

William McLaughlin
Joseph Taylor
Kyle Leonesio
Samuel Britten

Project Milestone 2

Project Features List:

- Player controller
 - A character the player can move around the game environment
 - The player will be able to collect several characters for their team and switch between their unique abilities to pass each level
- Items
 - Objects the player can pick up to effect gameplay and progress through the game
- Weapon
 - A gun the player can shoot to damage and kill enemies
- Levels
 - Environment for the player to move around in, with a mechanic for progression to the next level
- Enemies
 - Enemies that can be killed by the player to gain items or money or xp, fight back providing some challenge
- Menus
 - Game menus for: main, settings, credits, info, inventory, etc.
- Website
 - For game download, score leaderboard, registration, game info
- Database
 - Database to store players scores to keep track of high scores and other info
- Weapon Variants
 - Different kinds of weapons for the player to use to change gameplay

Requirements:

- Player Controller
 - Functional: walk in any direction, jump, look around
 - Non-Functional: character model, adjustable controls
- Items
 - Functional: pick up, drop, use, have effect on player
 - Non-Functional: item icon/graphic, variants/effects
- Weapon
 - Functional: shoot, consume ammo, reload, hit enemy
 - Non-Functional: model, muzzle flash/impact, hit indication
- Levels

- Functional: way of progression, enemy spawns, environment
 - Non-Functional: Shops/puzzles/interactables, obstacles/traps
- Enemies
 - Functional: take damage/die, drop loot, attack player
 - Non-Functional: pathing, phases/variation
- Menus
 - Functional: main menu, settings
 - Non-Functional: game/item info, credits
- Website
 - Functional: registration page, game download
 - Non-Functional: scoreboard, game info
- Database
 - Functional: store past players high scores
- Weapon Variants:
 - Functional: weapon shoots, hits enemy
 - Non-Functional: different mechanics/variation

User stories:

1. As A player, I want beautiful and interesting landscapes to explore.
2. As a developer we need a way to share the unity data with my team
3. As a user I would like simple AI to provide challenge
4. As a user I want basic UI to manage items
5. As a player I would like to have a first person view with a crosshair
6. As a player, I want to fight interesting enemies.

Project Plan:

See Trello board for project/short term plan:

<https://trello.com/b/Xm0X1gIM/204-5-project>

See JIRA board for project/long term plan:

<https://csci-3308-fa20-204-5.atlassian.net/secure/RapidBoard.jspa?rapidView=1>

Individual Contributions:

Project management board: <https://trello.com/b/Xm0X1gIM/204-5-project>

Joe Taylor will be working on project management, timeline, and organization, as well as a website for the game, which will include a virtual manual for the game and display various high scores or other information stored in a database.

Kyle leonesio will work on items being able to be picked up

William McLaughlin will work on getting a basic enemy pathing system working, if possible making the enemy follow the player

Sam Britten- I will work on finalizing the art style and beginning to make assets for environments and enemies.

Wireframes:
Main Menu

Software Quest

New game

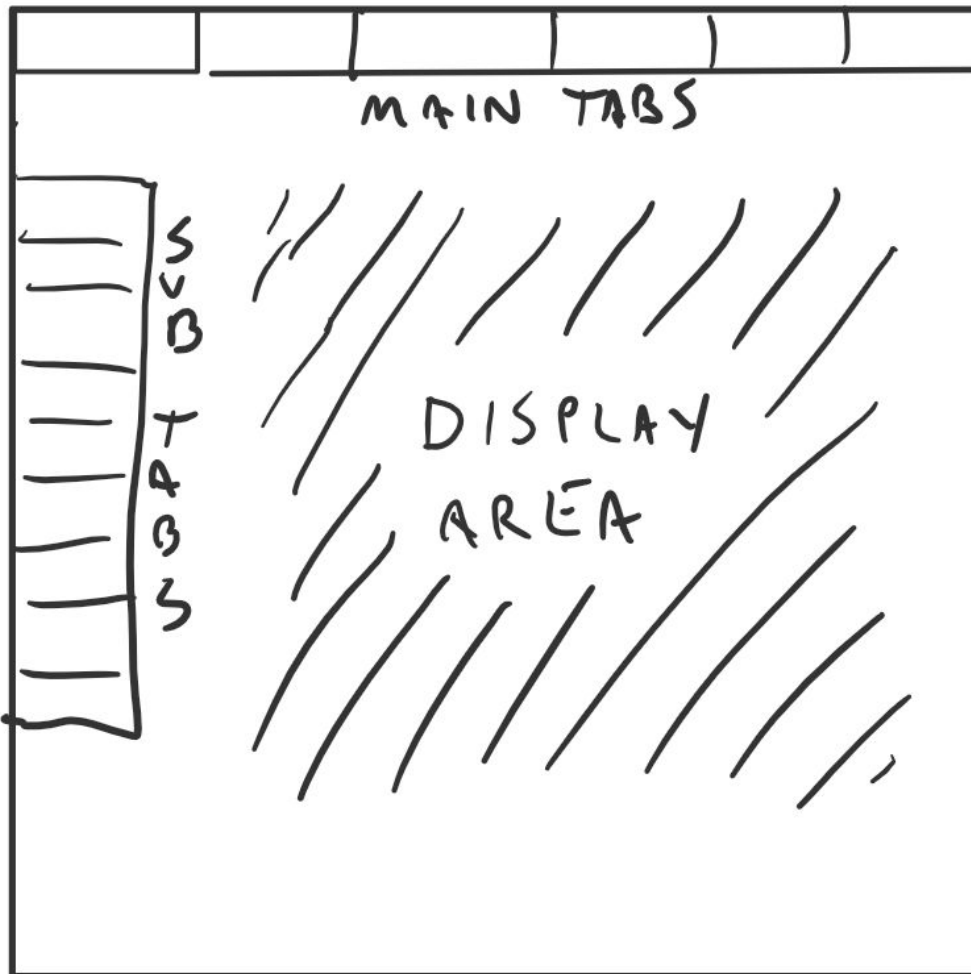
Load game

Leader boards

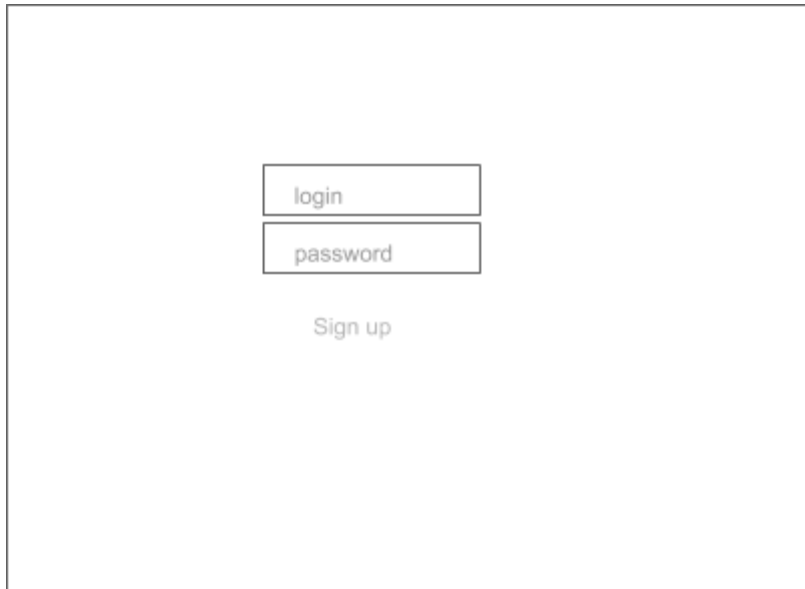


Press A to select

General Site Layout:

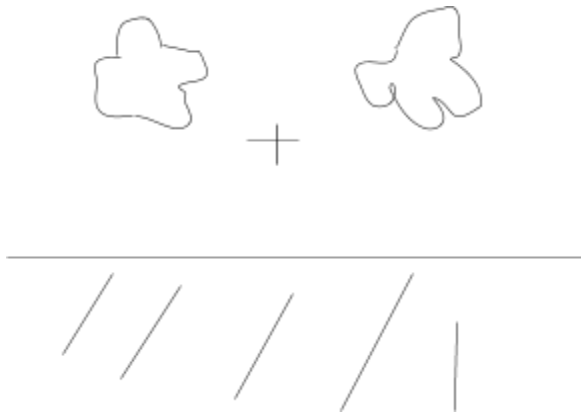


Login Page:

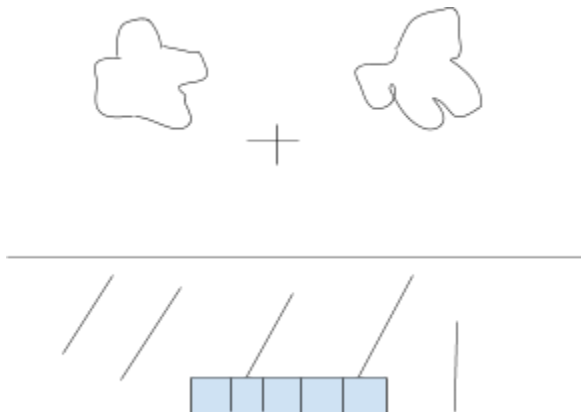


A login page UI mockup. It features a large, empty rectangular box representing the page content. Inside this box, there are two stacked rectangular input fields. The top field is labeled "login" and the bottom field is labeled "password". Below these two fields, there is a "Sign up" link.

In Game: Basic view with crosshair



In Game: View with hot bar



Leaderboard Page:

login		
1	theDarkStar12	100000
2	Bestman56	910123
3
4
5
6
7
8
9
10