

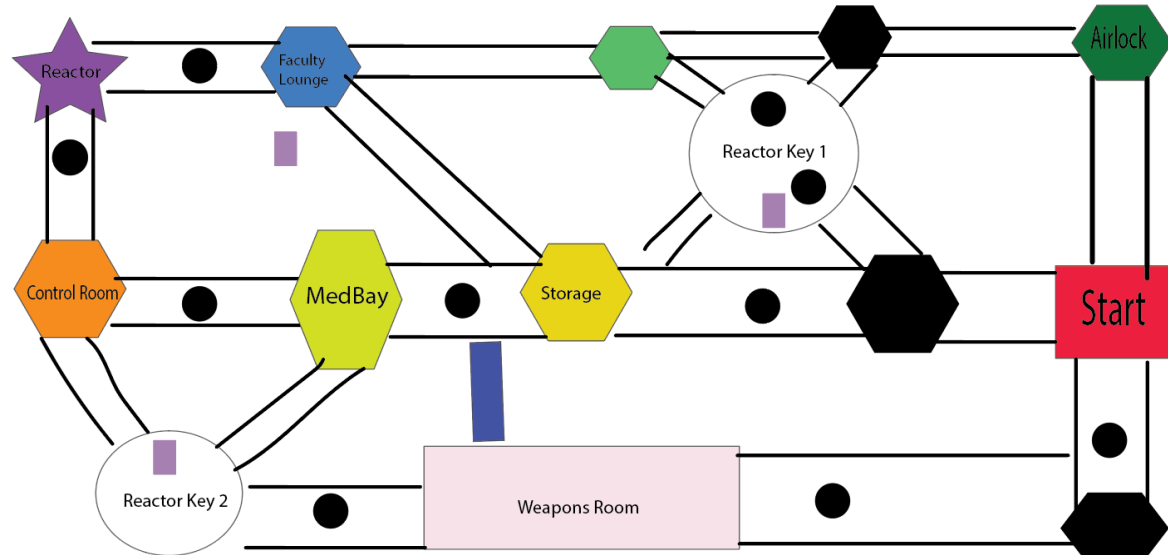
# Galactic Turmoil

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Emerging Media

## Project Description

We're developing an action-adventure story based game where players traverse through the levels to find the keys that unlock each of the doors and 5 or more sacred gems hidden in the levels. In the video game we're creating, a player starts in a dark room surrounded by four giant locked doors. Players begin with a key to one of the doors and enter the first level. The goal is to find the other keys to unlock the other doors as well as to locate 5 or more sacred gems hidden in certain levels. Once the player unlocks all four doors, a hidden secret will be revealed to the player. The player will be viewing the game from an isometric perspective so they can travel in any direction. There will be multiple movements such as dashing across platforms, climbing, wall running, grappling and an isometric perspective.



## Results

1 level with a moveable character, a couple of enemies, a death sequence

## Recommendations

I will use what I learned while making this project for future projects. I have my own game concept that I will utilize what I learned from this project.

## Methods

- Programming (Unity)
- Level Design
- Narrative
- 3D modeling (Software: Blender for assets and characters).
- Budgeting,
- Game Design,
- Concepting.

## Deliverables

- 1 game level prototype by end of semester
- A working movable character
- Online Portfolio
- Game Poster
- Labor Estimate \$0-\$20
- Materials include assets from asset store

## Required Resources

- Software - Unity
- Blender for 3D modeling
- Hardware - personal laptop
- Assets from Unity Assets Store

Culmination GANTT CHART



## Conclusion

Deliverables were met

## Citations

- <https://unity.com/>
- <https://youtu.be/fmNtibNW>

Phc