Executive Summary

 My Culmination Project will be a single player 3D Archery game called Master Archery. Master Archery will have 3 levels that take place during the Summer, Fall, and Winter. Each of these three seasons will have different obstacles and interferences such as leaves, snowballs, and beach balls for the player to avoid as they try and make their shot. Master archery will be modeled on Maya and textured on Unity. The scenery will be done on Unity as well. Any sound will come from SoundCloud for things such as wind, bouncing balls, and throwing snowballs. The goal for the player is to hit the revolving targets as close to the bullseye as possible and avoid any interferences while you make your shot. The different seasons/levels will all have their own unique interferences and settings.

 Deliverables for Master Archery

* Bow and arrow used to shoot.
* For scenery:
* Grass
* -Beach ball
* -Beach chair
* -Surfboard
* - (2) Pumpkins
* -Scarecrow
* - (3) Trees)
* -Leaves
* -Snow
* -Snowball
* -Snowman
* -Sled
* -Targets
* Moving targets to aim for in game on all levels. They will move in different motions and speeds on each level getting increasingly difficult.
* Level design - Each level will be different. First level will be summer, second fall, and third winter.
* Functional prototype of game
* Code – C#

Methods

* Maya software to model
* Bow
* Arrow
* Targets
* -Beach chair
* -Surfboard
* - (2) Pumpkins
* -Scarecrow
* - (3) Trees)
* -Leaves
* -Sled
* -Targets
* Unity software for summer, fall, and winter scenery. Also for summer beach balls, snow balls, snow, snowman, and grass.
* C# script to code everything and make game function

 Schedule









