

Title: Shattered Seal: Echelon

Daniel Baumann [dbaumann@fit.edu](mailto:dbaumann@fit.edu)

Scott Leierer [sleierer@fit.edu](mailto:sleierer@fit.edu)

Stephen Garcia [sgarciam@my.fit.edu](mailto:sgarciam@my.fit.edu)

Bryan Evans [bevans@my.fit.edu](mailto:bevans@my.fit.edu)

Paul Graham [pgraham@fit.edu](mailto:pgraham@fit.edu)

Advisor: William Shoaff [wds@cs.fit.edu](mailto:wds@cs.fit.edu)

Project Goals: To create a top down shooter with RPG elements for the Xbox 360 and publish it on the Xbox live marketplace. The game will consist of multiple levels and several advancement trees which will allow character customization and a varied experience for each player. The original story will take place over several acts and will lead the player through a variety of settings.

Motivation: This project is a good example of the cumulative knowledge and experience that we have gained over our time at Florida Tech. As each of our members are interested in the field of game creation this is a perfect opportunity to utilize these skills and introduce ourselves to the gaming industry.

Milestone 1: Requirement Document, Design Document, Test Plan

Milestone 2: Working Menu

Milestone 3: Working Test Level

Task Matrix:

Task	Daniel	Scott	Stephen	Bryan	Paul
Requirement Document	20%	20%	20%	20%	20%
Design Document	20%	20%	20%	20%	20%
Test Plan	20%	20%	20%	20%	20%

I have discussed with the team and approve this project plan. I will evaluate the progress and assign a grade for each of the three milestones

Signature: \_\_\_\_\_ Date: \_\_\_\_\_