Initial Project Description

Team 20

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Project Name: Adventure Time

Project Synopsis: A 3D shooting mobile app using Unreal Engine 4

Project Description:

This project is being undertaken because we want to spread the knowledge of how cells interact with the human body. We also want to explore more on how to make an app.We believe this project will be beneficial to all ages and will act as a very good education tool. We believe that the game will be very beneficial to others wanting to understand how cells work. We decided to create a game rather than a platform to research about cells because we believe that a game is more interactive causing the user to be more engaged making the users learn more. By the end of this project, we will have implemented a game that can be played on PC. We aim to make this project friendly for all ages. Although there will be gun violence in the game, we want it to be as friendly as possible because we want everyone to have the opportunity to learn more about cells.

Project Milestone:

FALL:

- Enemies working (Nov 20)
- Proposal Video (Nov 29)
- Game working on PC (Dec 3)

date	milestones	status		
9/24/2021	brainstorming on ideas, getting familier with unreal engine	in-progress		
10/1/2021	splitiing roles to individual, getting familer with our jobs	planned		
10/8/2021	setting up the base of the game 1 - map	planned		
10/15/2021	setting up the base of the game 2 - character	planned		
10/22/2021	setting up the base of the game 3 - enemies	planned		
10/29/2021	setting up the base of the game 5 - props	planned		
11/5/2021	setting up the base of the game 6 - game logic	planned		
11/12/2021	develop menu	planned		
11/19/2021	bug fixing	planned		
12/3/2021	final test	planned		

SPRING:

- Character customization (Jan 30)
- Levels (Feb 15)
- Deploy game (April 30)

Gantt Diagram:

Step Order	Task Title	Fail 2021													Spring	g 2022					
		Week 1	Week 2	Week 3	Week 4	Week 5	Week 6	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12	Week 13	Week 14	Week 15	Week 16	Week 17	Week 18	Week 19	Week 20
	1 Brainstorming on ideas, getting familier with unreal engine																				
	2 Splitting roles to individual, getting familer with our jobs																				
	3 Setting up the base of the game 1 - map																				
	4 Setting up the base of the game 2 - character																				
	5 Setting up the base of the game 3 - enemies																				
	6 Setting up the base of the game 5 - props																				
	7 Setting up the base of the game 6 - game logic																				
	8 Develop menu																				
	9 Bug fixing																				
1	10 Final test																				
	11 Game Improvement - characters																				
1	12 Game Improvement - enemies																				
1	13 Game Improvement - game logic																				
	14 UI Improvement																				
1	15 Implementing onto mobile platform																				
1	16 Final testing																				
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Jmar Khan																					
Verxuan Hu																					
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Everyone																					

Project Budget:

- No hardware cost needed
- Unreal Engine subscription (\$20/month) * 5
- Unreal Engine pack (\$40)