CI 102 - Team Profile

Complete the information below for your project. This will inform the instructor about how teams are organized and whether you have a project idea yet. Note that team membership is subject to final approval by the instructor.

Team

## Lab section: 063

## Team Number: 1

## Team Members and Roles

List the full name and user ID of every member of your team. Assign initial roles that team members will play. Team members without specific roles should be assigned as “Developer”.

|  |  |  |
| --- | --- | --- |
| **Name** | **User ID** | **Role** |
| Jake Carfagno | jsc334 | Project manager, developer |
| Drew Graham | dmg346 | Developer, game designer |
| Dan Sipe | dgs65 | Developer |
| Josh Karmel | jnk44 | Artist, animator, developer |
| Hugo Armella | hsa36 | Artist, animator, developer |
| Jonah Musto | jm3832 | Developer |

Project

You are not required to have picked a project at this point. However, if you have any ideas, use the items below to document your initial thoughts. This will help the conversation within your team and with your instructor.

**In general terms, what is your project idea?**

An Android/PC game in which the player controls a UFO that must abduct as many cows as possible as they run across the screen

**What resources will you need to complete your project (for example, servers and other physical materials)?**

The group will need Unity with Visual Studio 2015 and an art program like Paint.net. An Android device and dedicated tester (probably a volunteer) will also be necessary for testing.

**What are some areas your group will need to learn or try before determining that this project idea is viable?**

The group must familiarize itself with Unity (particularly C#) and practice pixel art.