

Executive Summary

Group 10

3D Adventuring Game – The Lost Empire

Product Description

The Lost Empire is a 3D adventuring game. It will be a treasure hunting game amidst the unknown elements of oceans and seas. The detailed graphics, character progression, and first person view of underwater ruins will provide a unique experience to our players. The focus of the game will be the Adventure Mode but the player can also explore random maps.

Features

The player is a treasure hunter attempting to explore well designed locations for personal gain. All of the locations will be underwater ruins with different themes. The player will start out at the entrance and attempt to complete the task or goal of the level. Their diving suit has a damage limit and can break. They also have an oxygen limit. The player may encounter traps or enemies while progressing through each location. But the player may also have blunt or piercing weapons to attack enemies as well as tools to help them explore the ruins. The player may also collect treasure, weapons and tools in each location to keep or sell after they clear each level, and they can use this money to buy other weapons or tools or upgrades to equipment.

Domain

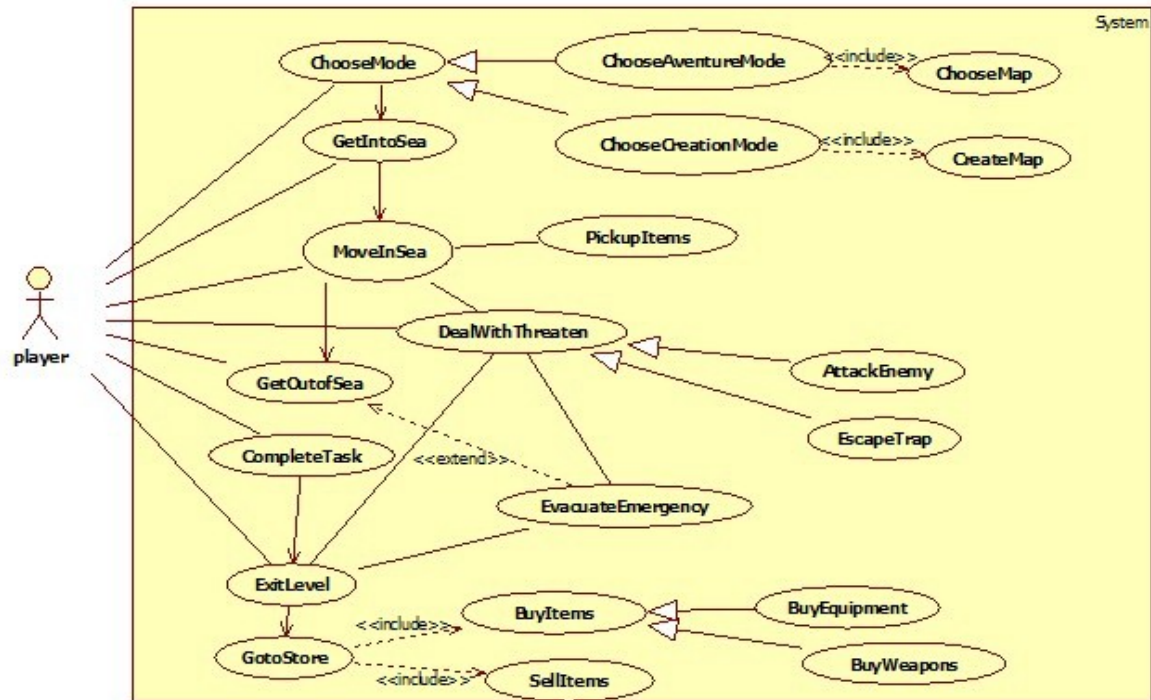
The Lost Empire will take place underwater. To give players a realistic diving experience underwater, proper scuba diving elements should be included. The player should feel like they are diving themselves and exploring these ruins.

Hardware and Software Platform

The Lost Empire will be written in Java. Priority compatibility will be with recent versions of Windows: XP, Vista, 7, and 8. Java OpenGL will be necessary to create and display the underwater ruins.

Client and End-User

Electronic Arts is expected to publish the game provided it appeals to a wide variety of players and the game play is not too complex. The Lost Empire will reach a very large audience because character progression, adventuring and exploration appeal to many current video game players. Scuba diving fans will also find the game interesting. The expected audiences include teenagers to adults in their thirties, video game players, and scuba diving fans.



A preliminary diagram of expected use cases.

Responsibilities

- A Graphics Team to produce the underwater locations, and the movement and display of the player and the enemies
- A Game Play Team to work on events between the character and other objects in the locations
- A User Interface Team to work on menus and player controls
- A Testing Team to help debug and test functionality and game balance
- A Story Team to develop the story of the game

Dr. John Bell can provide detailed information about scuba diving, and can be reach by email at JBell@uic.edu.

Pre-Development Tasks

	Task Name	Start	Finish	Duration	Feb 2013				Mar 2013				Apr 2013			
					2/10	2/17	2/24	3/3	3/10	3/17	3/24	3/31	4/7	4/14	4/21	4/28
1	Requirements Document	2/11/2013	3/15/2013	5w												
2	Detailed System Design	3/18/2013	4/12/2013	4w												
3	Testing Plan	4/15/2013	5/3/2013	3w												