**Executive summary**

Our team wants to work on a Medieval video game, that is a somewhat concept open world. This is not only we have a fondness to the concept of the Medieval times but to also educate with a bit of fun. This will be a solution to the lack of Medieval games in the industry.

My AHA moment was when I did not know what I wanted to do in life and I went to a 2-year college for a certificate degree, then realized I want to do this as my career path. Leading me to get my BTECH in Game Design. I was playing around with the programs for assignments they wanted like photoshop, illustrator, adobe effects, and Unreal E4 which led the professor telling to pursue more than a certificate degree.

The team consists of Andres, Edward, Kevin, and I. We are each planning on taking a different aspect of the game process working together to deliver this product. What we plan on using Asana or Trello to keep up with the deadlines of the process, we will use Unreal Game Engine 4 to create our game.

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.

P**roject Description**

This game we will produce will be an open world Medieval game. You will be in the anime style world that was developed by a team of 4(Chris M. Andres V, Kevin D, and Ewdard B) to bring you to bring you to this fantasy world. This exploratory game will have you explore the area but also people, items and enemies in this "Get Gud" style which means this will be a really hard game not easy for the average gamer, you need to try really hard.

**Methods**

* Regular twice a week team meetings
* Unreal Game Engine 4 for execution
* Coding
* World Building (Narrative/Story Elements)

**Deliverables**

* Schedule of ideation and brainstorming
* Completed prototype
* Playtesting
* Iteration due to playtesting

**Required resources**

* Discord
* Stable internet Connection
* At Home PCs
* Github server

**Budget**

|  |  |  |
| --- | --- | --- |
| **Item** | **Estimate amount** | **Total spent** |
| Unreal Game Engine UE4 | 0 | 0 |
| Github | 0 | 0 |
| Assets | 100-200 | 200.00 |
| **Estimate** | **$100.00- 200.00 Total** | **$00** |

**Schedule/Calendar**



**Proposed table of contents**

* Proposal
* Culmination project agreement
* Game Description
* Data
* Gant Chart with table