

Initial Project Description

Team 26

Members:

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Project Name: Walkthrough Canon

Project Synopsis:

The aim of this project is to make a 3D mystery game with dynamic player interaction and an educational component.

Project Description:

This project is being undertaken primarily because of our group's collective interest in mysteries, video games, and literature. Our group intends to address the problem of general knowledge of classic literature becoming increasingly rare in younger people today, as these source materials become older and less relevant to each generation. The goal of this project is to familiarize and teach our player audience about characters, themes, and other references of classic cannon books in a fun, engaging way that makes this knowledge more accessible and relevant to them. Our team also aims to challenge and exercise players' critical-thinking skills in various puzzles throughout a play-through of the project. The end result of the project will be a program containing a single, specially designed educational experience that will allow players to freely maneuver around a 3D world, interact with various characters, and solve puzzles in a story unique to the project.

Project Milestones

Our first-semester objectives include 3D World Generation, Camera Control and Movement, and Player/World Interaction. We have attached a Gantt Chart with estimated completion dates and delegation of work. We aim to further refine this Gantt Chart as we delve into the process.

Budget

This project will be built using Unity 3D, which is free for students and individuals.
