# Project: Gön

# Submitted to**:** George Peck

# Project Manager**: T**revor Aquino

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Project Overview: To create a multiplayer action game with JMonkeyEngine

Project Team: Trevor Aquino - Designer and Project Manager

Alex Xu - Programming Game

Jerry Qing - Designing graphics

Challenges: Learning the new classes involved with the game engine

Learning networking for java

Design graphics and 3D models for the game

Animations and reasonable game size

# Major Tasks and Schedule

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| Task | When | Responsible |
| Learn majority of basics for game engine | 5/6 | All members |
| Plan specifics of game | 5/6 | All members |
| Create the pseudocode | 5/10 | Alex |
| Create the basic game functions with simple models | 5/20 | Trevor |
| Create the graphics and 3D model | 5/27 | Jerry |
| Make Menu and Home Screen | 5/27 | All members |
| Finish testing and fixing bugs | 5/27 | All members |
| Networking if possible | 6/1 | All members |
| Presentation | 6/1 | All members |