**CSE-441 Game Programming Teams**

1. Gameplay Programmers
   1. **Kevin Fuller**
   2. **Isaac Stevens**
   3. **Andrew Sanchez**
   4. **Adan Rodriguez**
   5. **Eric Blasko**
   6. **Saleh Mominah**
   7. **David Cruz**
   8. **George Suarez**
   9. **Jameson Dy**
   10. **Demonte Martin**
   11. **Saud Alibrahim**
   12. **Alex Mathis**
2. Graphic Programmers
   1. **Zion Jones**
   2. **Daniel Meyer**
   3. **Brandon Dickerson**
   4. **Alex Correia**
   5. **Manuel Torres**
   6. **Emmanuel Galdamez**
   7. **Lawrence Orijuela**
   8. **Aliyah Amy**
   9. **Erik Anchondo**
   10. **Nicholas Perez**
   11. **Chad McAdams**
   12. **Joshua Robles**
   13. **Rogerio Lopez**
   14. **Mark Ortiz**
   15. **Alan Gaspar**
3. UI/UX Programmers
   1. **Robert Freitas**
   2. **Scott Murray**
   3. **Fernando Martin**
   4. **Ronnie Espinosa**
   5. **Ariel Cabrera**
   6. **Carlos Cabrera**
   7. **Brooke Radovic**
4. Audio Programmers
   1. **Ryan Zagala**
   2. **Valentino Fernandez**
   3. **Alejandra Marquez-Saldivar**
   4. **Christian Morales**
   5. **Mario Victorino**
   6. **Emilio Pulmano**
   7. **Stephen Anderson**
5. AI Programmers
   1. **Ronald Goennier**
   2. **Russel Fernandez**
   3. **Philip Pascual**
   4. **Linxuan Liu**
   5. **Cameron Maclean**
   6. **Nicholas Thai**
   7. **Woo Sung Jeung**
   8. **Arnish Rhine**
6. Network Programmers
   1. Hector Garcia //
   2. **Jesse Estrada**
   3. **Edward Cordero**
   4. **Manuel Rodriguez**
   5. **Arturo Escamilla**

* **Gameplay - 20% of Final**
  + Description:
    - Handles Player Input Controls
    - Establishes Player Mechanics
    - Player Mechanics Play Into A Feedback Loop
    - Gameplay must add depth and enough complexity
  + Milestones:
    - Territory System
    - Economy System
    - Spell System
    - Unit Training and Base Building Systems
    - Combat System
* **Graphics - 20% of Final**
  + Description:
    - Creates Shaders and LOD (Level of Detail)
    - Level Design Map and Terrain
    - 3D Environmental and Lighting Assets
    - High-Definition Render Pipeline
  + Milestones:
    - Demo Level Must Be Completed By June 3rd
    - One 1v1 Multiplayer Map (Bonus Points for More Maps with 2v2, 3v3, etc.)
    - Animation and Spell Effects
    - Cinematic Trailer Completed
    - FOW Completed (Fog of War)
* **UI/UX - 20% of Final**
  + Description:
    - User Interface Is About Convenience To Player
    - Beginners Should Navigate Menu Naturally
    - Aesthetic Depends On Player Choice
  + Milestones:
    - Start Menu Screen
    - Skirmish Lobby Room
    - Two Campaign Rooms
    - Loading Screen
    - End Game Stat Screen
    - Game User Interface: Mini-map, Command Panel, Unit Hub, Resource Panel, Spell Panel, Timer, etc.
* **Audio - 15% of Final**
  + Description:
    - Works Directly With Musicians
    - Creates Ambience, SFX, and BGM
    - Places Sound with Triggers in the World
    - Player Feedback Through Voice Acting
  + Milestones:
    - Cinematic Trailer
    - Unit Actions Will Have Audio Sequences
    - Game Events Must Immerse The Player
    - Voice Acting Will Be Triggered
* **AI - 15% of Final**
  + Description:
    - Deals with Solving Difficult Problems
    - Many Edge Cases Made To Reduce Dumb Decisions of AI
    - Usage of Finite State Machines, Vector Fields, and Flocking
  + Milestones:
    - Create a Vector Field Pathfinding Grid
    - Have Enemy AI Produce Troops and Fight the Player
    - Bonus Points for Environmental Mobs Reacting to Player Decisions
* Network - 10% of Final
  + Description:
    - Essentially Shrouded in Mystery
    - Will Be Using Photon Bolt API
  + Milestones:
    - LAN Gameplay
    - Online Connectivity (Bonus Points)