

# COMP3000 Computing Project

2021/2022

## Project Title

Project Wrench

## Links

Source code: <https://github.com/fyreaken/projectwrench>

## Project Vision

Project Wrench is being developed as a 3rd person shooter with platforming and multiplayer elements. Players will be able to move freely in a 3d space, jump, double jump, use weapons, fight and damage enemies/other players. Using the Unity game engine and C# Programming Language.

For [people interested in games],

The [Project Wrench],

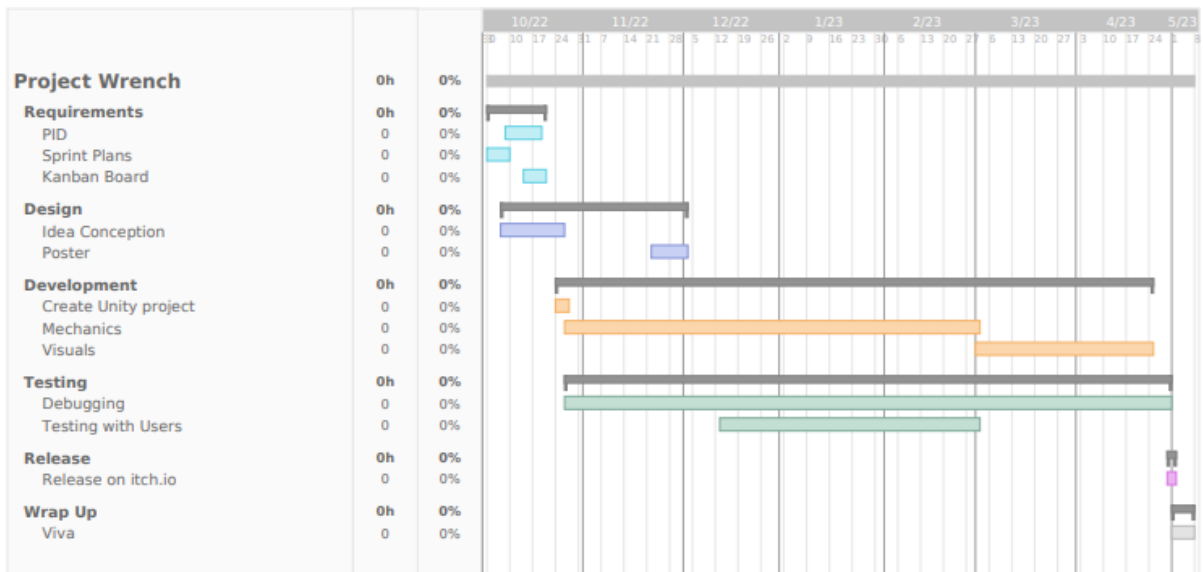
Is a [video-game],

That [lets players fight enemies and each other with cool weapons].

## Risk Plan

| Risk description  | Likelihood of risk occurring | Severity | Mitigating action   |
|---|------------------------------|----------|---|
| Hardware failure may occur during development               | Low                          | Medium   | Project files are backed up through version control, small delay to development but files would not be lost                     |
| Project files may become corrupt                            | Low                          | High     | Project files are backed up through version control, small delay to development but files would not be lost                     |
| Issues with coding a software feature                       | Medium                       | Medium   | Other features would be prioritised whilst a workaround is found, debugging etc   |
| Scope of project becomes too big to finish before deadlines | Low                          | High     | Scope has been kept to a minimum and features outside of the main project idea will only be developed if there is time for them |

# Proposed Gantt chart



## Keywords

projectwrench, video-game, game, game development, third-person-shooter, platformer, unity, c#, player, weapons, enemies