Team No.18

Team Members:

Tao Yang	2905225
Chenyu Hao	2896141
Carlos De Vera	2925639
Quchang Zhang	2946672
Maokun Huang	2902235

Project Name:
3D Adventure Game

Project Synopsis:
  The player can control the character running and jumping; therefore, people can explore and collect items on the map.

Project Description:

*Why is the project being undertaken?
We want to provide an opportunity for those who are not able to come to campus the ability to explore the school grounds in the world of a video game while giving exciting challenges and unique experinces that can only be achived in the our created world. The users will be able to fully explore the school, and though it may not be excalty like being on comapus in person, they will have the chance to gain experiences possible only in the virtual world.

*Describe an opportunity or problem that the project is to address.
For students unable to come to campus, either due to health reasons or other extenuating circumstances, they will be given the opportunity to enjoy a semblance of school life without risking their health or making compromises detrimental to their situation.

*What will be the end result of the project?
The users will become familiar with the campus. It could serve as an alternative to coming to campus, but they could still enjoy a semblance of student life in a fun and new way.

Project Milestones:
First semester:

Milestons	2021				
	Sep.26	Oct.17	Nov.7	Nov28	Dec.9
Conceive the game	Tao Yang, Chenyu Hao, Carlos De Vera, Quchang Zhang, Maokun Huang				

Milestone					
Write the first line of code for the game		Tao Yang, Chenyu Hao, Carlos De Vera, Quchang Zhang, Maokun Huang			
Resources (art, music, etc.) research			Tao Yang, Chenyu Hao, Carlos De Vera, Quchang Zhang, Maokun Huang		
Build up some tests for the game function				Tao Yang, Chenyu Hao, Carlos De Vera, Quchang Zhang, Maokun Huang	

Second semester:

Milestons	2022				
	Jau.17	Feb.7	Feb.28	Mar.14	Apr.4
Get some basic elements, such as the interface UI of the game	Tao Yang, Chenyu Hao				
Get the basic functions of the game, such as the movement of characters in the game		Carlos De Vera, Quchang Zhang			
Optimize the program, including modification on the model and sorting out the code			Maokun Huang		
A complete game				Tao Yang, Chenyu Hao, Carlos De Vera, Quchang Zhang, Maokun Huang	

Project Budget:

Computer resources: Unity

Estimated cost: zero （Unity supply some free resources）

Vendor: no

No special training

Require time: no