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| **Project Title:** Unity Character Asset Development | |
| **Start Date:** 1-13-2020 | **End Date:** 4-28-2020 |
| **Team Members:** Whittney Boyd | |
| **Project Sponsor:** | |
| **Customer:** Unity Game Developers | |
| **Users:** Unity Game Developers | |
| **Purpose (Problem or opportunity addressed by the project)**: The purpose of this project is to create a 3D character in unity that has functioning animations, movement controller script, and voice recognition | |
| **Goals and Objectives**: Have a variety of animations. Make controller scripts for mouse and keyboard, Xbox controller, and voice recognition. | |
| **Schedule Information (Major milestones and deliverables)**:  Jan 24: Get character moving with WASD and have walking animation  Jan 31: Get other mechanics and animations working (ex. Running, crouching, in cover)  Feb 7: Animations for other mechanics working. Updated animation code.  Feb 13: Get character moving with Xbox controller (arrows or joystick) and have animations  Feb 27: Get other mechanics and animations working (ex. Running, crouching, in cover) for Xbox controller  Mar 3: Get character to move with voice recognition and have animations  Mar 17: Create new camera optimized for voice control. (Camera follows player’s head instead of following the mouse  March 24: Get player to turn smoothly with voice recognition  Apr 2: Get cameras (manual and voice) to switch between third person and first person.  Apr 9: Create basic menu to switch between voice control and manual control and switch between first person and third person.  Apr 27: Get first person camera bob to work in voice control and manual control  Apr 28: Presentation | |
| **Financial Information (Cost estimate and budget information)**: There will be no cost, all programs used are free. | |
| **Approach:** I will start by making the character move with mouse and keyboard, adding animations as mechanics are added. Once the character is working, I will add the Xbox controller script and add the animations in the same way as the mouse and keyboard. The voice recognition will be the final thing added. | |
| **Constraints:** Character has to have coded scripts (to showcase my ability to code) | |
| **Assumptions:** Unity supports voice recognition. Game developers will want to download the asset. | |
| **Success Criteria:** All controller scripts work as intended. The voice recognition works properly. All animations work. | |
| **Scope**: Unity will be the game engine used, Adobe fuse will be used for the 3D model, and Mixamo will be used for the animations. | |
| **Risks and obstacles to success:** I have never made a controller script for Xbox controller. I have never worked with voice recognition. I have not made custom animations or altered existing animations. | |
| **Project Priorities and degrees of freedom:** The character must have functioning animations and working controller scripts. I have the freedom to use whatever animations I want. | |