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Fire Ed Studio

Project Team Charter

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# Executive Summary

## Objectives

Objective 1: Model a building located in bush court and insert it into the program Shay’s World. This must include a realistically modelled corridor and no less than two stairways.

Objective 2: Create a game based on the work done in Objective 1.

## Mission Statement

To work as a team and produce a game in line with the objectives of the unit ICT290 Game Design and Programming.

# The Team

## Members/Contact Details

|  |  |
| --- | --- |
| Mason Tolman | m-tolman@hotmail.com |
| Sam Brownley | Samual.brownley.@hotmail.com |
| Alex Gunn | ducku@hotmail.com |

## Hours of Operation

Everyone has different priorities it is important to know when we can work on the project, everyone has committed to working at least 4 hours per week on the project.

## Skills Matrix

A 1-5 scale of self-rated skills (1 indicating little proficiency and 5 indicating a high level of proficiency).

|  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- |
| Name | Programming (General) | Programming (C#) | 3D Modelling | Project Management | Communication | Debugging | Testing |
| Mason | 4 | 4 | 1 | 2 | 5 | 2 | 4 |
| Sam | 5 | 4 | 4 | 2 | 3 | 5 | 4 |
| Alex | 4 | 4 | 3 | 2 | 4 | 2 | 3 |

# The Project

## Resources

The Project will be coded in C# using Unity version 5.5.0f. The project will also use 3D models will be created in 3ds Max, and audio MP3 files . The Team will communicate using a facebook group set up for this purpose, all resources and tasks will be assigned using this group as well. The files for the game will be hosted on a github repository for version control and ease of access.

## Milestones

Project Milestones will be:

1. Finish of the 3D modelling of the content
2. Models implementation into Unity game
3. Design Document finished
4. Finish implementation of game mechanics
5. Submission of Project

## Management

### Team Communication

Main communication will take place on campus and through the Facebook Group set up for the Project

### Conflict Resolution Strategy

In the case of a serious conflict between two team members, each of the conflicted parties will be permitted to make their argument to the two remaining members without interruption who will decide upon the outcome of the dispute hopefully to the satisfaction of both parties. Should the dispute still remain after conflict resolution the team will take the dispute to the Unit Lecturer who will make a decision based upon the evidence, however all other avenues should be exhausted before this outcome. Even during disagreements team members are still expected to behave in a professional manner towards each other.

# Team Signed

|  |  |
| --- | --- |
| Mason Tolman |  |
| Sam Brownley |  |
| Alex Gunn |  |