Da Spookz

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| Members: | Xavier Matheson, Justin Anderson, Jason Lara |
| 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 is done. Unity would have a basic flat land. |
| April 29th | Able to import the models into unity as well of their collision and movement. Able to see in different POV in unity and 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 use. |
| May 20th | Include a save system with auto save and save points scatter around the map. |
| May 27th | Have it temporary release for other to review and tell us what need to be improve. |
| June 3rd | Review all of our snippets and have others test them out for future generation. |

# Documentation

* 3d model files
* Source code from unity
* Document where everyone writes down what they did for any given day