Andres Vera-Leyton

My "aha" moment to go for Emerging media was nostalgia and passion for video games and my art background. I used to draw and animate but in recent years I've moved to music and 3D modeling.

I was influenced by many factors such as my parents being musicians and me picking up and self learning bass and now guitar. My other artistic background was always illustrative until high school when I learned 3D modeling and Unity to experience game design since gaming is a passionate hobby aside from art.
- Halo (2-5)
- Star wars battlefront (1&2)
- Battlefield (bad co.2 - 1)

Process: 3D modeling in Maya, recording equipment and applications, instruments. photoshop/sketchup for textures, Unreal Engine for game engine.. Use WBS as a tool for timeline

What I expect to achieve and learn is much more experience in my skills and combining them while learning Game engines. I can also achieve learning to work in a team and distribute the work among team members. Ultimately we want to create a First/Third person 3D platformer with elements from other genres such as shooters and role-playing gamings.

Description:
Project Myth Will be a Third-Person Open-World Medieval game consisting of multiple villages and cities and at least 4 castles where the player will be tasked with defeating bosses within each castle to liberate the local villages and cities. In the open-world, the player can roam around scavenging items such as weapons, armor, health and spells to prepare themselves to storm each castle and fight waves of enemies before facing off the ruling boss of their respective castle. Defeating enemies drops money that the player can collect so they may buy items in shops located in the many villages and cities. Once the player defeats all 4 bosses. The kingdom is liberated and the player wins.

Tasks:
- Unreal engine
- 3D modelling
- Texturing
- Bass guitar recording
- Snare drum recording

Resources:
- Autodesk Maya
- Audacity
- Discord

- Google Drive
- Personal Laptop (Windows 10)
- Github

Budget: $0

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 memebers	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