COMPLETED – Declaration of Authorship

COMPLETED – Abstract

TODO – Acknowledgements

TODO – List of Figures

TODO – List of Tables

COMPLETED – 1 Introduction

Motivation

Contribution

Reference unity labs

Structure of This Document

Chapter 1

Chapter 2

Chapter 3

Chapter 4

Chapter 5

TODO – 2 Background

Thematic Area within Computer Science

Serious Games

Examples

Gamesforchange.org

Persuasive Games

Games for social change

Game Physics

Game Genre

Game Music

Game Art

Level Design

Character Design

Game graphics

Game controls

Game difficulty

Storytelling

A review of {INSERT THEMATIC AREA}

Literature on these areas

Rollable

Other lab

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 is the overall objective of the project. What do I produce as a final deliverable.

What the player experiences/does

SHOULD I REPLACE WHAT I HAVE FOR NON-FUNCTIONAL REQUIREMENTS HERE???

Functional Requirements

Character Objects

Player

Enemy

Friend

Character Statistics

Health

Stamina

Magic

Maximum carry capacity

Movement

Walking

Running

Sprinting

Rolling

Falling (raycasting)

Camera

Player movement

Environment collision

Items

Weapons

Armour

Consumables

Quest items

Combat

Inventory

Equipment

Item Containers

Compass

Set Markers

Animations

Animation blending

Animation masking

Sneaking

Unique 3d art

Quests

Ai -> Finite State Machines

https://www.youtube.com/watch?v=Vt8aZDPzRjI&t=770s

GAME STATE PERSISTENCE

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 – Code Snippets

TODO – Wireframe Models