

CSCI 3308 Project Milestone 1

Team 113 - 6

Festive Haircut

Arash Yousefzadeh

Numair Baig

Ruijiang Ma

Elijah Aldinger

Charles Bourland

- Application Name
 - Road Combatants
- Application Description
 - This project will be a web based video game. Users will log into their accounts and be able to challenge players in a 2D fighting environment. The game will be designed similarly to other 2D fighting games such as Street Fighter. The players will start in the middle of an empty environment and be able to move around, attack, and block.
 - The game itself will be programmed using the Unity engine. This open source game engine is programmed in C#. It also has sufficient after-market support as well as free art assets available to anyone. The game will then be embedded into a standard HTML page where players will also be able to login and view their profile and any statistics about their gameplay.
- Vision Statement
 - Road Combatants is a 2D fighting game that is being created for casual players of video-games who don't want to spend the time and disk space installing a game. Our game will allow players to simply load up a webpage and play with their friends.
- Version Control
 - [Milestone Submissions](#)
 - [Team Meeting Logs](#)
 - [All Project Code](#)
 - Screenshot at bottom of document
- Development Method
 - Our project is going to be built from a few distinct components. Since all of our members know different languages and tools we will likely build components and implement them iteratively
- Communication Plan
 - Our team has two main forms of communication. We have an SMS group chat which will allow for quick and easy communication. In addition, we will have a Slack channel created where an important communication and correspondence will be kept and saved.
- Proposed Architecture Plan
 - As stated in the project description, the vast majority of this project will in the front end game development. This side of the project will be coded in C# in the Unity game engine. The game itself will be embedded into an HTML website which will also use elements of CSS and bootstrap as well. Any web page implementation that we are unable to do with HTML, CSS, or Bootstrap, will be coded in C++.
- Meeting Plan
 - Plan to meet in-person Saturdays 1:00-3:00 PM in Engineering Lobby

Collaborators

Push access to the repository



Charliebourland



Arash Yousefzadeh

Awaiting ArashYousef's response

Copy invite link ▼

Cancel invite



Awaiting amadrid9's response

Copy invite link ▼

Cancel invite



Awaiting macrjj33's response

Copy invite link ▼

Cancel invite



Awaiting nuba6782's response

Copy invite link ▼

Cancel invite

Search by username, full name or email address

You'll only be able to find a GitHub user by their email address if they've chosen to list it publicly. Otherwise, use their username instead.

Add collaborator