



Untitled Game

Brandon Castillo and 3D Modeler

Department of Entertainment Technology

Introduction

Our culmination project including Edgar, Isaias, Jonathan, Jordin, and I will be a puzzle/exploration game built around a world and character we create. The over all purpose of this project for me is to practice my 3D modeling skills.

The project will help learn new skills. Such as character modeling and different 3D modeling techniques.

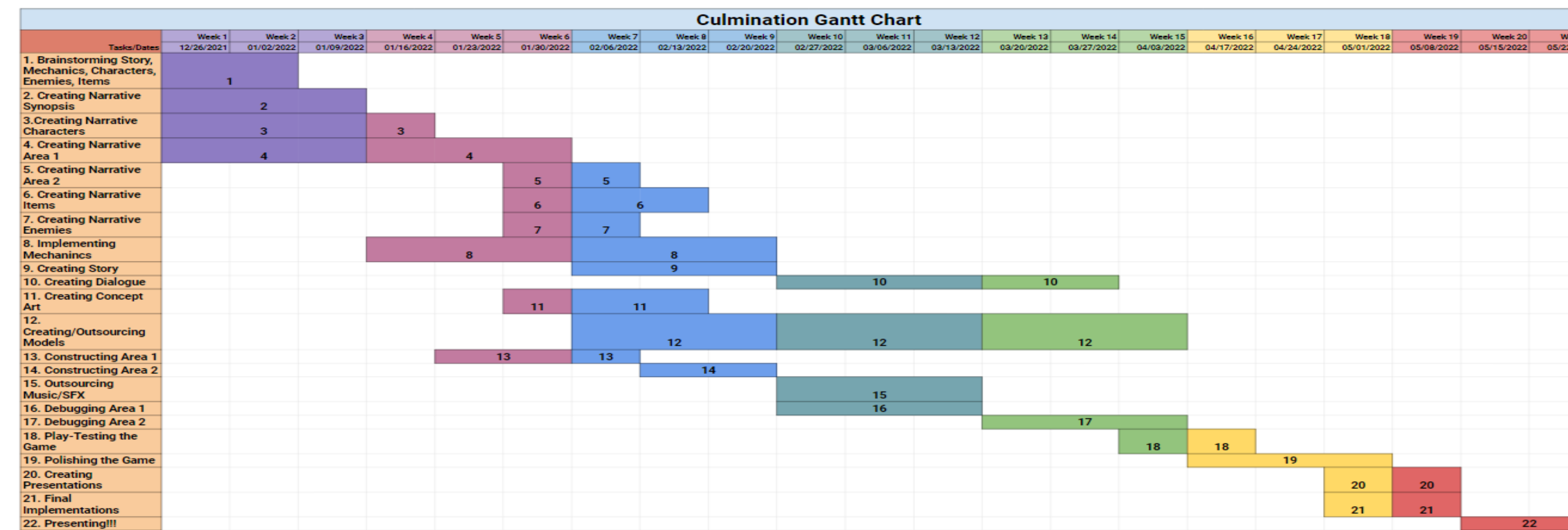
Skills include:

1. 3D modeling
2. Character modeling
3. Texturing

Production

The production process will be broken down into different processes. In pre-production we will iron out the plot, environment setting, mechanics, art-style, etc. In production phase we will put everything in to action. We will work on our individual task, but if time warrants it we will assist each other to make sure this project becomes a thing. Post Production we will make sure we iron out what we need to have a playable demo.

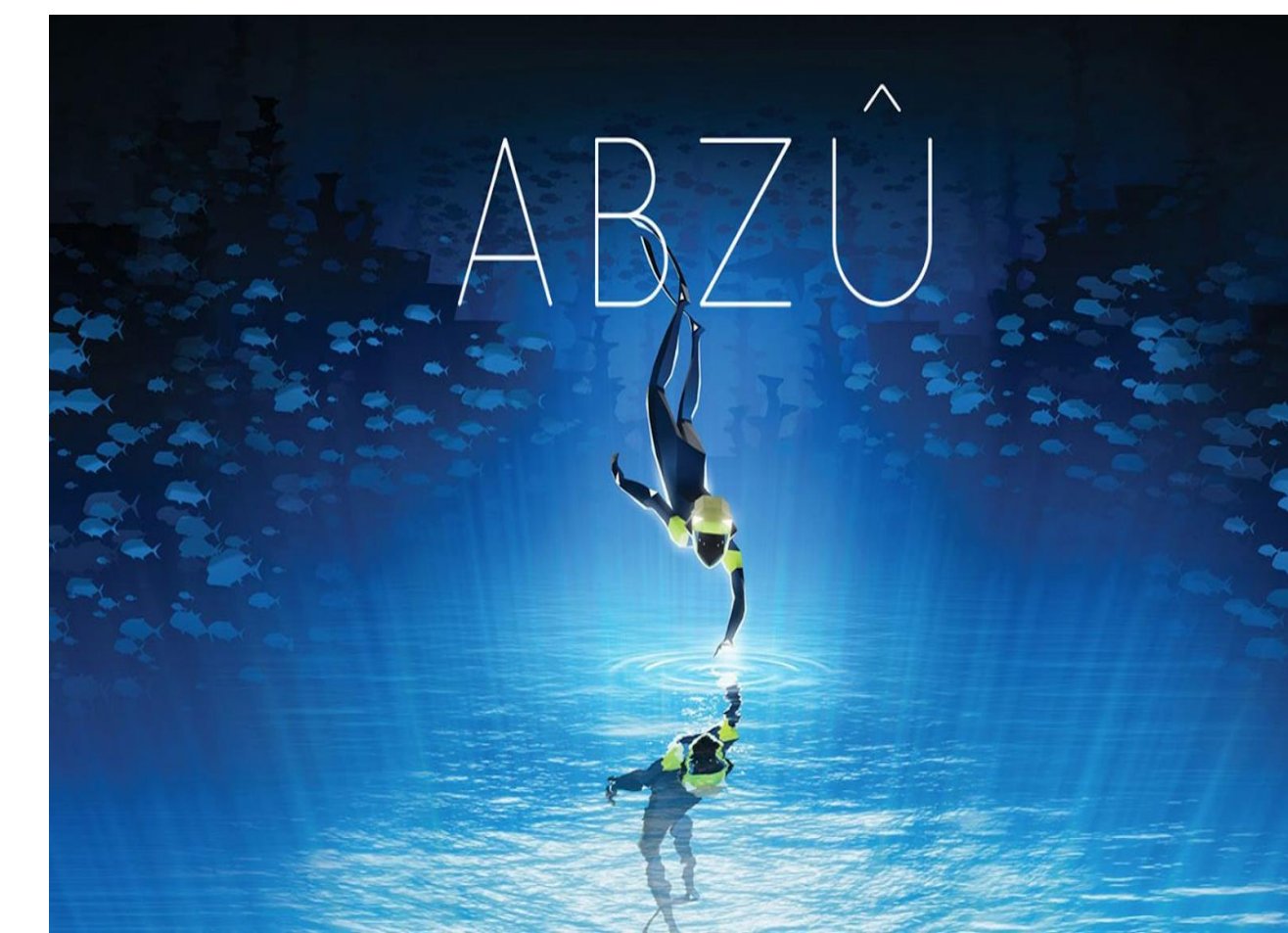
Gantt Chart



Budget

Budget Estimate		
Name	Description	Price
Computers	Personal Computers	\$0
Game Engine	Unity	\$0
Assets	Unity Asset Store, Turbo Squid, etc	\$500
3D Software	Maya 3D	\$0
Adobe Suite	Adobe Software	\$0

Inspiration for our game:



Method of Communication

1. Use discord to have meetings.
2. Github in order to store and share work.
3. Use Exel and Google docs so we stay on track. While making sure we don't deviate from what we intended.
4. Google drive for backup

Results

The results of this project will be a portfolio piece. That will show that I am capable of 3d modeling and producing a game.

Conclusion example

What I want to gain from this project is better experience in 3D modeling and a better understanding on character design. This is so I can pursue my career as a 3D modeler.

Acknowledgements

1. Technical Advisor: Hosni