

EECS 581 Initial Project Description

Team 4

Members

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Project Name

Escape from LEEP(TBD)

Project Synopsis

We are going to make a 2D entertaining puzzle game which is built by unity and C#.

Project Description

- Why is the project being undertaken?

Most of our team members are interested in computer game development. We discuss many types of games and share fantastic game demo videos, and then, we decide to design a roguelike game.

Our team thinks that in this project, we can learn about the specific game development process and how to use Unity software to make a game in a small group, and most importantly— do the projects we are interested in.

- Describe an opportunity or problem that the project is to address.

We will have lots of problems with this project, but the biggest problem is that we should become a team to complete the target. In our project, we should make a 2D game. First, we meet the problem of how to locate every grid in unity. For example, we need to set up some information for the grid. because some grid cannot move or have some events happen in that grid. It's a big problem we meet now. Second, we need to get sprites from websites to create UI or else. We need to spend more time figuring out if sprites or images can be used in our project.

- What will be the end result of the project?

The estimated final project will be a complete roguelike game if we do the target step by step. However, our team does not have much experience in making games, and the end

result is determined by each step result. if we cannot achieve the short-term target, we will change the target or simplify the function of games. Whatever we do, we will make a complete game as a result of the project.

Project Milestones

First Semester:

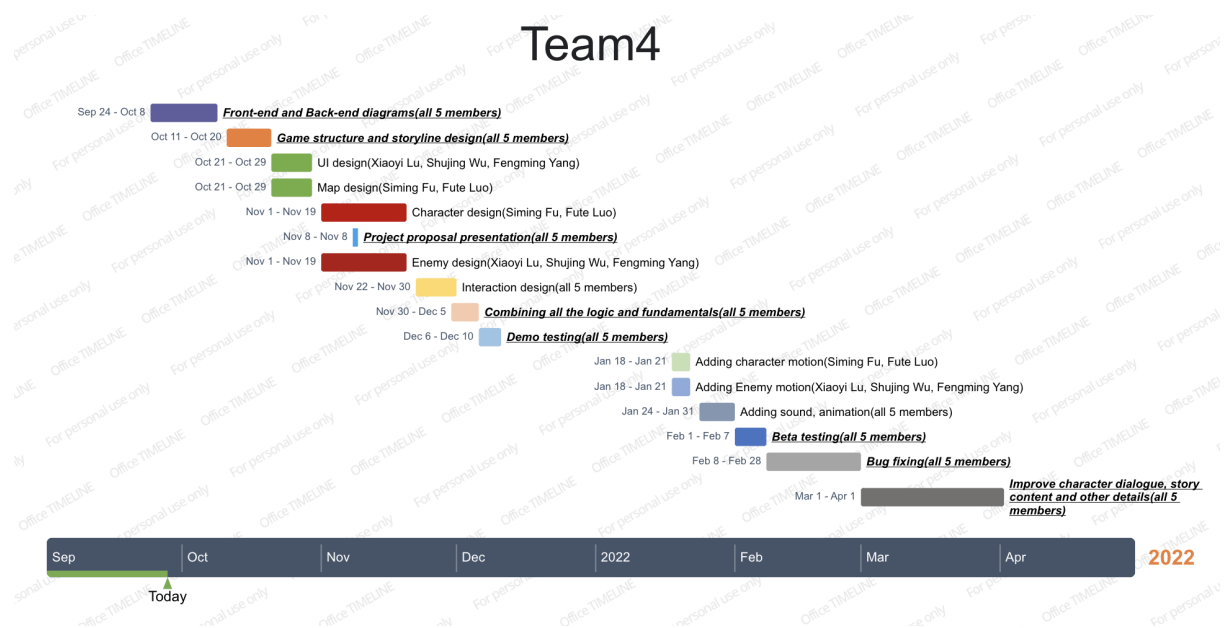
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| 1. Front-end and Back-end diagrams completed | (10/8) |
| 2. Game structure design | (10/20) |
| 3. UI, Map, Character, Enemy, and etc design | (11/19) |
| 4. Interaction design | (11/30) |
| 5. Combining all the logic and fundamentals | (12/5) |
| 6. Demo testing | (12/10) |

Date:

Second Semester:

- | | |
|--------------------------------------|--------|
| 1. Adding character and enemy motion | (1/21) |
| 2. Adding sound and animation | (1/31) |
| 3. Beta testing | (2/7) |
| 4. Bug fixing | (2/28) |
| 5. Improving | (4/1) |

Gantt Chart



Project Budget

- Hardware, software, and/or computing resources
 - Unity 2019.4.10f1 LTS (free) (Fall and Spring semester)
 - Unity assets (depending on the amount of time for asset development) (Fall and Spring semester)
- Graphics and assets development
 - Art, music, voice acting (Spring semester)
- Pluralsight Training Tools
- Estimated cost: \$400-800