# Wandering Scholar (Team No. 18)
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Description & Purpose

- **What is the project?**
- It is a game that called Wandering Scholar.
- **Why is the project being done?**
- 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 experiences that can only be achieved in our created world. The users will be able to fully explore the school, and though it may not be exactly like being on campus in person, they will have the chance to gain experiences possible only in the virtual world
- **What for?**
- The player can control the character running and jumping; therefore, people can explore and collect items on the map.
- **What is the result?**
- 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

- **Game Design Diagram**
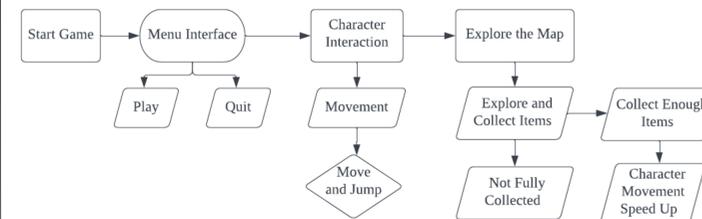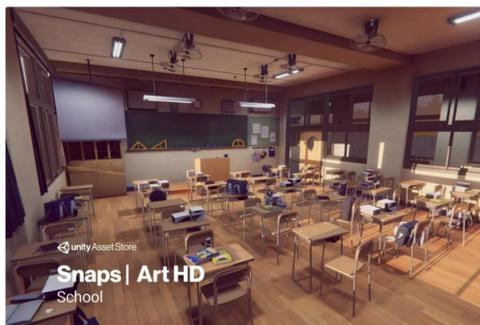

- **Feature Design Diagram**
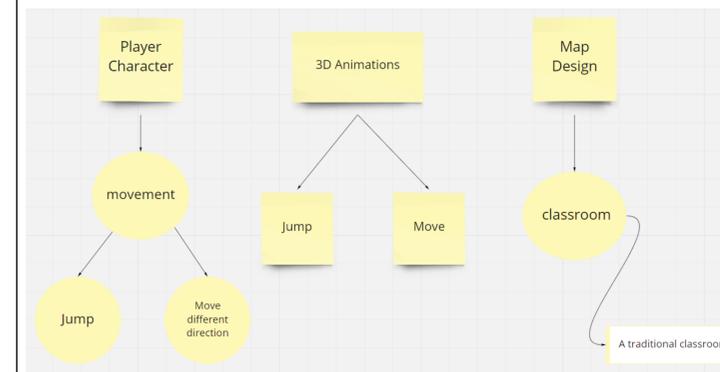
Design

- **The Development Environment of Project**
  - Engine: Unity

  - Asset Packs: from Asset Store – Snapes| Art HD
  - High-Definition Render Pipeline (for high-end platforms)

Ethical & Intellectual Property Issues

Ethical Issues:
- The creators must be wary of not being fair to each other in the creation of the game.
- If this game becomes marketable, each member of the group must keep in mind the contribution of each member and to ensure that there is no one who takes all the credit.
- By properly claiming the time and effort of each member, each person will be properly compensated.
- As a team, we are responsible for keeping each other in check and making sure that the unethical practice of one person taking credit for all the efforts of the team does not happen.

Intellectual Property Issues:
- The most important issue is to make sure that our project gives proper credit to the resources that we use in its creation such as Unity and its assets
- We must also give credit to each institution that we decide to make a map of such as the university of Kansas and other universities mapped in the future.