**CPS353 Software Engineering Proposal**

**Group Details**

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| --- | --- |
| Group Number | 2 |
| Group Members | Alexis Rivera, Joe Trotti, Evan Finke, Damien Brandel, Tanner Festa, Joseph Terranova, Humza Shah |
| Date | 2/4/22 |

**Proposal Details**

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|  | **Item** | **Description** |
| *1.* | ***Project*** | Entertainment |
| 1.1 | Proposed Project Title | KeyStone |
| 1.2 | Summary | Action Role-Playing Game |
| *2.* | ***Target Audience*** |  |
| 2.1 | Field | 3D Entertainment |
| 2.2 | Age Group | 17+ |
| 2.3 | Rating | Mature |
| *3.* | ***Features*** |  |
| 3.1 | Useful Features | Our player will enjoy an open but direct world where they can fight their way to victory or die a courageous death. |
| *4.* | ***Software / Languages*** |  |
| 4.1 | Software | Unreal Engine, Visual C++, Blender, MariaDB |
| 4.2 | Language | C++, BluePrint |
| 4.3 | Purpose of languages / software (mentioned above) | C++: Game Development  BluePrint: Easily allows us to create duplicates or share our content. |