

Bryan Santiago
Culmination
Proposal Document

Battle of the Elements

Team:

Bryan - Head Programmer & Sound Designer

Quincy - Programmer and 3d Animator

Quenton - StoryTeller and Character Designer.

Joel - Lead level designer and environmental designer

Genre:

Fighting

Technical Advisor:

Hosni Auji

Fighting games were never really my thing, but it got my curiosity of why people like playing fighting games; what makes it so great? To get into it, I want to make a fighting game with a group who knows more about fighting games and see why they like it so much. So we're making a fighting game that not only shows two characters on the screen, but the environment, sounds, VFX, and so on. We will be using 3D models, local multiplayer (Two Players), all on Unity3D Engine, and making a 3D environment that will be simple enough to make for the fight. We hope to impress people who play our game and expect players to have fun playing the game; although, criticism will be appreciated as well. So the group that will help make the fighting game possible is Quenton, Quincy, Joel, and I, Bryan; I will be focusing on Sound Audio, Quincy will be focusing on the Characters designing, Quenton will be focusing on the story, and Joel will be focusing on Environment. With each objective we have, the requirements are: Unity3D, FL Studio, Adobe programs like Illustrator, Photoshop, Sounds Audition, and Unity 3D Modeling. If we all reach our main goal, then our events will be in a room with laptops, USB drive, presenter board, specker, and our controllers. Hopefully the event in the future will go smoothly as we try our best to make it work and show what we can do. We will communicate as best as we can, so struggling will be less of a hassle, understand what's going on, and keep up to date. I have a great feeling we will put our product out in a timely manner and show the game developers what we did and how we did it. If there are mistakes, that's fine; we all make

mistakes, we will face the challenges that oppose us and learn from them, so we can make it better.

Project Description:

This game will be made for PC.

Game Summary:

There is an almighty being that uses a secret and dangerous element called plasma, which was released upon the world of elements. No one in history was capable enough to stop this threat. Special warriors from each element rise up with their goals, which includes defeating this dangerous threat.

In the year 2030, a little country was developing land when they undiscovered an ancient land. As they dug out more of the land, a beam of light sprouted out of the ground and a surge of energy waves was spread out into the world. A new change in the world was added. Almost everyone within the world was given the power to control the elements. Each person has the ability to control one of the four main elements. Water, Earth, Fire, and Air. But unleashing the ancient power brought out the evil contained within it. Now, An evil emperor of the past has come back and wants to continue his reign of power and take over the world. It's up to you to stop his reign and contain the evil.

Gameplay:

2.5D

Game Mechanics:

Characters will have two forms, a human mode and a “creature mode”. The “creature mode” is only accessed from the “creature meter”. Every match starts in the character’s human form. When the players are in human form, the meter gauge increases from the character’s moves and combos, and damage given to the opposite player. On the contrary, if the player takes damage on creature mode, the meter gauge decreases and players lose their creature form when they are knocked down. Once the meter gauge is full, characters enter the “creature mode” giving them access to new moves (basic and special) and allowing them to have more varied movesets and combos. Characters can only use their super in creature mode.

Methods:

I will mostly be coding the game to make fighting work like punching, kicking, hit timings, blocking, and special powers. I will also be working on sound for this project using Fruity Loops and already-made sounds; knowing the sounds are important, I wanted to create an adaptive sound and soundtrack, which means sounds are going to be different during gameplay. For example, if one of the characters is at seventy five percent, the music will start playing the drums more intensely; if it’s at twenty five percent, the music will all play its sounds at an alarming rate, which will make the players feel really intense and a sense of “make it or break it”.

Software:

- Unity3D
- FMOD
- Fruity Loops
- Git Bash, Git Kracken

Assets:

Characters:

Blaze Heart

Volcano (unofficial name)



Deliverables:

A playable demo

Poster

Game document

Budget list

Calendar

Management

Schedule:

AUGUST						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8	9 Start Task 2 Get approval from advisor	10	11	12	13	14
15 End Task 2 Start Task 3 Get Assets	16	17	18	19	20	21 End Task 3 Start Task 4 Create Project
22 Get Reference Materials	23 Get Reference Materials	24 Get Reference Materials	25 Get Reference Materials	26 Get Reference Materials	27 Get Reference Materials	28 Get Reference Materials
29	30 Scripting	31 Scripting				

AUG

SEPTEMBER						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 Scripting	2 Scripting	3 Scripting	4 Scripting
5 Scripting	6 Scripting	7 Scripting	8 Scripting	9 Scripting	10 Scripting	11 Scripting
12 Code	13 Code	14 Code	15 Code	16 Code	17 Code	18 Code
19 Code	20 Code	21 Code	22 Code	23 Code	24 Code	25 Code
26 Code	27 Code	28 Code	29 Code	30 Code		

SEP

OCTOBER

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 Code 2 Code

3 Draft out level design 4 Draft out level design 5 Draft out level design 6 Draft out level design 7 Draft out level design 8 Draft out level design 9 Draft out level design

10 Draft out level design 11 Draft out level design 12 Draft out level design 13 Draft out level design 14 Draft out level design 15 Draft out level design 16 Draft out level design

17 Draft out level design 18 Draft out level design 19 Draft out music tracks 20 Draft out music tracks 21 Draft out music tracks 22 Draft out music tracks 23 Draft out music tracks

24 Draft out music tracks 25 Draft out music tracks 26 Draft out music tracks 27 Draft out music tracks 28 Draft out music tracks 29 Draft out music tracks 30 Draft out music tracks



NOVEMBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 Draft out music tracks	2 Draft out music tracks	3 Draft Character & Animation	4 Draft Character & Animation	5 Draft Character & Animation	6 Draft Character & Animation
7 Draft Character & Animation	8 Draft Character & Animation	9 Draft Character & Animation	10 Draft Character & Animation	11 Draft Character & Animation	12 Draft Character & Animation	13 Draft Character & Animation
14 Draft Character & Animation	15 Draft Character & Animation	16 Draft Character & Animation	17 Draft Character & Animation	18 Draft Character & Animation	19 Draft Character & Animation	20 Draft Character & Animation
21 Put all assests in Unity	22 Put all assests in Unity	23 Put all assests in Unity	24 Put all assests in Unity	25 Put all assests in Unity	26 Put all assests in Unity	27 Put all assests in Unity
28 Test	29 Test	30 Test				

DECEMBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 Test	2 Test	3 Test	4 Test
5 Test	6 Test	7 Test	8 Test	9 Test	10 Test	11 Test
12 Test	13 Presentation	14 Presentation	15 Presentation	16 Presentation	17 Presentation	18 Presentation
19 Presentation	20 Presentation	21 Presentation	22 Presentation	23 Presentation	24 Presentation	25 Storyboard
26 Storyboard	27 Storyboard	28 Storyboard	29 Storyboard	30 Storyboard	31 Storyboard	

AV
NOV
DEC

Budget:

Budget List		
Materials	Quantity	Cost
Unity	1	\$0
Blender 2.9	1	\$0
FMod	1	\$0
Github	1	\$0
Total Balance	4	0