Executive summary

     For my project I want to create an action adventure game about shapes that

fight each other to the rhyme of music. 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 play 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. Unity is a free game making

software so the budget will be zero, in finishing this project, I will be able to create

more levels and have more intricate level design to build off of.

Methods

- Unity software

- Music making program

Deliverables

- Playable build

- 1 levels

- Enemies

- Fight mechanics

Required Resources

- Unity software

Results

A five minute playable build of the game with enemies and combat mechanics with a boss at the end.

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 with the music.

Literature cited

Meatal Hellsinger:

https://store.steampowered.com/app/1061910/Metal_Hellsinger/

Just shapes and beats:

https://www.justshapesandbeats.com/

Friday night funking:

https://ninja-muffin24.itch.io/funkin