Anthony Rivera - Game Designer, Level Designer, Technical Artist

9/20 (Area 51 Raid) – Unity Game

Culmination Proposal

2/2/20

Project Description

For my Culmination Project, I will continue working within a group to expand on our 2-D Tower Defense Styled Unity Game known as 9/20 (Area 51 Raid) from my previous semester with my group members Sabrina Ramos and Johnny Colonna. The story of 9/20 follows the tale of Solider Briggs; an armed guard that has been patrolling Area 51 for seven years without much change in routine. However, because of recent events Briggs must now stop all civilians from trespassing Area 51 at all costs. In this game, you'll play as Solider Briggs and fend off waves of civilians trying to trespass and uncover the secrets that lie within Area 51; scattered classified files must be collected to be returned below the Bunker's Entrance. Within Unity, I will be designing and creating the different levels that the player will be playing on, as well as their individual scripts for environmental assets and interactions. The concept of 9/20 stems from the real-life Facebook Events that began sparking uproars nationally with headlines popping up about the matter of people wanting to collectively raid the location.

Methods

➢ Within Unity, I will be restarting the creation of all the levels based on new background tile maps and new interactable objects. All current working on the levels will be revamped since most of the assets that were used in the previous semester will now have to be changed. I will also be working on the scripting of these interactable objects and of the level.
➢ For research purposes for each script and asset design. I will be using YouTube Videos, the Unity Manual, the Microsoft C# Programming Guide, and multiple online documentation from other sources/users to have a better understanding and grasp on what is needed to make a working system between all levels and design.
➢ Our team's GDD provides an intensive breakdown of the entire project as a whole and follows an order of what the game will showcase; as this game does have a story (rather short) and will be expressed implementing the small script in our GDD and combining it with code to create dialogue before the first scene of the game begins.
➢ Animations will also be included for certain interactable objects that will be completed using a sprite sheet within Unity's own system. Our group will be using open sourced websites to get various assets and sprite sheets as well.

Project Deliverables

- ➢ Continuation of Unity Project with added scenes, game objects, and scripts.
- ➢ Culmination Proposal
- ➢ Meeting with Advisor (solo and as a group)
- ➢ Playable Demo (amount of levels subject to change)
- ➢ Culmination Poster
- ➢ City Tech Openlab ePortfolio
- ➢ Photos and Videos of Unity Progress

Schedule

February

- ➢ Revamp current version of Unity Project; beginning to separate sections for groupwork.
- ➢ Researching for new scripts and potential changes to project.
- ➢ Backtracking with various Unity Backup files and maintain communication with group.
- ➢ Beginning levels (1-2) to be completed with functioning mechanics.
- ➢ Testing between all three group members.

March

- ➢ Animations for new weapons will begin & Dialogue boxes to be set.
- ➢ Mapping controls properly for weapon swapping and implementing scripts.
- ➢ Menu functionality and level change functionality (to progress to level 2 and so forth).
- ➢ Cutscene testing from alpha scene to level 1 functionality.
- ➢ Testing between all group members.

April

- ➢ Differences between stronger and weaker enemies to be scripted.
- ➢ Various prefabs to be altered with new mechanics and scripts for player interaction.
- ➢ Feedback for enemy and player interaction (player death, damage dealt, and wounded).
- ➢ Stronger bullets based on different weapons (spread fire for shotgun, etc).
- ➢ Testing between all group members and combining all elements from members.

May

- ➢ Intensive playtesting for proper demo showcase by the end of May.
- ➢ Final touches, updates, and removals.
- ➢ Poster set up for presentation.
- ➢ Presentations for Culmination

*This doesn't exclude any assignments needed for Culmination class.

Required Resources

- ➢ Unity Game Engine
- ➢ Online/Free Assets
- ➢ Macbook (provided by City Tech for presentation if possible)
- ➢ Outside laptop might be needed as well
- ➢ Poster

Budget

- ➢ $20.00 to $50.00 depending on if outside assets are needed for Unity Project.
- ➢ Unity is a free program.
- ➢ 2/3 members have working laptops with specs to run the Unity Project

Portfolio Outline

- ➢ Introduction
- ➢ Methods
- ➢ Schedule/Calendar
- ➢ Scripts
- ➢ Storyboard/Script of Dialogue Scenes
- ➢ Documentation during production of project
- ➢ Conclusion