**The Flying Mongooses**

**4601 Mid Rivers Mall Dr**

**Cottleville, MO 63376**

**Date**

6/19/21

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# Introduction

Our team aim is to develop and create a fun to play and engaging turn-based combat game. Our game will have many fun and engaging features, such as area battles, endless battle mode, and player versus player online combat. Our game will be created using the Unity game engine, developed in C#. While not everyone on our team has experience with Unity and/or C# sharp, we are all dedicated to creating an amazing game experience, as well as becoming much better developers as a whole. We will be a remote working team, staying on top of our tasks through electronic communication such as emails and zoom meetings. Due to low experience for some in game development, our schedule may vary during development, but we’re all confident in our abilities to deliver a complete game on time.

# Client Operations

As part of our game design, we will implement a robust and intuitive UI for the user. Many game elements will be integrated through the UI, such as saving and loading game data, restarting a battle, viewing the character inventory of items, and much more. All of the most important elements related to combat will be presented to the user at all times, helping them to make the best combat decisions possible, while not being cluttered. Information such as character and enemy health, attack powers, and special moves will be presented in an elegant UI.

# Executive Summary

We will create a fun, feature rich, and free to play combat game. Our players will have a large variety of game modes, difficulty settings and combat scenarios to engage with. Additionally, the user will have a vast selection of customization for their character, such as weapon selection, powers, and skills. With so many different ways to play and customize their experience, the user will have a fun and engaging game to play. While some on our team have little to no game design experience, we are all excited for the challenge ahead. This project will help us grow as developers and designers, as well as enhance our teamwork skills.

# Cost Summary

|  |  |
| --- | --- |
| Week 1 | Expenses: $0 |
| Week 2 | Expenses: $0 |
| Week 3 | Expenses: $0 |
| Week 4 | Expenses: $0 |
| Week 5 | Expenses: $0 |
| Week 6 | Expenses: $0 |
| Week 7 | Expenses: $0 |
| Week 8 | Expenses: $0 |
|  | Total Project Expenses: $0 |

Due to remote working environments for the team, costs will be minimalized for this project. Each member of the team will be able to develop the game from home, while still being able to perform efficiently. Any meetings our team would have will be virtual, another contributing factor to keeping project costs at $0. Another contributor to minimalized cost is the lack of any need to travel, and thus travel expenses will be $0 for this project.

To conclude, project costs for the 8-week period from 6/12/21 until 7/31/21 will be $0 in total.

# Terms and Conditions

The terms and conditions of this project will be limited. Our code will be published to GitHub and follow all GitHub rules and terms of service, linked below. While the credit for any code and documentation included in the project repository will go to all the members of our team equally, the code and documentation will be open source and be free to use and access by anyone part of the GitHub community. Since this project is being completed for class credit at Saint Charles Community College, no fees or payments have been exchanged from this team to anyone at the College, except in terms of payments for the class itself.

<https://docs.github.com/en/github/site-policy/github-terms-of-service>

# Contact

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