

Team 15 Project Charter

Project Name: Crater Clash!

Team : Brendan Raftery, Benjamin Loisch, Mangkorn Yuan, Conner Isaacs, Nada Alnoory

Problem Statement

This project will be a multiplayer, two-dimensional turn-based strategy game that can be played locally (hotseat style, on one computer) or over the internet (potential extra feature, between two computers using direct TCP connection). Players will take turns buying units and then moving them around the map attempting to capture resource stations that allow them to purchase more units and eventually destroy their opponent. Some units will do more damage against specific enemy units, increasing the strategy involved with the game. The game will be won when a player has completely wiped out the other player's units, a player concedes the match, or the player's base has been captured.

Objectives

- Implement multiplayer
- Create a few different maps and possibly use procedural generation to do so
- Create a variety of different units for players to use
- Allow players to store their high-score statistics on a database

Stakeholders

- Users: This game will be developed and probably suitable for ages 13 and older
- Software Developers: Brendan Raftery, Benjamin Loisch, Mangkorn Yuan, Conner Isaacs, Nada Alnoory
- Project Owners: Brendan Raftery, Benjamin Loisch, Mangkorn Yuan, Conner Isaacs, Nada Alnoory
- Project Manager (coordinator): Yi Sun

Deliverables

- A database to store player data such as highscores using a cloud database such as MongoDB
- Hotseat mode (multiplayer played on the same computer) will be implemented, and for an extra feature if we have time a direct TCP communication between two computers running the game
- Artwork for different units, terrain, and buildings
- Unity based back end written in C#