



# Project Myth

Andres Vera In collaboration with  
Edward Brakye, Kevin Djatschenko, Chris Medina

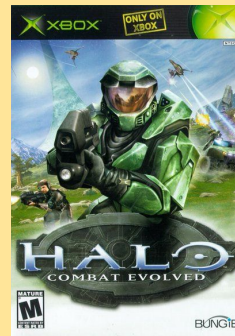
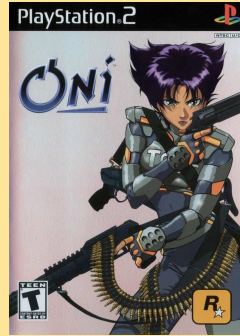
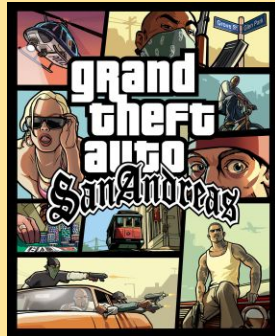
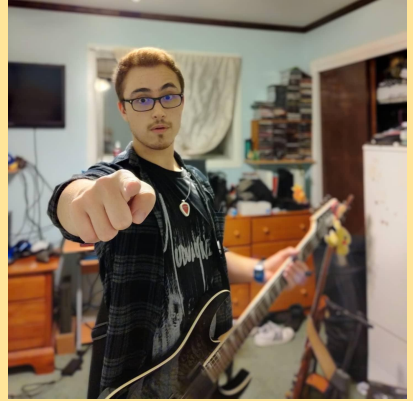
# Project Myth (video game)

Project Myth is an open-world action game set in a medieval world. The Player is able to explore the vast world finding and collecting weapons and gear so that they will be prepared to fight the enemy boss that terrorizes the local village. Our project is split with myself doing 3D assets and audio, Kevin working on level design, Edward working with art and game engine, and Chris creating the project's story and programming.



# About Me And Inspirations

- Emerging Media (Class of 2022)
- Maya (3D Modelling For 7 Years)
- Early 2000's Video Games (Star Wars Battlefront,
- GTA, Oni, Halo, Kingdom Hearts)
- Heavy Metal Music (Eyes Set to Kill, A Day To Remember,
- Mudvayne, Static-X)
- Ambitious



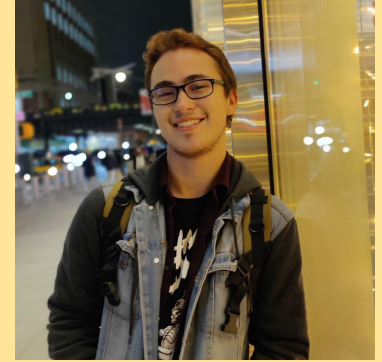
# My role...

3D Model Artist

Foley Artist

Musician

Budget: \$0 for software, \$350 for guitar



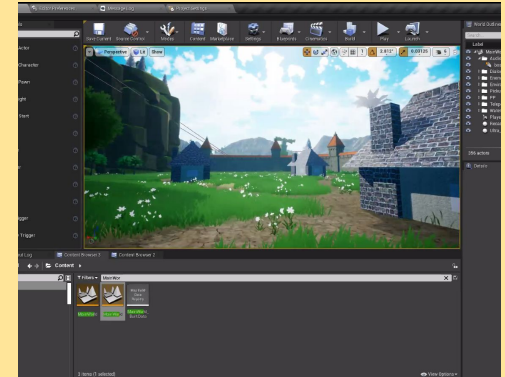
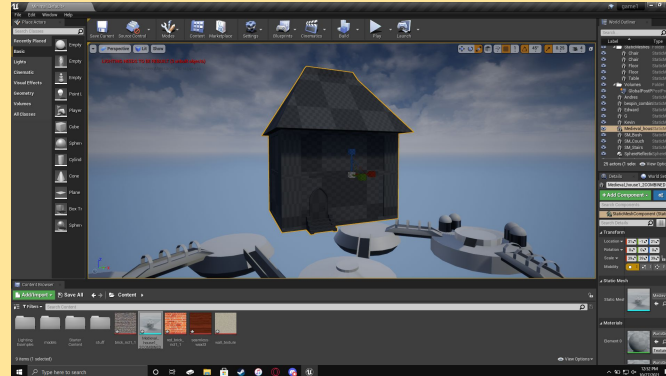
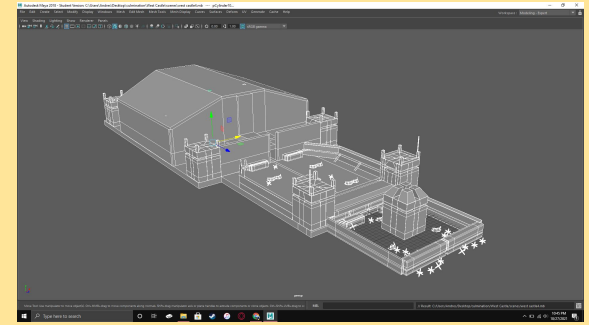
## Timeline:

Andres	Creation of game design doc, ideation	Designing list of assets.	3D modelling begins	Continue modelling /outsourcing	Take feedback and continue iterating the project. Continue modelling /outsourcing	3D models must be completed by end of month and passed onto group members	Beginning of music and folly production. Export all completed audio files by thxgiving and music at the latest Decemeber 1st	Game test,bug fixing. last minute adding/subtracting within the project
--------	---------------------------------------	---------------------------	---------------------	---------------------------------	---	---	--	---

# 3D Modelling

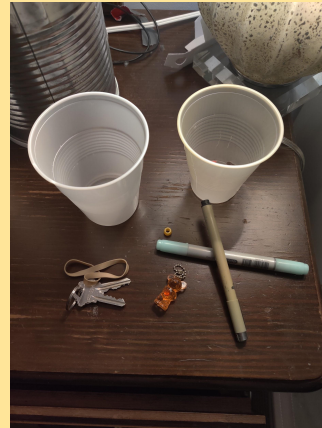


- Autodesk Maya (2018 Edition)
- Windows 10 Laptop
- Google Images (textures)
- Unreal Engine Assets store (Outsourcing)



# Foley

- Everything and Anything
- My vocals
- And a Microphone (OnePlus Buds Z)
- Audacity





# Music

- Audacity
- Tascam 8-Track Pocketstudio (DP-008EX)
- Ibanez RG Series Electric guitar (RG3EX1)
- Ibanez SoundGear Electric Bass (SR650)
- Drop C Tuning



# Setbacks...

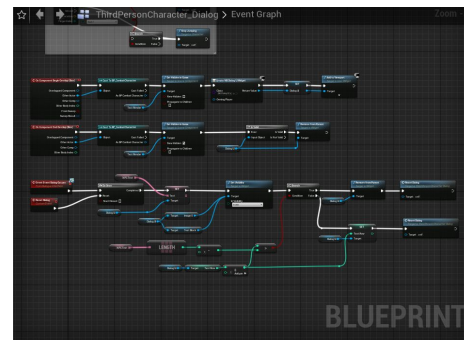
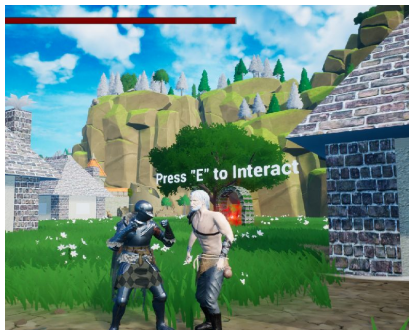
- Our vision was WAY too big to create
- Impractical pipeline system
- A lot of cut content and ideas
- Communication
- Heidi leaving
- Learning new skills and software
- Distance
- Game was “bloated” and not fun
- No proper version control was accessible



# Solutions!

- Took a step back and focused on the gameplay than the scope
- Scaled the game down to 10% of our original vision
- We became more strict on ourselves with deadlines and necessities
- Meet in person for to work and distribute files and assets
- Had game testers and advisor give us feedback
- Outsourcing free assets
- Using MEGA, Dropbox and Google Drive to compress and share files online

# Game Testing



# Future Additions

- At least one more region to populate and expand the world
- Refining the UI
- Quest system
- Shop and in-game economy
- More architecture
- More wildlife and enemy variations

# Learning experiences

- Refining our pipeline system
- Have more realistic expectations on ourselves
- Time management
- Stricter deadlines
- Work on our communication