



Culmination proposal: Rhythms Realm

By: Donnell Maylor

Summary

An adventure game about shapes that fight and defend to rhythms and songs. On a quest to make music for their kingdom. Came up with this idea when I played the game "Just some Shapes and Beats" and "Metal Hellsinger" for the first time. Inspired by how integral music was to game play and vice versa. I will be working alone to create this project using Unity, the game maker engine. There will be 5 elements to the game: the player character, enemies, setting, music and combat. This project is going to have 3 levels each with an item at the end that will give the player character a new ability for combat and/or traversal. In finishing this project, I will be able to create more levels and have more intricate level design.

Description

For my project I want to create an action adventure game about shapes that interact with each other to the rhyme of music in some way.

Methods

- Coding
- Art

Deliverables

1. 5 min presentation
2. Playable build
3. 1 level
4. Enemies
5. Fight mechanics

Required Resources

1. Unity software

Schedule

Donnel Game	Rhythm Realm	
Task	start date	end date
pick topic	02/16/23	02/20/23
craft parameters	02/20/23	02/22/23
milestones	02/20/23	02/23/23
wireframe model	02/24/23	02/27/23
select software	02/28/23	2/29/23
coding	2/30/23	03/07/23
compile game play	03/08/23	03/14/23
update	03/15/23	3/22/23
compile assets	03/23/23	03/27/23
update	03/28/23	04/04/23
test game	04/05/23	04/09/23
compile test outcomes	04/10/23	04/13/23
update	04/14/23	04/20/23
present proof of concept	4/22/23	04/26/23

Results

A playable build of the game with enemies and combat mechanics.

Conclusion

What I expect from this project is a working build and a solid foundation to build off of. I want to get a better grasp of the mechanics of combat in combination of the music.

The Process

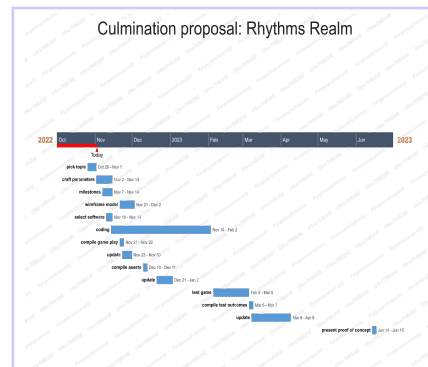
I will be designing the game in unity first to make sure the combat works and then implement the music after.

Budget

Unity is a free game making software but if I were to further work on this game I will need to hire an artist to make more sprites. A musician to for more soundtracks and a coder to help create more levels.

Literature cited

- https://store.steampowered.com/app/1061910/Metal_Hellsinger/
- <https://www.justshapesandbeats.com/>
- <https://ninja-mu/fn24 itch.io/funkin>





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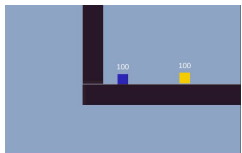
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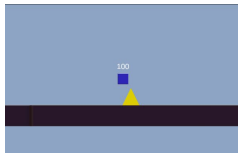
I designed the game in unity with a timer that was insync with the beats.

Screenshots

Enemy



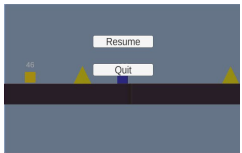
Obstacle



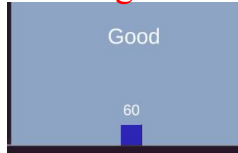
Missing a beat



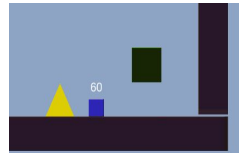
Pause menu



Hitting a beat



Finish line



Schedule

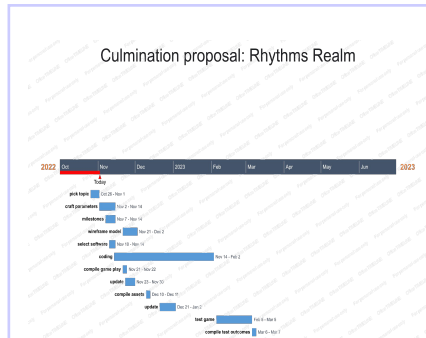
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