COMPLETED – Declaration of Authorship

COMPLETED – Abstract

TODO – Acknowledgements

TODO – List of Figures

TODO – List of Tables

COMPLETED – 1 Introduction

Motivation

Contribution

Structure of This Document

TODO – 2 Background

Thematic Area within Computer Science

A review of {INSERT THEMATIC AREA}

TODO – 3 Problem – rename to project title

Problem Definition

Creating a 3D video game using the Unity development platform with C#. The game will hope to include a movement system, items, inventory, equipable items, item containers (chests), player stats (health + stamina), enemy objects, combat system, unique 3d art using blender.

Objectives

Functional Requirements

Player Stats (Health + Stamina)

Enemy characters

Combat System (do an attack an apply damage to targeted enemy)

Movement system

Items

Inventory with UI

Equipment with UI (equipable items from inventory)

Item Containers (chests) with inventory

Unique 3d art (blender)

Completable quest using flags

GAME STATE PERSISTANCE

Non-functional Requirements

Nonfunctional Requirements (NFRs) define system attributes such as security, reliability, performance, maintainability, scalability, and usability. They serve as constraints or restrictions on the design of the system across the different backlogs.

User friendly UI

Story via quest tutorial

Fun and interactive combat

TODO – 4 Implementation Approach

Architecture

Risk Assessment

Methodology

Implementation Plan Schedule

Evaluation

Prototype

TODO – 5 Conclusions and Future Work

Discussion

Conclusion

Future Work

TODO - Bibliography

TODO – A Code Snippets

TODO – Wireframe Models