

Intro

We have gathered together to form the team to create our first game called Project Myth. Our game from my perspective was formed after our bond grow stronger through the pandemic and one of our members, Edward, proposed making an open world game.

Realizing we all had a common interest in games with a Dark tone like Devil may cry, Bloodborne, and Dark Souls lead us to agreeing on the idea of a time in history where everything was morbid and depressing. This is what encouraged all of us to agree on making a Dark tone Medieval open world game.

We wanted to challenge ourselves by using the Unreal Game Engine 4, a new engine never taught to us at the college before, while we are using all of our gathered skills to create a well designed and thoughtful base of a game we will build upon after the semester

Deliverables

- As lead Game dev I decided at first to create a simple pipeline for our work.
- As Story/Narrative writer, pipeline so I start the engine rolling.
- My role was to supervise everyone
- Code my own stuff for dialogue
- If there is anything that needs to be scrap I decide that
- Make sure communication is always present

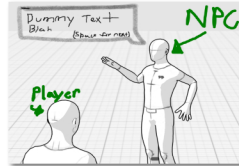
Project Myth Writer/Game Designer

Team members Name

Software

Storyboarder Program

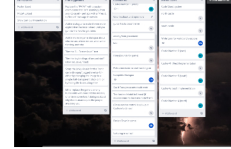
-this will be used for storyboarding how things will play out in the game



-Google Docs: for keeping every change made with the story and design shared with group mates and technical advisors



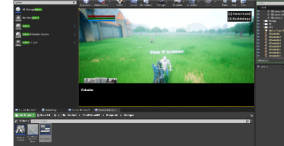
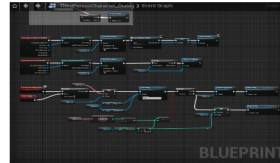
-Trello: This will be the program we use to keep everything on track in terms of goals and milestones



Unreal Engine Dialogue Coding

From Professional Game Designer and Expert Jon Beardsell

-This is the engine where our game will be made, personally I will use it for the player to understand the world, what is possible for them and what isn't possible for them. The purpose of dialogue is to create the illusion of the world to the player while feeding them information about how this game works, what is your purpose, and the mechanics of the game.



Possible Blockers

The way our pipeline works is a blocker. The way we works is in the method of someones work leads into someone elses work. One person stopping and working on something else could set back our project and could affect the project in size of scope and feasibility

Conclusion

What I expected to achieve from this is to get familiar with how it is to work with a team for major, meaningful projects. I want this project to push me as a creator of games. This game will show our work over the 4 years we spent at this university to create this work. We expect to show everyone something that they will be impressed with. Our project will shape me on the career path in the future. I want to be the head designer of a company that creates games for some type of impact on the world may it be minimal or large scale. This will shape what path I want to walk on in the future for my job hunting.

Budget

Items	Estimate Amount	Real Cost
Assest	\$100.00 USD	\$00.00

Schedule

Members	May SEMESTER ENDS	June	July	August 8/25 SEMESTER BEGINS	September MEETING WITH OUR ADVISOR	October MEETING WITH OUR ADVISOR	November MEETING WITH OUR ADVISOR. 11/28 GAME MUST BE 80% FINISHED	December GAME IS GOLD. READY READY FOR PRESENTATIONS
Chris	Creation of game design doc, ideation. Writing of narrative script	Iterating of narrative script	Iterating of narrative script	Iterating of narrative script	Take feedback and continue iterating the project. Iterating of narrative script	Downscaling the the game, map, scope by end of month. modifying and downscaling the narrative	adding code, bug fixes to game build	Game test, bug fixing. last minute adding/subtracting within the project