

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:

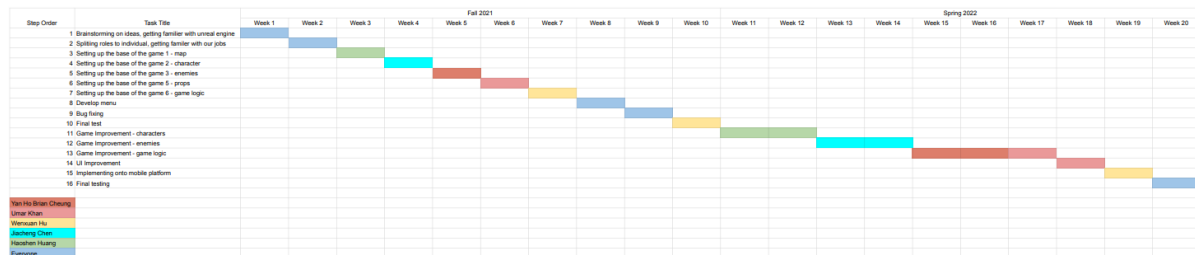
- Enemies working (Nov 20)
- Proposal Video (Nov 29)
- Game working on PC (Dec 3)

date	milestones	status
9/24/2021	brainstorming on ideas, getting famlier with unreal engine	in-progress
10/1/2021	splitting roles to individual, getting famlier 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:



Project Budget:

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