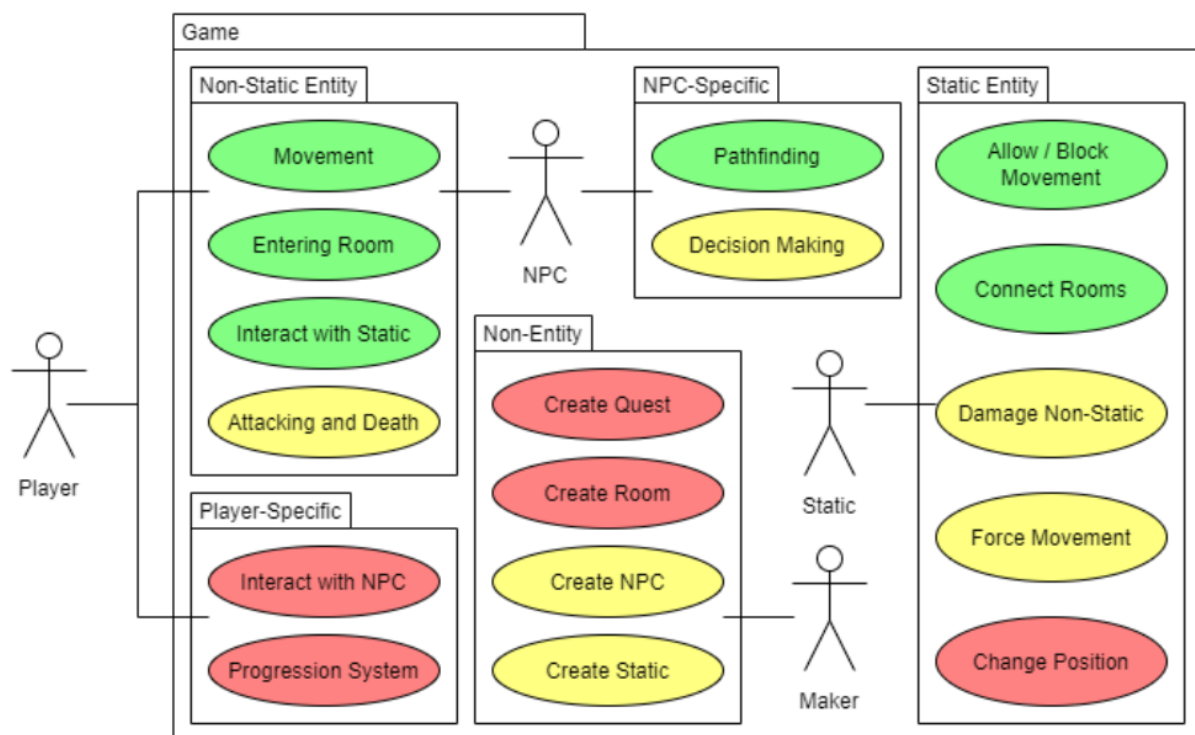


# Handout Art+Game

| Team Member      | Major Roles  | Time Spent | E-Mail                    |
|------------------|--|------------|---------------------------|
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|                             |   |  |   |
|-----------------------------|---|--|---|
| Green<br>= Semester 3       | The Game differentiates between entity and non-entity.  | Entities are also separated into static and non-static.  | Finally the player and the NPC have additional functionalities.                                     |
| Yellow<br>= Semester 4      | An entity is something that exists within the game world, like the player, NPCs or the world. | Static entities are part of the world. A static changes the way the non-static interact with the environment. Examples are traps, doors, chests. | The player can interact with NPCs and can also get stronger after accomplishing quests or fighting. |
| Red<br>= Scrapped/<br>Maybe | A non-entity is something that does not exist within the world, like quests.                  | The player and NPCs are non-static. They can move around, enter rooms interact with static and attack others. They can also die unlike static.   | NPCs need to be controlled by AI and therefore require path-finding and decision making.            |