

# Survive Titanic

GROUP 12



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# Project Overview



- 3D
- First Person
- Survival Game

# Scope of Project

- Destroy
- Build
- Tools
- Weapons
- UI
- Sound Effects





# Completed Tasks

Inventory

Interaction

UI

Buildings

Health Bar

Friendly AI

Chopping  
Trees

Cinematic

# Interaction with objects



# Inventory Tab

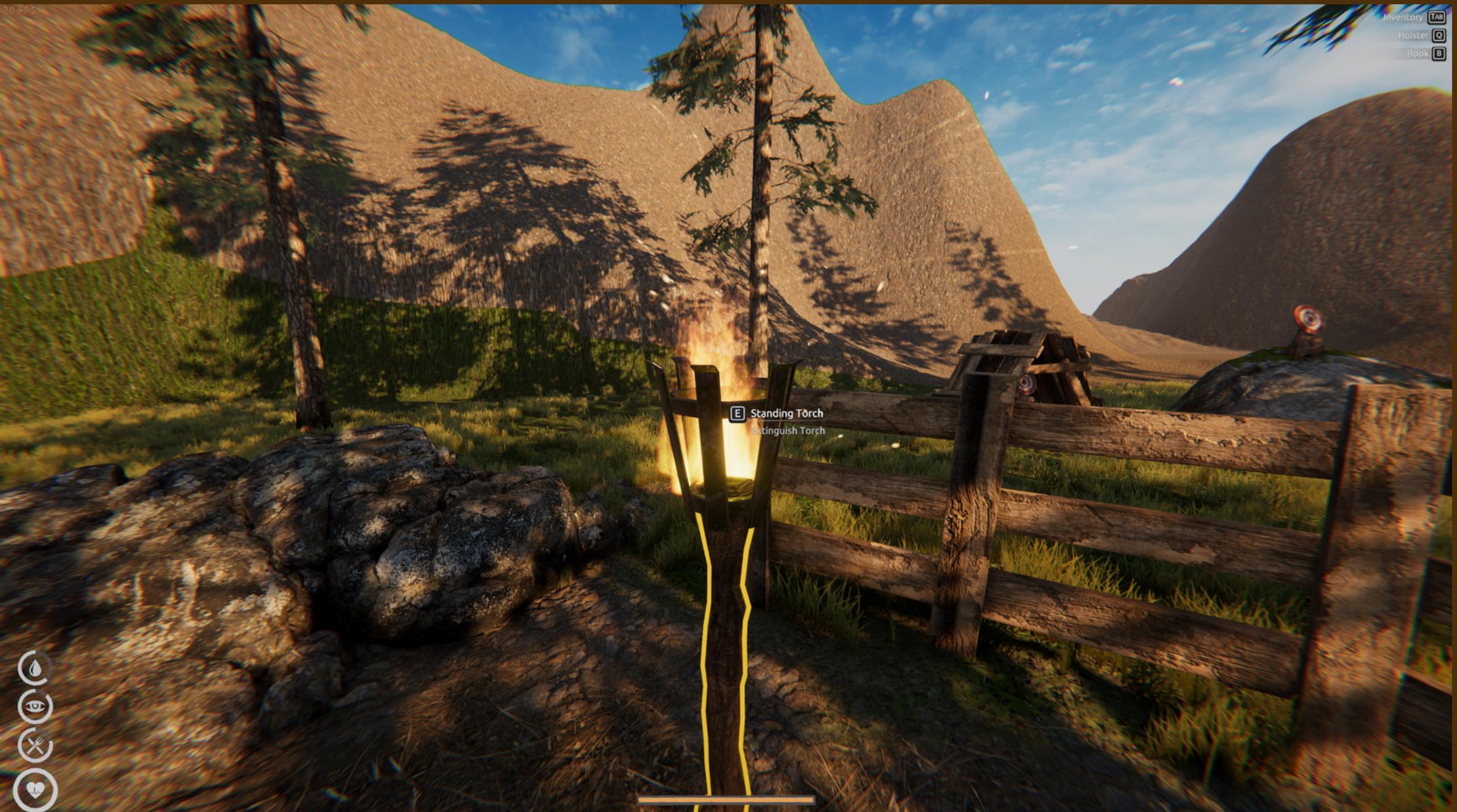




# Death UI

# Missing tasks

- Enemy animal AI
- Minimap
- Fishing
- Swimming
- Day-Night and Weather



# Next Steps

- New crafting tools
- More islands
- Improved AI
- More animations
- More buildings and collectible food



# Challanges & Issues

- Enemy AI behavior: Chase & Attack
- Github
- Asset Size
- Animation Rendering
- Assets



# Task Distribution



Gameplay



Gameplay



UI & AI

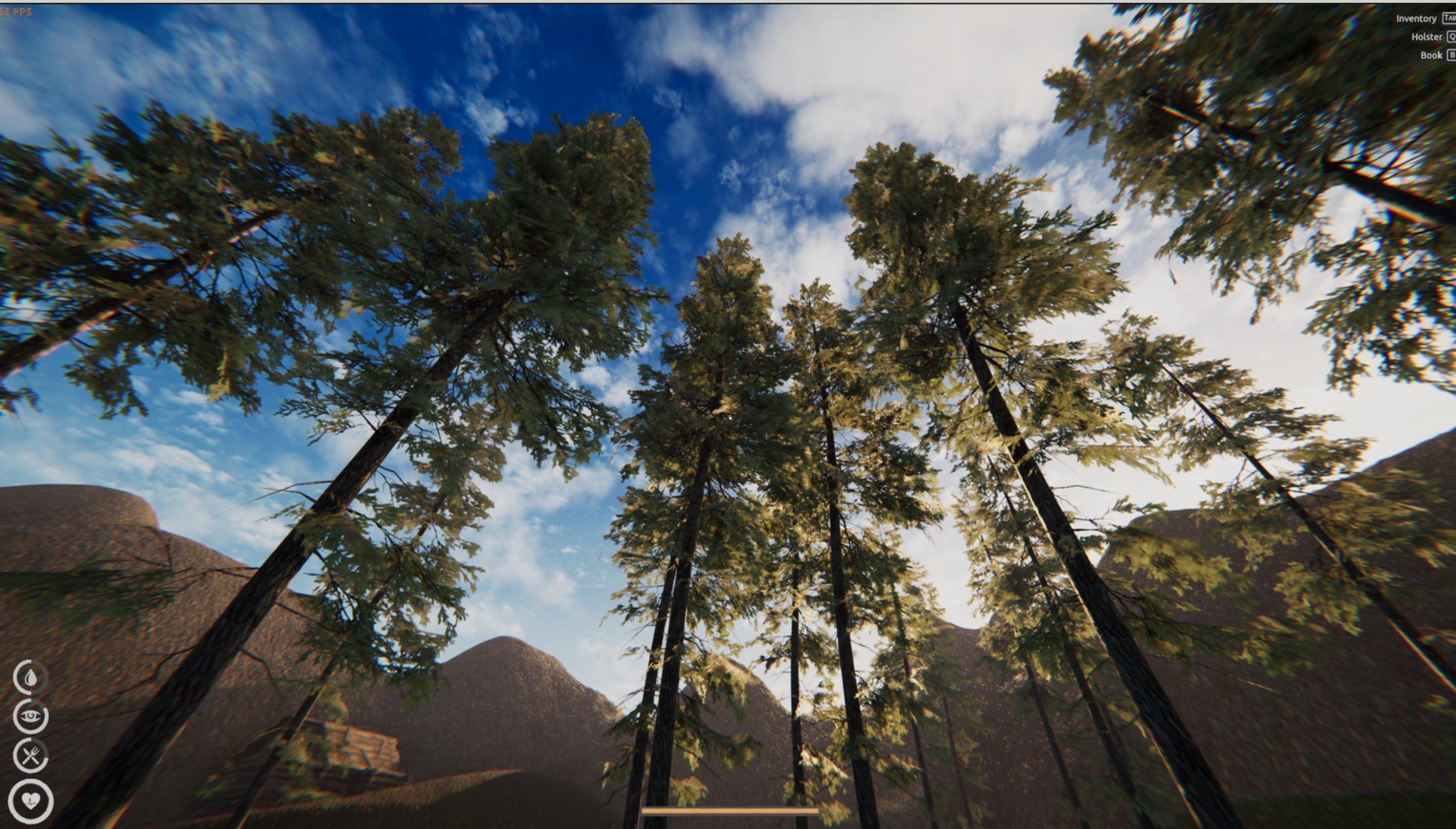


UI & AI



Video Editing

# Conclusion



# Demo of Our Game

