

Bad at Unity

Members: Patrick Lenga, Hunter Chopp, Matthew Squire.

Group Work for Friday 9/18:

1. Our project will be a 2D adventure/dungeon crawler created in unity. Our project will be based off of current dungeon crawler games, but based in a modern dystopian setting rather than a castle or dungeon.
2. Feature 1: Enemy AI. Creating an AI that will maneuver the enemy to target the player entity, and attack when the player is in view.
Feature 2: Item library. Creating an item library that provides benefits to the in game character along his journey.
3. Our team will be using the scrum route. We will pick tasks on a weekly basis and communicate throughout the process to ensure the completion of each task assigned. Also to test each task once it has been completed to ensure no bugs/issues with each implementation.