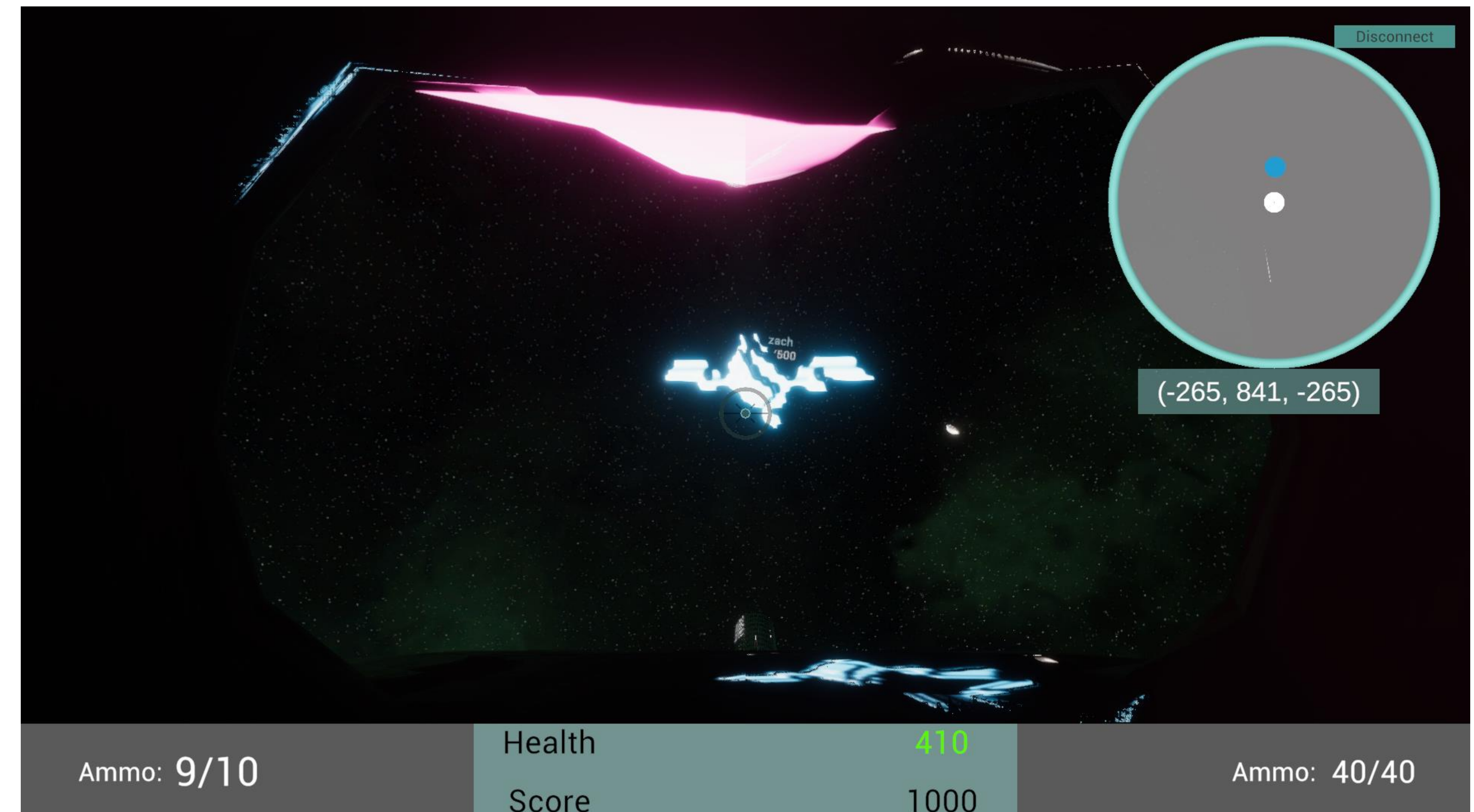




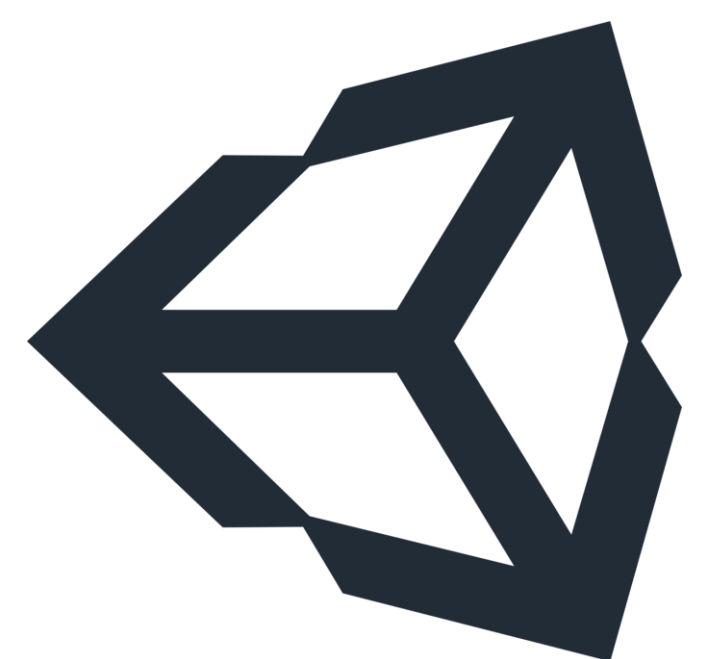
Team 11: Zachary Atkins (CS & Math), Jarod Davis (CS), Minye Wu (CS), Chase Stump (CS), William Burdick (CS)

## Description & Purpose

- Frontier Unknown is a multiplayer, physics-based space combat game
- We sought to create an enjoyable multiplayer experience for socially-distanced fun
- The result is a functional and aesthetic gameplay experience



## Design



- Unity engine to build the core functionality of the game using the built-in high-definition graphics rendering pipeline
- Blender 3D modelling software to create models for ships, weaponry, and in-game assets
- Unity's Mirror networking API for a smooth multiplayer experience
- Perforce Helix Core for large file system version control

## Ethical & Intellectual Property Issues

- Ethical Issue: ACM code of 1.6, Respect privacy. We make sure only the minimum amount of personal information necessary will be collected in our system and won't be used for any purposes without the user's consent.
- Ethical Issue: ACM code of 2.6, Perform work only in areas of competence. We do research and acquire the necessary competencies before pursuing a certain work item to ensure user experience.
- Intellectual Property Issue: Patent and Copyright. We ask for consent and credit patented technologies. We respect the copyright of technologies in use, including Unity, MLAPI, Blender, and Helix Core. Use only licensed assets.