# Project 5

## CSCI 5448

DENNIS WINDHAM

NEILL SHIKADA

## CONTENTS

*Date*: October 29, 2022.

## PROJECT SUMMARY

**Title.**

*Object Oriented Civilization Game Clone*

**Team Members.**

| Name | Role | Email |
|---|---|---|
| Neill Shikada | Graduate Student | Neill.Shikada@colorado.edu |
| Dennis Windham | Graduate Student | dene5275@colorado.edu |
| Bruce Montgomery | Instructor | bruce.r.montgomery@colorado.edu |

**Overview.**

Our project is a small Unity Engine video game based on Sid Meier's Civilization. Our version of the game will be based on a square game board as opposed to Civilization's hexagonal board. There will be one human player and several AIs. Each player will have a starting city that can generate one of three rock-paper-scissors-like unit types every 2 turns, and control their movement in the game board. Units and cities have individual health bars and attack strengths, depletion of the health bar leads to removal of the respective entity from the game. A player loses when their city is removed from the game, and the last remaining player wins.

**Project Requirements.**

**Users and Tasks: Use Cases.**

**UML Activity or State Diagram.**

**Architecture Diagram.**

**Data Storage.**

**UI Mockups / Sketches.**

**UML Class Diagram & Pattern Use.**

**User Interactions / UML Sequence Diagrams.**