**CHECKPOINT 1**

1. Team Name: CEOs
2. Team Members:
   1. Name: Eric Kossovsky

Student ID: 2330295

Email: [2330295@champlaincollege.qc.ca](mailto:2330295@champlaincollege.qc.ca)

* 1. Name: Julian David Uribe Carrillo

Student ID: 2330970

Email: [2330970@champlaincollege.qc.ca](mailto:2330970@champlaincollege.qc.ca)

1. GitHub Repository: <https://github.com/ericoder06/CEOs>
   1. eric branch
   2. julian branch
2. Project Description:
   1. Genre: Action Game (Platformer)
   2. The game that we will be doing is inspired by the game Gravity Runners. The idea of the game is that the user will be controlling a character that exists in an environment where gravity doesn’t really exist. He will be a runner and will have to go through all the obstacles as quickly as possible before getting cached by another character that we will create, that will be controlled by AI, and that will pursue him. The objective of the game is to escape from that enemy by avoiding the traps and obstacles.
   3. Features:
      1. The game will have multiple levels to it, being harder each step.
      2. The AI enemy will become stronger and stronger as the level becomes longer and longer.
      3. There will be a speed boost that will be given a few times to help the user go away from the enemy.
      4. Multiple obstacles will be present such as traps, spikes, holes, laser, etc.
   4. Characters:
      1. Main Character: The Runner, which will be controlled by the user.
      2. Enemy (AI Character): Will follow the user and try to catch him by avoiding the mistakes and traps.
3. Plan
   1. Week 1
      1. Create the GitHub repository, brainstorm for idea’s and try to define a scope for the project, as well as to give as many ideas as possible in order to create a perfect solution for the game.
   2. Week 2
      1. Design the runner and the enemy on blender. Try finding materials and blocks in the Asset Store, or if it doesn’t exist or doesn’t exactly match our needs, create it using both blender and Unity.
   3. Week 3
      1. Code basic player movement as well as the physics of gravity that will be found in the game.
   4. Week 4
      1. Begin coding our AI character by implementing basic movement and mechanics, as well as the difficulty level that will be higher as the level goes on.
   5. Week 5
      1. Create level 1 and 2 and confirm that all the physics work and the mechanics are working as well.
   6. Week 6
      1. Design the UI of the game, meaning the HUD of the game, the menus, etc.
   7. Week 7
      1. Finish coding our AI character and test it (The movement and the physics)
      2. Make sure that the difficulty handle for our AI enemy works and functions
   8. Week 8 (Checkpoint 2)
      1. Demonstrate the game to the teacher, more specifically level 1 and 2, without any animations present, but show that the mechanics of the game works as well as the AI characters. Demonstrate that the basis of our game works and has been created successfully without any issues.