

Emmanuel Burke  
MTEC Culmination Proposal

Description:

In my short time at City Tech, I've acquired much wisdom and knowledge pertaining to game design and emerging media. Though it may be on the simpler side this project will be an interation of an older project that was started, but left broken and incomplete in another class prior. I will be creating a dungeon crawler style game. The game will feature a dungeon maze that a single player will have to try and navigate through to find the end goal being the exit. Throughout the dungeon there will be torches scattered across the playing field that the player must ignite before making their way to the exit. My goal is to test my level designing prowess in this dungeon crawler project called: Nox.

Method:

I will be utilizing the 2D side of the game engine Unity to be the backbone of this project. I will be conducting the brunt of the work inside the game engine, designing and creating the game level using the tile palette/tilemap systems to lay out the groundwork. Using outside resources such as: the Piskel app to create sprites, Photoshop to edit images if required by the direction of work, and aseprite: to edit and remaster the sprite sheets that I have. I'll also make full usage of any online resources to assist me in my work such as the unity documentation website, youtube, 2D Unity reddit etc.

Deliverables

- 1-2 fully designed levels
- One Playable Character
- Functioning game menus
- Code in C#
- .exe built game application
- Archive/Documentation of my work progress

Schedule by the week:

1. Asset design and compilation
2. Asset/Sprite sheet remastering
3. Research for inspiration on Level Designs
4. Level Design
5. Level Design
6. Sprite Animation
7. Sprite implementation/Coding
8. Interactables Code(Character Movement/Colliders)
9. Functionality Code(making sure things work as they should on the back-end)
10. Menu Implementation(Main/Pause)
11. UI Experimentation/Implementation
12. Audio Implementation/Coding
13. Troubleshooting Code or Unity Engine errors
14. Poster Creation/Level Design - if there are no major back-end issues

Costs/Budget:

Unity: Free for educational use

Photoshop \$20.99/mo - for 2 to 3 months

Tile palette: Free - \$10

Piskel app: Free

Aseprite: \$20

Total: ~\$80

