

Team 8

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Mobile Unity Game (unnamed for now)

Project Synopsis:

A mobile game created using Unity. Its primary purpose is entertainment.

Project Description:

The project is being undertaken to develop skills involving mobile and game development. This project provides the opportunity to provide entertainment for the user while generating revenue through infrequent ads. The end result will be a project published to the Google Play Store, and the Apple App Store.

Project Milestones:

Semester 1

- Game Design – Nov. 1
- UI flow design – Nov. 15
- Unity/Blender Research and Training – Dec 15

Semester 2

- Implement core game loop (ex. App opens, starts, and finishes) – March 1
- UI Implementation – April 1
- Game Asset Creation – March 1
- Implement Play-state mechanics – April 1
- Implement outside API's (accounts, scores, etc) – April 15

Project Budget:

- Apple App Store Account -\$ 99/yr
- Unity/Blender training for team members

Work Plan:

- Asset Creation – Levi, Sam
- Game Design – Entire team
- Core Game Loop – Sam
- UI Implementation – Weiting, Blaine
- Play game mechanics – Entire team
- Implement outside API's – Shafeen, Sam, Levi
- Publishing/Building out to mobile – Entire team