**SE (F&P) Project Plan Template**

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| Passion project | ***3d stealth game with enemy guards(AI)*** |
| Project Title | ***3d stealth game*** |
| Document | Starting with the game engine unity, writing modules step by step and integerating them in the end. |
| Creation date | 11/9/2015 |
| Created By | ***Kanv Kumar*** |
| Client | ***Any user who is interseted in playing games.*** |

# **Brief problem statement**

There will a character player who needs to escape all the enemies in the game arena(stage) and reach the exit gate to clear the level. In each level points can be scored, and bonus points can also be collected. Using these points new upgrades like health upgrade, stealth upgrade can be bought and used. Also as the levels increase, difficulty level will increase.

# **Development Environment**

Game engine: Unity,

Tools: Sublime text

Programming languages: c#, JS, BOO.

# **Milestone Schedule**

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| --- | --- | --- | --- |
| **Milestone** | **Due Date** | **Release** | **Deliverable?** |
| *Create draft requirements* | 9/12/2015 | R1 | No |
| *Creation of First Module (characters, game engine setup)* | 9/30/2015 | R1 | Yes |
| Creation of Second Module (graphics rendering, enemy AI) | 10/15/2015 | R1 | Yes |
| Creation of Third Module (Shader, Improving UI) | 10/30/2015 | R1 | Yes |
| Final Game | 11/15/2015 | R1 | Yes |