# 1. Statement of Work

Introduction:

This Statement of Work is an agreement between Dr.BC, and Team Faucet (Alex Parenti, Devin Driggs, Drew Canham, Garrett Oetken, Luke Hill, Travis Rousey, Miranda Ronald, Zach Moreno, Zane Goodrick) to perform the services described herein.
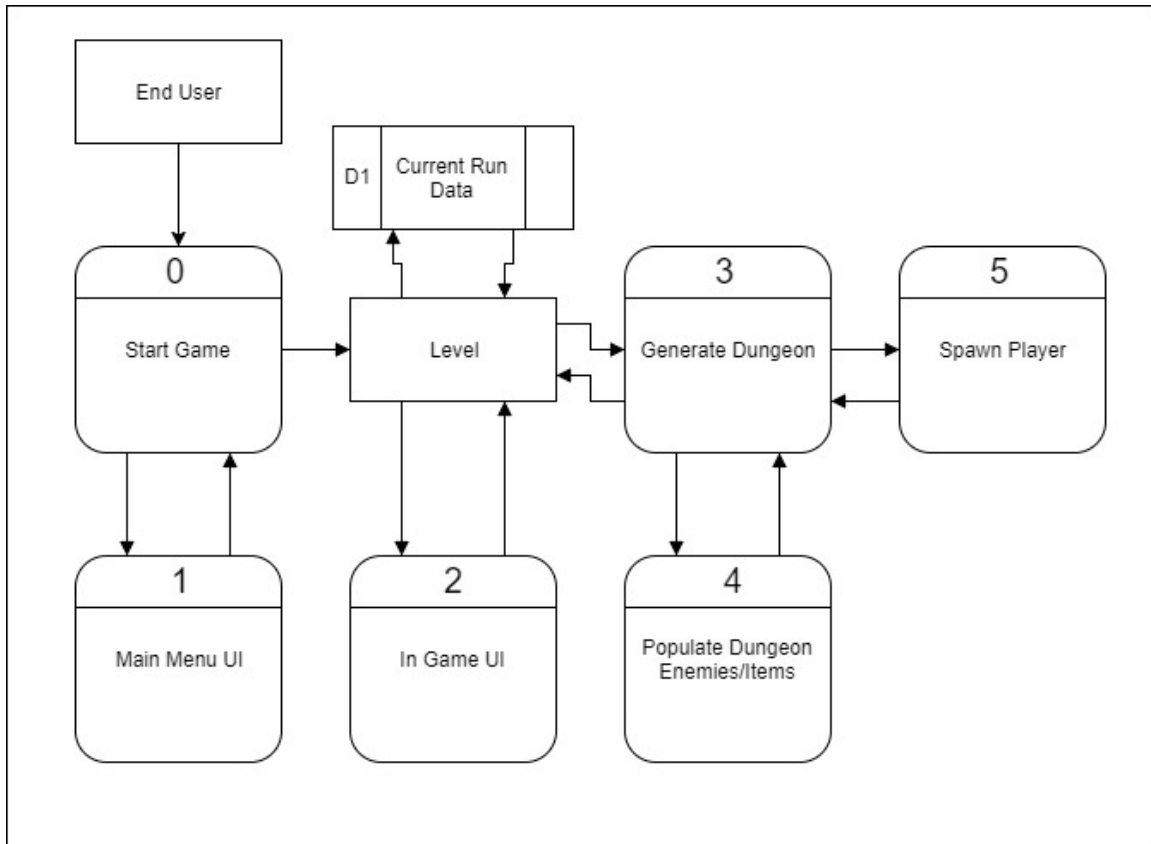
Project Scope:

The purpose of this project is to design and create a rogue-lite video game with procedurally generated levels of progressively greater size and difficulty with procedurally generated enemies and items to provide a unique user experience and challenge with each play through the game.

Project Description:
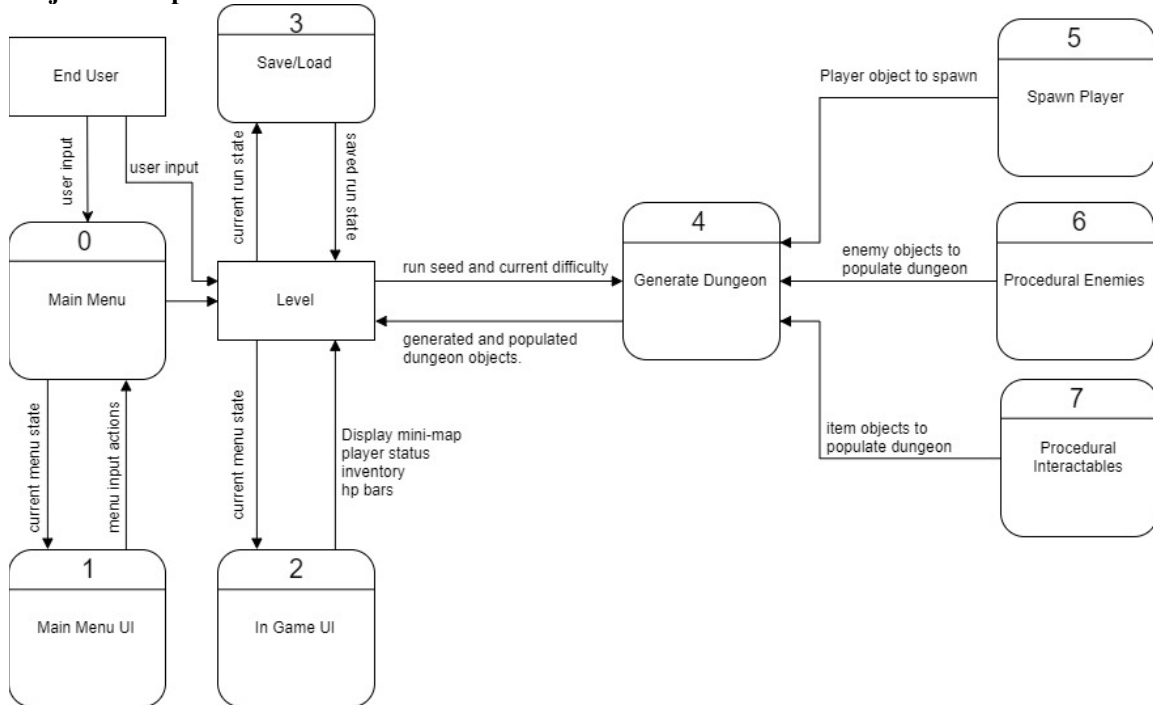
Level 0 Diagram (This can be a draft)

Project plan

1. Alex Parenti - Procedural Dungeon Generator
2. Luke Hill - Player
   - Need to start concurrently with Enemy to share classes
3. Travis Rousey - Inventory Objects
   - working with UI on inventory
   - working with Interactables with hidden objects
   - working with Enemies with item drops
   - working with Player with equippable items
4. Devin Driggs - Interactables
5. Garrett Oetken - Enemies
6. Zach Moreno - UI
7. Zane Goodrick - Audio
8. Drew Canham - Save/Load
9. Miranda Ronald- UI Health bars for player and enemy

Item	W6	W7	W8	W9	W10	W11	W12	W13	W 14	W 15	W 16
1											
2											
3											
4											
5											

6									
7									
8									
9									

Signatures

For Team Faucet:

Alex Parenti: Date: 2/3/2018   Devin Driggs: Date: 2/6/18

Luke Hill: Date: 2/3/2018   Zane Goodrick: Date: 2/6/18

Garrett Oetken: Date: 2/4/2018   Drew Canham   Date: 2/7/18

Zach Moreno: Date: 2/6/2018   Miranda Ronald   Date: 2/7/18

Travis Rousey   Date: 2/6/2018

For Team Faucet:
Alex Parenti: Date: 2/8/2018