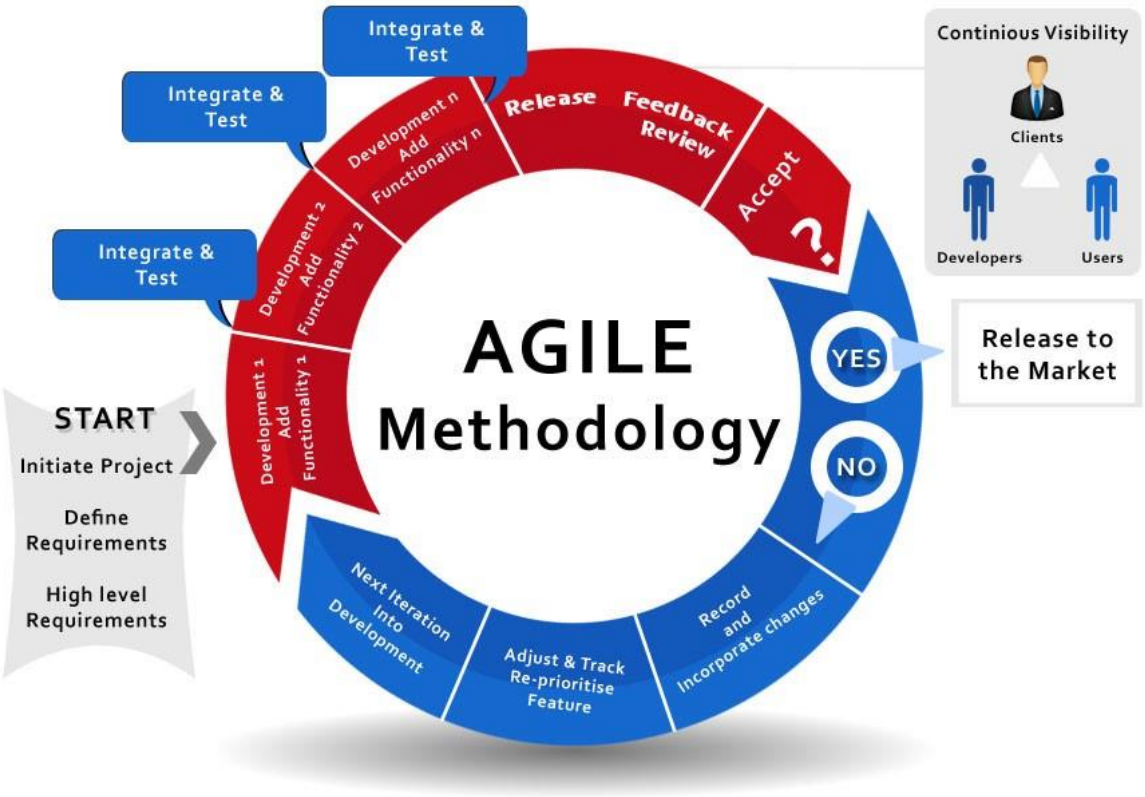
Explore the use of game engines in real-world projects.

- **What model was most likely used for the chosen game?**

The developers of the game that I decided to replicate, most probably made use of an agile model as an SDLC. The first reason why I believe so is that the game is one in which one could start slow, and always add newer parts to it. Another reason is that, it is not a large game, so such an SDLC would be adequate to use. From some research which I had made I can conclude that an agile model was most likely used. This is as from some videos which I had watched; the developers were creating a part of the game, testing it and later on continuing to develop another part of the game, testing it again, and so on.

- **What is an agile model?**

  It is an SDLC (Software Development Life Cycle) model. In an agile development model, the software is developed in increasing, quick cycles which often lead to accumulative releases, with each release building on the functionalities of former releases.



-(Kuchroo, 2018)

- **What should an agile model be used?**

  The agile model should mostly be considered when one needs to:

  - Continuously change and update the software
  - Have more freedom in developing the software
  - Implement new changes to the software quickly
  - Have continuous feedback and adapt to it

- **What are the advantages of using an agile model?**

  The following are some pros of using an agile model:

  - Functional software can be conveyed regularly, which leads to customer satisfaction

- It is never too late to change the software requirements
- Frequent updating is easier to implement, which makes it easier to improve the software on given feedback
- Not much planning is required
- Easier collaboration between the developers and the clients

- **What are the disadvantages of using an agile model?**

  The following are some cons of using an agile model:

  - It is harder for non-senior programmers to take certain decisions throughout development process
  - It is harder to evaluate the work requirements when working on large software
  - Since there isn't much planning, it is easier to go off track

- **Components**

- The Environment (colliders)

- The Character

(movement/ health/ fire gun/ collider/ audio/ animator/ rigid body)

- Zombunny

(movement/ health/ attack/ spawn point/ collider/ nav mesh/ audio/ animator/ rigid body)

- Zombear

(movement/ health/ attack/ spawn point/ collider/ nav mesh/ audio/ animator/ rigid body)

- Hellephant

(movement/ health/ attack/ spawn point/ collider/ nav mesh/ audio/ animator/ rigid body)

- Gunfire

(ray casting/ fluff when hitting an enemy/ audio)

- Score (animator/ UI)

- Health (slider/ UI)

- Game over Screen (audio/ animator/ UI)

- Red Screen when hit (faded/ animator)

- Backround Music

-Lights

References:

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2. Kuchroo, M. (2018). The Role of QA in an Agile Model. [online] Trigent. Available at: https://blog.trigent.com/the-role-of-qa-in-an-agile-model/ [Accessed 13 Apr. 2018].