**CPS353 Software Engineering Proposal**

**Group Details**

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| Group Number | 2 |
| Group Members | Christopher Brady, Alvin Cao, Gene Baybay |
| Date | 1/28 |

**Proposal Details**

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|  | Item | Description |
| *1.* | ***Project*** |  |
| 1.1 | Proposed Project Title | Third Person Horror |
| 1.2 | Summary | Horror Game with a Third Person Perspective |
| *2.* | ***Target Audience*** |  |
| 2.1 | Field | Entertainment |
| 2.2 | Age Group | 17+ |
| 2.3 | Rating | M |
| *3.* | ***Features*** |  |
| 3.1 | Useful Features | Flashlight. Enemy AI. Interactive environment. It’s free. |
| *4.* | ***Software / Languages*** |  |
| 4.1 | Software | Unreal Engine, Visual C++, Blender |
| 4.2 | Language | C++ |
| 4.3 | Purpose of languages / software (mentioned above) | * C++ for functionality * Blender used for 3D cad building * Unreal Engine used for software assembly |