**Statement of Work (SOW)**

**The Flying Mongooses**

**4601 Mid Rivers Mall Dr**

**Cottleville, MO 63376**

**Date**

6/19/21

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# Introduction/Background

Our team will create a fun to play and feature rich turn-based combat game. The game will be created using the Unity game engine and developed using the C# language. The team will work together on all aspects of the games design and development over the 8-week period running from 6/12/21 until 7/31/21. During this duration, many on our team will have their first experiences not only with game development, but with Unity and C# sharp as well. This will help us become better developers as a while, as well as strengthen our team-oriented skills. This project is managed by Samuel Maynard, and the developers are Shane Callaway, Thomas Mattei, Alton Stillwell, Kaitlyn Staats and Evan Colyer.

# Scope of Work

The work involved with the design and development our game is substantial. For some, we will be having our first taste of coding with C# and using Unity, so an extra learning curve awaits those on our team. As for the game itself, we intend to have it be very feature rich at by the end of the 8 weeks. We envision features such as online multiplayer battles, different weapons and special powers. In addition to all of this, we will have different gameplay options, such as PvP (player versus player) or PvE player versus environment i.e. the game itself), difficulty settings, and a leaderboard system, allowing the player to compare themselves with other players of our game. \* \*\*

# Period of Performance

Our combat game will be designed, developed, and released within 8 weeks, starting on 6/12/21, and being completed no later than 7/31/21.

# Place of Performance

Our team will work remotely and communicate through email and zoom meetings. We each have our own individual computer systems that will allow us all to work remotely while still being able to complete our tasks efficiently. Should in person team meeting be necessary, one could be arranged. However, in person meetings are very unlikely to happen due to the ease and accessibility of online meetings.

\*The originally planned features that made the project deadline of 7/31/21: Special Powers, Player versus Environment “PvE”, leaderboard, online database.

\*\*Extra features that were not originally planned: Audio, Settings (volume, resolution, Fullscreen), auto play.

# Work Requirements

Each member of our team will contribute to the design and development of our game. However, when needed, one or more team members may be assigned to a specific aspect of the game to insure completion. Because this is the first venture into game design for many on our team, we expect the development schedule to change on a semi regular basis. However, with the 8-week deadline in mind, we are confident in our ability to design each aspect of the game within two weeks, develop a working version of the game withing 3-7 weeks, and squash any bugs, and finalize features, within the last 1-2 weeks.

# Schedule/Milestones

Our team will have 8 weeks to design and develop our game, from 6/12/21 until 7/31/21. As stated in the Work Requirements paragraph, our schedule will follow, roughly.

overall game design in weeks 1 and 2,

development of all aspects and features of the game in weeks 3-7

finalizing of game features and fixing all unintended bugs in the final 1-2 weeks.

Because of the lack of game design and development experience by a few on our team, as well as lack of familiarity using the Unity game engine as well as the C# language, we expect the length of each phase to change.

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# Acceptance Criteria

Criteria for our game will include having it run error free, be able to function appropriately on a variety of different computer systems, be easy to use, and fun to play, and engaging for the player.

# Other Requirements

NONE

**Acceptance**

Approved by:

Date:

<Faculty Name>

<Faculty Title>