

Project Charter

Garrett Kizior, Ryan Desalvio, Nicolas Bratton, Keith Droll

Problem Statement:

There is a large demand for high quality video games. People want good video games, but don't necessarily know what type of video game they want. Currently the video game market is organized into categories (RPGs, MMOs, FPSs, Strategy, Tower Defense etc.); we aim to bridge the gap between these genres. We want to create a new style of video game merging both the dynamics of first person action and top down tower defense.

Project Objectives:

1. Seamless transitioning between first-person action and third-person strategy, on command
2. Develop fast-paced and intense first-person gameplay
3. Create an interesting arena in which hordes of enemies path find their way to the player's base
4. Implement upgrade trees with multiple branching outcomes that affect the player, turrets, and weapons
5. Progress difficulty throughout the waves of the enemies by incorporating random mob mutations

Stakeholders:

Project Owners: Nicolas Bratton, Ryan DeSalvio, Keith Droll, Garrett Kizior

Project Manager: Ryan DeSalvio

Developers: Nicolas Bratton, Ryan DeSalvio, Keith Droll, Garrett Kizior

Users: Same as project owners, and anyone who plays the game

Product Owners: Same as users

Deliverables:

- A computer video game application created with the Unreal Engine, coded in C++ and Blueprints, including:
 - Menu functions outside of the game, including Start, Quit, Leaderboards, and Options
- A system to track and store progression of player statistics