**Rabbit Habbit**

" Don’t Get Eaten"

**By**

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**Executive Summary:**

*Describe the game in two or three paragraphs: basic setting, interesting aspects.*

**Overview**

*Updating of project proposal: core concept, major qualities of the game, relate with other games, and other aspects that give a mental image of the project.*

**Game Characters**

*Describe each character's background (fiction) and motivation.List things like physical description, vital statistics, occupation, tools/weapons, clothing, etc*

**User Interface Storyboards**

*Details (through simple sketches showing GUI elements) of the user interface such as title screen, menus, dialogs, in-game heads-up display (HUD) and information displays, etc.*

**Technology Plan**

*Enumerate all the technology needed to develop the game. List any tools used to develop the game (e.g., art assets), document the game (e.g., Google Project) and to run the game (external libraries, etc.)List any hardware requirements, etc., as well.*

**Software Architecture**

*List major packages, modules, APIs and flow control.List the main components of the game program such as user interface, artificial intelligence, game logic, ...).*

**Controls**

*Show the mapping of control buttons to in-game functions.Detail the algorithms mapping analog inputs to actions.*

**Level Design**

*Create a map showing the layout and connectivity of the level. Indicate key items and goals.Diagram the flow of characters through the area.*

**Mechanics Analysis**

*Explain the gameplay reason for each game mechanic.Discuss any choices made for the sake of game balance.*

**Artificial Intelligence**

*Give details on each of the following:Individual Movement AI for NPCs, e.g., steering behaviours and kinematic movements used.Path-Finding for NPCsDecision-Making for NPCsStrategic AI for NPCs, either Team AI (working on their own) or Cooperative AI (working with player).Explain the use of animation for Non-Player Characters (NPCs)*

**Physics**

*Explain Collision Resolution used.*

**Results**

*What did you do to ensure the program is working properly? Provide quantitative results ⇒ for example, screenshots of your project during execution at key scenes. A reader should get a good "feel" for the program in execution. In place of a lot of screenshots, you could consider including in your submission a brief****video****of your game in action (especially if you plan to post one anyway on YouTube later as part of your gaming portfolio for job applications).*

**User Manual:**

*Briefly, how would a user compile (what unusual libraries or packages are needed, and where did you get them?), run your project? Describe how the user is to interact with your project? E.g., what buttons should be pressed to perform certain actions? You may have help screens outlining this information, but still include it in your documentation.*