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| **Criteria** | **Details** |
| Team Number | Section: 104  Team Number: 7 |
| Team Name | BOofAL0000 |
| Team Members | Kat Edfors  Will Yelton  Ara Anner  Jeremy Hein  Bryce Stempnitzky-King |
| Application Name | [DefendCU]  [ZombieRams] |
| Application Description | Our application will be a tower defense game in which CU Boulder represents the tower, and the users task is to defend CU from the attacking zombie-rams. The user will be able to build walls, armies, etc. in order to defeat the zombie-rams at each level. The levels will be progressively more difficult, with each level representing a different school at CU Boulder (Engineering, Psychology, etc.).  Our application will require users to create a user name and avatar, and will track / record high scores as the user finishes games. |
| Vision Statement | “To provide a fun and engaging game for students at CU Boulder to enjoy” |
| Version Control | We have created repositories for meeting logs, milestone submissions, and project code.  <https://github.com/willyeltoncu/milestones3308>  <https://github.com/willyeltoncu/meetinglogs>  <https://github.com/willyeltoncu/projectCode3308> |
| Development Method | Agile |
| Communication Plan | Our primary mode of communication will be in person during our set meeting times. We will also utilize email, text messaging, and video conferencing (such as Google Hangouts) as needed. |
| Proposed Architecture Plan | We plan to use Unity3D to develop the game. It is our understanding Unity can handle all necessary components (development of the game itself, front end UI, back end database). |
| Meeting Plan | Our team will meet every Thursday from 3:30 – 5:30pm in the Engineering Center. Additional meeting times can / will be scheduled on an ad hoc basis. |