



# Battle of the Elements

## Bryan Santiago

### Department of Entertainment Technology

### Acknowledgement Group Members

Bryan Santiago: Head Programmer, Sound Designer

Joel Gonzales: Environmental/Level Design

Quincy Lewis: 3D modeler/Programmer

Quenton Blake: Narrative, Idealist

### Introduction

The game is called "Battle of the Elements" and is going to be about one vs. one, player versus player, fighting each other until somebody wins. Inspired by iconic fighting games, like Mortal Kombat, Street Fighter, and Tekken, but what's different about this game is in the title; a fight to the battle using elements against each other like water, fire, air, and earth in many different locations to battle.

### The Process

The process of making this game is it will be in 3D; make fighting moves and hitboxes for counting damages while in different environments that we will make for the battle. The sound effects, soundtracks, and scripting will be made by us.

### More...

The world would be captured within Unity.

The results of the process would be that players are able to initiate combat within the world while also having an environment around them in which helps them capture the the scenario we want for each one.

I expect to get criticism on the game as a way for us to benefit on learning what to do and how can we get the work to be at a decent indie standard.

### Gantt Chart



### Computer Specification

MSI GF75 17.3" Gaming Laptop, i5-10300H, 8GB, 128GB SSD+1TB
Seagate Portable 2TB External Hard Drive Portable HDD – USB 3.0 for PC, Mac, PS4, & Xbox - 1-Year Rescue Service (STGX2000400)
ALIENWARE M15 R3 GAMING LAPTOP
Amazon Basics High-Speed 4K HDMI Cable - 10 Feet
Sony - 85" Class X800H Series LED 4K UHD Smart Android TV
Wired Game Controller For PC / Raspberry Pi Gamepad, Remote Dual Vibration Joystick Gamepad For PC (Windows XP / 7/8/10) And
JBL 3 Series 305P MKII - monitor speaker
Logitech M570 Wireless Trackball Mouse
HDMI mini to USB C
Table 3x6
Table clothes fitted
Sound mixer
Head phones

### Date

Task	Start Date	End Date	Duration
Concepts	5/7/2021	5/18/2021	11
Parameters	5/19/2021	5/27/2021	8
Milestones	6/4/2021	6/10/2021	6
Data Search	6/8/2021	6/16/2021	8
Exploring Developers	6/27/2021	6/30/2021	3
Designing Part 1	7/17/2021	7/24/2021	7
Interviewing	7/20/2021	8/7/2021	18
Designing Part 2	7/27/2021	8/7/2021	11
Programs	8/7/2021	8/20/2021	13
Checklist	8/21/2021	8/22/2021	1
Errors	8/22/2021	8/23/2021	1
Setup	8/25/2021	8/27/2021	2
Safety Protocols	8/26/2021	8/29/2021	3
Gameplay	8/27/2021	8/29/2021	2

### Budget

Fighting the Elements		Prepared by:	Joel	Prepared by:	Joel
		TEAM:	Bryan, Quenton, and Quincy	TEAM:	Bryan, Quenton, and Quincy
		Date:	3.21.2021	Date:	3.22.2021
Materials Requirement		Fill-in			
AV materials	Total cost	\$	11,991.21		
Display materials	Total cost	\$	23,014.53		
scenic and paint	total	\$	35,005.74		
(Subtotal)					
Joel's hours	Person hours			Fill-in	
Technical Director	14.3	Total==\$40 X hrs	\$	572.00	
AV labor	41.8	Total==\$20 X hrs	\$	110.00	
Display labor	28.6	Total==\$20 X hrs	\$	572.00	
Total labor	84.7	total cost	\$	1,254.00	
Subtotal					
Totals		Break down chart		Fill-in	
Total materials			\$	35,005.74	
Total man hours	84.7				
Total labor cost			\$	1,254.00	
Total cost			\$	36,259.74	