Da Spookz

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| Members: | Justin Anderson (Unity), Xavier Matheson (Blender), Jason Lara (Blender) |
| Objective: | Making snippets for unity for other to work with. |
| Repository: | <https://github.com/justi2023567/Da-Spookz> |
| Trello: | <https://trello.com/b/l8rJFRty/q4-project> |
| Project outline: | We are creating a horror game. The source code will be available along with snippets in order to help future students learn how to work with Unity. |
| Project materials: | * Unity * Blender * computer |

# Time-Table

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| April 22nd | Have some models including animation. Unity would have a basic flat land. |
| April 29th | Able to import the models into unity as well as their collision and movement. Able to make the enemy follow the player. |
| May 6th | Adding hit points to the character and create a way for the main character to attack the enemy. |
| May 13th | Add in some maps like the sewers. Make animation and interactable objects to pick up and be used. |
| May 20th | Include a save system with auto save and save points scattered around the map. |
| May 27th | Have it temporarily released for others to review and tell us what needs to be improved. |
| June 3rd | Review all of our snippets and have others test them out for future generations. |

# Documentation

* 3d model files
* Source code from unity
* Document where everyone writes down what they did for any given day
* GitHub “Insights” tab on the project