

Brandon Castillo

Culmination Project

Sirena

**Team:** **Brandon Castillo:** 3D Modeler and programmer

**Edgar Alejandro:** Concept Artist

**Isaias Acosta:** Level Designer

**Jonathan Clement:** Main Programmer

**Jordin De La Rosa:** Narrative Designer

**Genre:** Puzzle/Exploration

**Technical Advisor:** Hosni Auji

### **Synopsis:**

In the depths of the ocean lies a mermaid princess named Duma. Out of her own safety, she's forced to remain in her quarters but one day she manages to escape. Her curiosity sets her on this path to explore the ocean. She swims these waters not knowing that she was being protected from humans. They contaminate the seas and capture any rare species/artifacts they can gather. Explore these waters to find uncharted areas where there are puzzles to be completed and artifacts to collect. Learn the history behind it all as you begin to realize the good, the bad and the ugly of these waters.

### **Gameplay Mechanics:**

- Swimming
- Artifact collection
- Interaction buttons

- Water pollution

- Puzzles

- Ex.)



**References:**

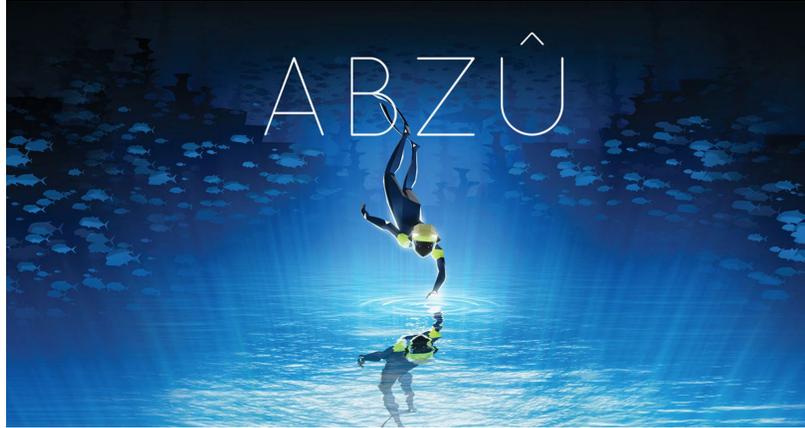
- Egypt

- Lost city of Atlantis

- Journey



- Abzu



### **Methods:**

Since I will be working in a group. We will have a range of skills to use. I will be fulfilling the role as 3D modeler. I will be responsible for all 3D assets that will be needed to be made and outsourced. I will be using Maya mainly to construct a majority of assets. Then We will provide a demo of our game along with some designs that we have created for the project. Using these we will explain our thought process along with the reason why we decided to create this project.

### **Software:**

- Unity
- Maya 3D
- Blender
- Adobe Suite
- Zbrush

### **Assets:**

TBD

**Characters:**

- Duma

**Location:**

1. Sea

**Concept Art:**

**Deliverables:**

- Playable demo
- Poster
- Pinterest
- Google Docs
- Budget List

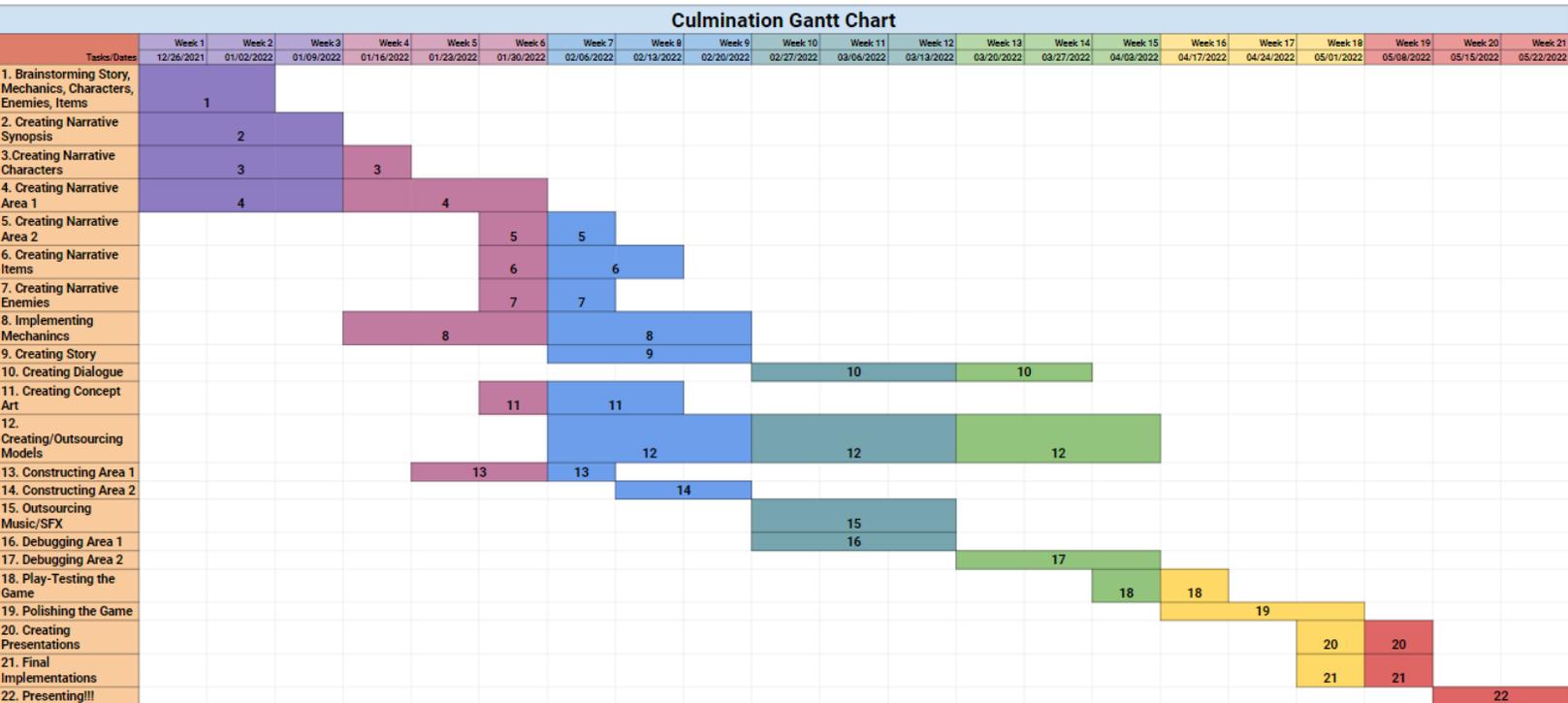
**Budget:**

Software	
Unity	
Adobe Suite	
Maya	
Blender	
ZBrush	

Budget	
<b>Computers</b> - \$0 (All members have a well	
Built computert capable of running all	
software that is needed	
<b>Computer Hardware</b> - \$0 (Windows 10)	
<b>Game Engine</b> - \$0 (unity is free)	
<b>Assets</b> - \$0 (Free assets from the unity	
marketplace)	
<b>3D Software</b> - \$480 ( Zbrush for 4 montly	
payments at \$120 a month)	
<b>Adobe Suite</b> - \$160 (monthly payments	
at \$20 a month from jordin and jonathan	

**Calendar:**



Absolutely no character controller

What's needed for for next meeting:

Google Caucus

4. How levels will be designed

Shader

4. GreyBox level start brainstorming

Inside or outside. Open area if so what's the border????

Make it look like your underwater

1. How movement will be done
2. Explain how puzzles will be made
3. Controller