

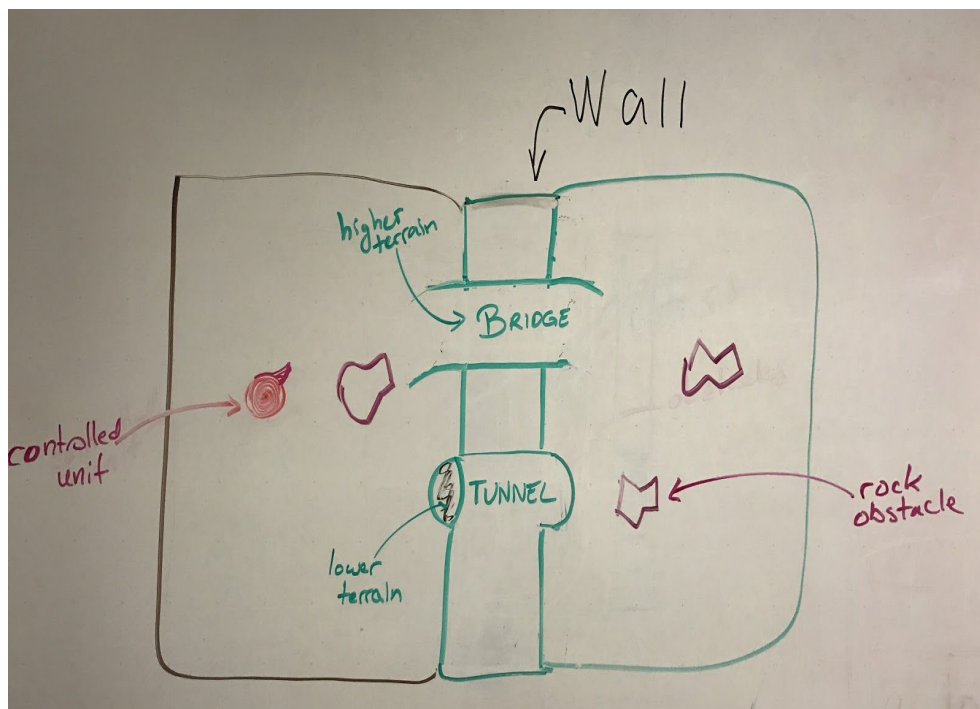
Project 1 Plan

Tools

We will be using Unity 5.5.1 for the engine, C# (Visual Studio) for the programming language and Trello for task management, since our team is experienced using both. SourceTree will be used for version control.

Environment Description & Diagram

Our environment will be two connected areas (desert and grassy) which are separated by a wall, and which contain rocks as obstacles. The wall will have two points of access between the areas: a bridge (higher elevation than the surrounding terrain) and a tunnel (lower elevation). The narrative follows a brave escapee from a post-apocalyptic desert hellscape to the green grassy lands of plenty.



Team Roles

Team Member	Roles	General responsibilities
Sachit Puri	Team Lead	Programming, Level Design, Project Management
Clayton Scavone	Programmer/Designer	Programming, Design
Jeannette Forbes	Programmer/Artist	Implementation of algorithms & behaviors, asset production, design

User Controls

The environment starts after the executable is run with no interaction from the user. The unit can run using WASD, walk by holding Shift and using WASD and crouch by holding C.

There is an executable in the Executables folder. Press play to start and press ALT+F4 to exit or press X on the top right corner.