**CPS353 Software Engineering Proposal**

**Group Details**

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| Group Number | Dark gray |
| Group Members | Christopher Lepore, John Reino, Tyler Wendover, Daniel Ruiz |
| Date | 9/2/2021 |

**Proposal Details**

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|  | Item | 3D Video game |
| *1.* | ***Project*** |  |
| 1.1 | Proposed Project Title | Rock Bottom |
| 1.2 | Summary | 3D top down rouge dungeon crawler |
| *2.* | ***Target Audience*** |  |
| 2.1 | Field | Entertainment |
| 2.2 | Age Group | Teen and up |
| 2.3 | Rating | T |
| *3.* | ***Features*** |  |
| 3.1 | Useful Features | A great new fantasy dungeon to test your skills, defeated bosses and crawl your way out of an unforgiving nightmare. Learn the truth behind circumstances. |
| *4.* | ***Software / Languages*** |  |
| 4.1 | Software | Unreal Engine and Visual C++ |
| 4.2 | Language | C++ |
| 4.3 | Purpose of languages / software (mentioned above) | * Blender used for 3D cad building * Unreal Engine used for software assembly |