Professional Practise in IT – Project - 2020

Shaun / Brian

Platform based game designed in Unity using C#

* Design Doc
* Player – Sprite (Design Animation), movement, abilities, upgrades?
* Enemies – Sprite (Design Animation), movement, abilities
* Sounds – In game music, menu music, in game sounds
* Menus / settings
* Level / levels
* Scenes
* Storyline / Objective / How to progress
* Scoring / points / leader board?
* Controls
* Platform availability
* Progress reports
* Regular meet ups
* Testing
* Bugs / fixes
* Presentation