Introduction

Project: Potato will be a 3d Dark Souls-like game made in Unity, the target platform is PC.

The game will feature a 3rd person perspective, basic combat system, few types of enemies and some RPG elements.

Jira board: http://projectpotato.atlassian.net/browse/PP

Our team:

Łukasz Wójcik - Team Leader https://projectpotato.atlassian.net/issues?filter=10001

Karolina Serpatowska - Software Engineer https://projectpotato.atlassian.net/issues/?filter=10003

Marek Szypulski - Software Engineer https://projectpotato.atlassian.net/issues/?filter=10005

Tomasz Jąder - Tester https://projectpotato.atlassian.net/issues/?filter=10002

Szymon Żywko - Tester https://projectpotato.atlassian.net/issues/?filter=10004

Keys

|  |  |  |
| --- | --- | --- |
| Action | K+M | Pad (Xbox) |
| Move Forward | W | Left Stick |
| Move Backward | S | Left Stick |
| Move Left | A | Left Stick |
| Move Right | D | Left Stick |
| Camera Movement | Mouse | Right Stick |
| Attack | LPM | RB |
| Special Attack | PPM | RT |
| Dodge | Space | B |
| Healing | F | Y |
| Toggle pause | ESC | Options |
| Accept/Interaction | E | A |

UML Diagrams

Due to the complexity and size UML diagrams are uploaded as separate files with .drawio extension. This allows for dynamic browsing and increases the readability compared to simple images.