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 DRAFT 4th/5th

Thematic Area within Computer Science

Serious Games

Examples

Gamesforchange.org

Persuasive Games

Games for social change

A review of {INSERT THEMATIC AREA}

Literature on these areas

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

What the player experiences/does

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

Games Engine

Pre/post processing

Risk Assessment

Methodology

Agile

Monday.com board

Implementation Plan Schedule

Evaluation

Play testing

Quantitive

Qualitive

Prototype

Wireframes

Paper prototype

TODO – 5 Conclusions and Future Work

Discussion

Discussion on my research

Conclusion

Future Work

TODO - Bibliography

TODO – A Code Snippets

TODO – Wireframe Models