BSc in Computing in Software Development

Year 4

Applied Project and Minor Dissertation

*Alexandra’s Game \*working title*

*G00385851 Alexandra Cotter*

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Student Number(s): G00385851

Student Name(s): Alexandra Cotter

Supervisor: Gerard Harrison

GitHub Link:

# Introduction

*This section should contain a brief description of your project – What you intend to create, and what functionality it should have when complete.*

*For my project I want to develop a game in unity. The game will be a multiplayer 3D platformer. A skating theme will be the main theme of the game. Players will have to navigate through the levels and collect items to earn points and power ups. The aim of the game is to reach the final level which will be designed like New York city. Characters within the game roller-skate through the different levels, each increasing in difficulty and featuring new challenges. All levels will have unique environments.*

# Reason for Choosing Project

*I chose to design a game in unity because I want to learn more about unity technologies. I think this project will allow me to develop my skills in C# and make me more proficient in using the unity platform. I am interested in gaming and the different techniques used to develop games. I enjoyed the modules in college where we got to develop mobile applications for gaming.*

# Technologies you plan to use

*Unity. C#.*

# Architecture

*This section should describe, at a high level, the proposed architecture of the system. It doesn’t have to be a detailed diagram/description at this stage of the project.*

# Work Allocation

*All work is allocated to Alexandra Cotter.*