

Before you begin working on your culmination project, you must turn in a complete and signed Culmination Project Proposal. Your proposal must contain the following sections:

**Edward Brakye, Christopher Medina, Andres Vera, Kevin D.**

1. Project description

The game is Project Myth where you play as a knight and encounter The Seven Deadly Sins (to be discussed later). The style of the game is a fast-paced action game that borrows inspiration from games like Devil May Cry (fighting style), Kingdom Hearts(fighting style), and Nier Automata(fighting style). The setting is dark medieval anime fantasy Europe. Singleplayer, Third-person view. It also revolves around traveling an open world to find 4 bosses in any order the player sees fit to take on first. The scope of the game we wish to at least complete would be 4. 2 for the town which will help the player understand the world and to help the player feel like they have a purpose for what they're doing. The last 2 will be the actual boss fights that we need to complete to progress.

2. Methods

3. Project Deliverables

Edward Brakye- Concept Art, Character Design, Level Artist, Level Designer, Gameplay Mechanics, and UI Designer

Chris Medina: Story, Characterization, Storyboard, Dialogue. NPC Dialogue, Research.

Andres Vera: 3D Modeler, Sound Designer, Audio Management, Sound FX, Research, Narrative

Kevin D: Level Designer, Level Layout, Post Processing, Visual FX, Storyboarding, Narrative. and Research.

4. Schedule or calendar

Weekends are where all 4 of us will get together in a Discord call, to discuss what we should work on, what we could improve on, and if there are any issues regarding our team.

5. Required Resources

Unreal Engine, Photoshop, FL Studio, Clip Studio Paint, a functioning Mic, OBS, Discord, Sketchbook, Drawing Tablet, and Github.

## 6. Budget

\$100-\$200

## 7. Proposed table of contents/Portfolio Outline

-**Conception** (Art, Story, Gameplay, Visual FX, UI, and 3D Modeling )

-**Gameplay** (Gameplay will take heavy inspiration from games like Kingdom Hearts, Devil May Cry, and Nier Automata, in terms of their combat being fast-paced.)

1.1.1. Game Progression - The game progresses with the player beating any boss in any order in the 4 given regions. As you defeat each boss, the more skills will be gained. Through a character level skill tree progression system.

1.1.2. Mission/challenge Structure - The missions are nonlinear. The challenges of the game are the battles within and how to manage it to win. The battles will have the player clearing areas of enemies until they reach the boss battle.

1.1.3. Puzzle Structure - unlocking dungeon rooms, loot rooms, interacting with objects, and world physics.

1.1.4. Combat – Combat is a blend of *Devil May Cry* and *Nier Automata*. Animations are fast-paced and combo-driven with the tactical decision-making of Bayonetta. Players will also fight using melee-focused weapons and ranged weapons.

-**Art** (The art will be displayed as a very stylized 2D anime cel-shaded aesthetic similar to games like Guilty Gear Xrd or Genshin Impact.)

1.1.1.1. Model and Texture List

1.1.1.2. Animation List

1.1.1.3. Effects List

1.1.1.4. Interface Art List

1.1.1.5. Cut scene List

Concept Art

1.1.1.1. Style Guides

1.1.1.2. Characters

1.1.1.3. Environments

1.1.1.4. Equipment

-**Story**

Story and Narrative - Specific details like scripts and cut scenes may not be in this document but be in the Story Bible.

1.1.1. Back story-The main character(name TBD at a later time) is in this Medieval time of (location TBD).

1.1.2. Plot Elements,

1.1.3. Game Progression-The game will flow like most open-world RPGs. We want certain areas to be unlocked by the player exploring the characters and world. Like most Solo RPGs you are encouraged to talk to NPC to get a quest to unlock more bits and pieces of the story behind the world.

-Fully Rendered (Art, Story, Gameplay, Visual FX, UI, and 3D Modeling )

The finalized version of everything we worked on , that being fully drawn out environments, characters, fully rendered 3D models, VFX,etc.

-What Went Right/Wrong Regarding Production.

We describe things we either had to cut during Production due to time constraints and or implementation issues. We also will discuss what went swimmingly well whether it be gameplay additions, art, and or story details.

-What We Could've Done Better During Production,

-What We Could Look Forward Too In The Future.

## 8. Culmination Project Agreement

The 4 of us agree that we each will pull our own weight, communicate when something goes amiss, and always make sure to back up our work to GitHub. We also agree to always meet when we can to discuss any issues regarding the Team, and or our Project.