# Team Introduction

Our team consists of three members; Will Craddock, Khyati Chaudari,and Aman Patel. We all decided to work together for this project because we all have either been in a semester-long project together or been in a class together and all know each other quite well. Moreover we all share some common skills required for this project, but each team member has more experience than others in one or more areas of developing such a project. Following is the brief description of our team members more specifically.

* Will Craddock: I am a senior with a major in Computer Science. I have experience in different databases such as MySQL and working with Unity. I also have experience working with C# and other coding languages such as Java and C++.
* Khyati Chaudhari: I am a senior with a major in Computer Science. Previously I had worked on many group projects. I have experience working with MySQL, Python, PHP & HTML.
* Aman Patel: I am a senior with a major in Computer Science. I have experience in working both with groups and with projects of this scale previously.

# Project Description

Title of the project:

Our game is “a create your own adventure” game where player will be given a situation and then player will have few different choices to choose from which decides the further course of the game, along with that player will have some commodities like food, gold, silver, life etc which will differ as player picks different paths/choices. To make it more interactive, the team will add functionalities like fighting with enemies, answering different questions and so on.

Following is the rough list of functional requirements.

1. Players will be able to log in/ log out.
2. Players will be able to save progress.
3. Player will be able to control the main character by keyboard.
4. Game will display the splash screen with the top score.
5. Players will be allowed to create different accounts.

Following is the rough list of Non- functional requirements.

1. Game will be implemented using the Unity Game Engine and Development environment.
2. Team will create 3 stages.
3. Team members will use some pre-developed images, artwork, audio, and other related media.
4. Game source code will be developed by our team.
5. Game will use a database to store information of the player.
6. Performance metrics should be gathered and optimized.
7. Security metrics should be gathered and optimized.
8. User interface metrics should be gathered and optimized.

Our first target with this game would be to create a windows version of the game, and after that if we have more time left, to create versions for other platforms. Target audience for this game are children between the age of 10 and 18. And our goal with this game is not to just waste their time, but to create something that will help them learn something every time they login into our game.