per student (according to the assignment briefs handed out by module leaders). It can be assumed that each student on the team will be earning the **living wage**, which for people aged 21-24 is **£7.38 per hour** (Gov.Uk, 2019). Multiplying £7.38 by 160hrs results in a total costing of **£1,180.80 per student**. In total, the overall costing for developing the product will be **£5,904** (costing per student multiplied by 5).

# 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