



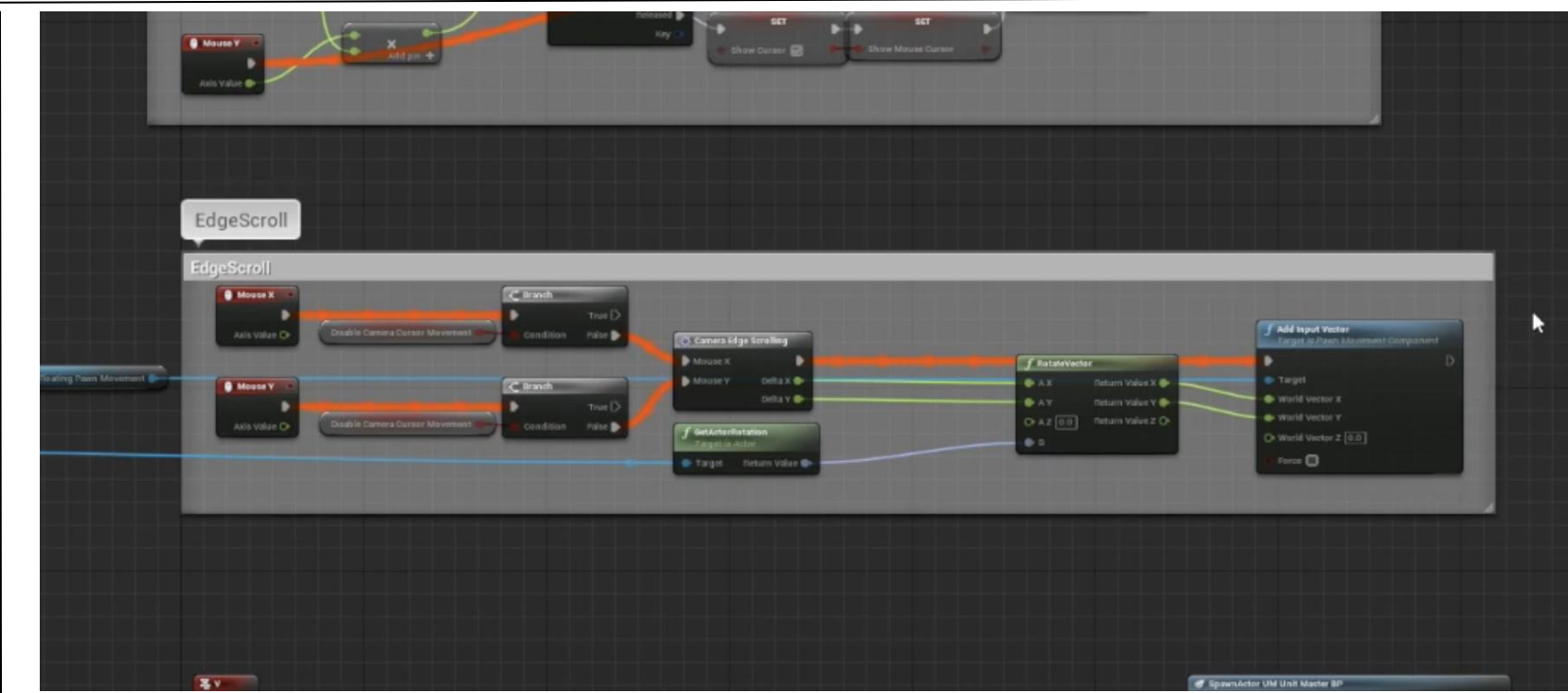
Keep the size at 44" x 32"  
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### The Unmanageable (Team No. 14)

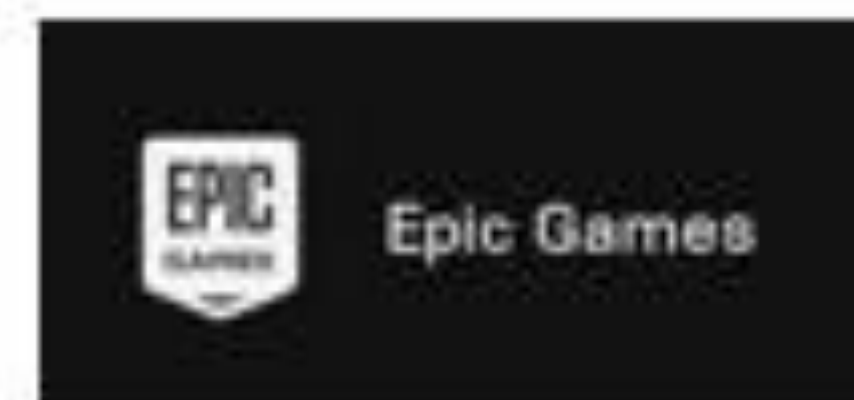
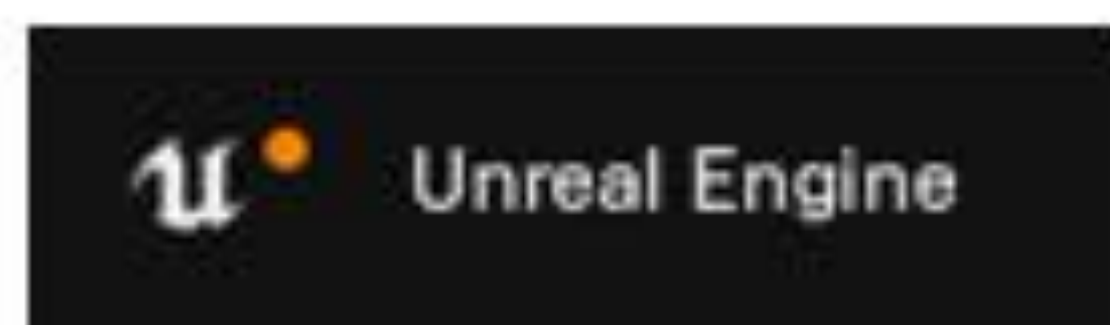
Zitong Zhang (CS), HaoChuan Zhang (CS), FeiShian Tzeng (CS), Jialei Zhou (CS)

## Description & Purpose

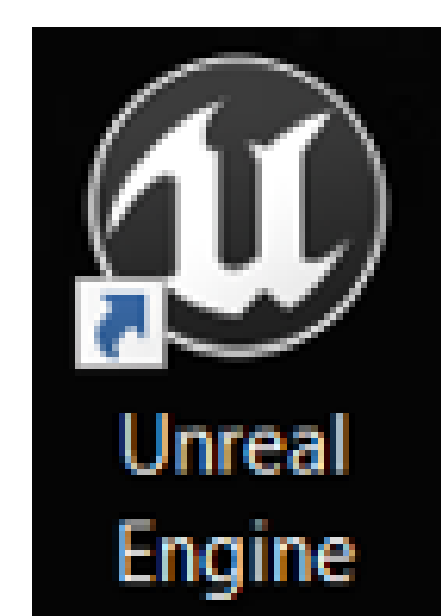
- A real-time strategy game
- We want to make a computer game that we are proud of since we all love to play video game.
- The project is inspired by a mobile game, Clash Royale
- Users could play unit wherever they want and whose fort is destroyed then he lose the game.



## Design



- We design everything within Unreal 4 Engine and each function we use are all built by ourselves



• Product

## Ethical & Intellectual Property Issues

- Ethical concerns for the video games is that games could involving violence as well as other content related to the violent act, in our game., we make general attack Action, and there is no blood or other violent elements.
- Our group uses Unreal4 engine to design map, architectures, use blender to build our characters. This gaming engine could be downloaded for free online, and it allows users to connect multiple instances of Unreal 4 Engine editors together to work collaboratively in a shared editing session. Since Unreal 4 Engine allows users to collect other's source code Before using the code, we must check if the author of the source code allows use to use his/her code in our project.