

Team 14 Project Description

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Project Name

- Time War

Project Synopsis

- A RTS(Real-time Strategy) Game, that two players can place special units on the map to simulate the battle.

Project Description

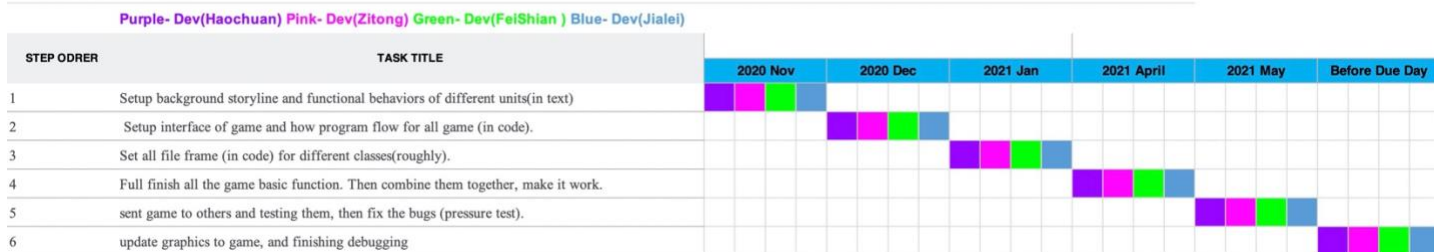
- The reason we start this project is we all like video games and want to develop a game that has all the features that we want.
- Comparing to common RTS game the main difference is the behavior of units is only determined by AI but also can be design by player, so one of the most difficult problem is how to set the AI for different war units. Then on opportunity is we believe this will big sale.
- The end result of the project would be a real-time strategy game that simulates the battle between players and AI.

Project Milestones

- Milestone1(before Nov): Setup background storyline and functional behaviors of different war units (in text).
Milestone2(before Dec): Setup interface of game and how program flow for all game (in code).
Milestone3(before winter break ends): Set all file frame (in code) for different classes(roughly).
Milestone4(before April): Completely finish all the game basic function. Then combine them together, make it work.
Milestone5(before May): sent game to others and testing them, then fix the bugs (pressure test).
Milestone6(before final time): update graphics to game, and finishing debugging

EECS 581 TEAM 14 Gantt Chart

PROJECT TITLE Time war



Project Budget

- Hardware: 4 laptop & 1desktop, software: unity
- Estimated cost: 400USD
- Vendor: None
- Special training : None
- We will need hardware now(we already have), and we will need the money(asking artists make good graphic for us) after all finished .