



## Antibody (Team No. 20)

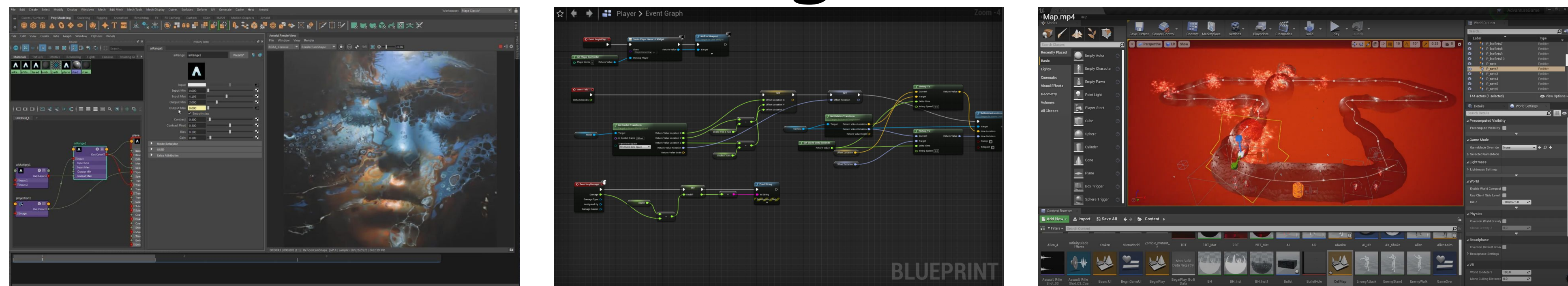
Haoshen Huang (CS), Jiacheng Chen (CS), Umar Khan (CS), Wenxuan Hu (CS), Yan Ho Brian Cheung(CS)

### Description & Purpose

- A 3D shooting game
- Because we want to spread the knowledge of how cells interact with the human body
- We want everyone to have the opportunity to learn more about cells through our game
- We made a game that works in both PC and mobile platform



### Design



- We used Maya to shape our character models
- The character behaviors are programmed by blueprint within Unreal Engine 4
- Map and character models are created in Unreal Engine 4

### Ethical & Intellectual Property Issues

#### Ethical:

Before implementing this project, we needed to make sure we did not violate the ACM code of Ethics “2.8 Access computing and communication resources only when authorized or when compelled by the public good”. We made sure to find models that were open to the public so we do not run into any copyright issues. In this project we used the free sources provided by Unreal Engine to obtain the characters, weapons, and other props. We also made sure that we did not violate any of the terms before using the Unreal Engine software.

#### Intellectual:

Unreal Engine is a free to use software used to implement many things such as games. If we were to deploy this project to the public, we understand that the license will incur 5% of the monetized income and other products sold within the game. We also understand that the projects we create can be made for clients but not for “off-the-shelf” deployment.