**Project Plan: (3D Stealth game)**Written by: Kanv Kumar

**1 Introduction**

My passion project is creating a 3d stealth game. This game will allow the user to play and enjoy this game.In this game, 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.

There will be special powers which can kill the enemy but these power require some points and points can be obtained by collecting points in the level, killing enemies, escaping enemies with stealth, clearing a level.

Total of 10 levels in first version of the game and as levels increase, difficulty level increases.

**2 Overview**

My passion project idea is creating a third person stealth game with some robot guards using Unity game engine. The game will be a 3d game having different player characters and enemies as well. The player needs to escape from the enemies(guards) using wall cover, stealth,...etc. Any suggestions would be highly appreciated.

**2.1 Customers**

All users who love to play games, relax, enjoy and have fun.

**2.2 Functionality**

Main features to be implemented are: Levels, Point system, 3D graphic rendering, enemy AI, Player characterization.

**2.3 Platform**

This application is desktop based for windows only.

**2.4 Development Responsibility**

I am solely responsible for the development, maintenance, licensing of this application.

**3 Goals and Scope**

All the functionality described in Section 2.2 will be implemented in the final release of this project. Some features might be added and some may be removed.

**4 Deliverables**

Documentation, source code of the game, features in the game.  
 **5 Risk Management**

**5.1 Risk Identification**

Need to first study how Unity game engine works and then develop the game. Setting up of the game environment may take time.

**5.2 Risk Mitigation**

Starting to learn the unity framework as soon as possible (already started) might overcome the above mentioned risk.  
  **6 Scheduling and Estimates**

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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 | Ye |

**7 Technical Process**

This section will provide a summary of the team's technical process.

*(Hint: In your own word explain the incremental iterative process)*