**Graphics 4 U**

Team 14

Dhara Avila

Zachary Greene

Scott Johnson

Justin Kleinfall

**Goals of our project:**

Create a learning environment about computer graphics through different portals.

**Specifications of the final product:**

The program will have different portals that contain different learning topics.

As each person goes through a portal they will be able to access different mini games for each topic.

**Tools/system/software used:**

Unity, C++

**Timeline of development:**

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| **Dates** | **Deliverables/Tasks** |
| **September 05** | **Introduction of Project** |
| September 07 | Meet with Group – exchange contacts, begin brainstorming |
| September 12 | Continue brainstorming, solidify project Idea |
| September 19 | Create Project Proposal Template and begin project formation |
| **September 26** | **Complete Project Proposal and submit** |
| October 3 | Select project learning topics (4) and create material for those learning topics |
| October 10 | Create Final Report template |
| October 17 | Create Presentation slides template |
| October 24 – November 21 | Continued work on reports and code with weekly meetings every Tuesday |
| **November 28, 30 or December 05** | **Complete Final Report, Present and submit documentation** |

**Responsibilities of everyone:**

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| Team Member | Responsible for |
| Dhara Avila | Completion of reports, documentation, generation of topics and submission of project |
| Zachary Greene | Design and planning of mini games |
| Scott Johnson |  |
| Justin Kleinfall | Programming object interactions and work on portion of the layout |