Culmination FA 21 Galactic Turmoil

By: Hassan Fares

Introduction/Background

I am a senior in college and this is my final semester. For the last four years I have been studying Game Design and I hope to become a level designer and 3D modeler.

My inspiration for this project came from another isometric game that was recently released in July called Death's Door. I took inspiration to come up and create my own original concept. Ever since I have been concepting the narrative, the theme, environment and the characters background.

Game Overview

Galactic Turmoil is a 2D side scroller action adventure game where there is a 3 way war occuring and your character is a rogue military officer being hunted and the goal is to locate 5 gems hidden in certain locations in certain levels

My Roles

- Level Design
- Outsourcing
- Programming
- Story Writing
- Blueprinting
- Concepting

Resources/Budget

- Unity
- Unity Asset Store
- Adobe Illustrator
- Unity Asset Store
- Personal Laptop

Schedule

Project Manager:	Hassan Fares		
10/21/2021			
Task	Start Date	End Date	Duration
Write Proposal	8/31/2021	9/15/2021	15.00
Determine Resources	9/7/2021	9/15/2021	8.00
Ground Plan Prototype (define Gameplay)	9/18/2021	11/30/2021	73.00
Isometric Grid in Unity	10/12/2021	10/15/2021	3.00
Build Prototype Level in Unity	10/15/2021	11/15/2021	31.00
Character Defined	9/18/2021	9/23/2021	5.00
Model/Outsource Character	9/21/2021	11/21/2021	61.00
Program Character for movement (walking, attacking, rolling, etc)	10/18/2021	12/5/2021	48.00
Define Enemies	9/8/2021	9/10/2021	2.00
Program enemies	10/18/2021	12/5/2021	48.00
UI Elements	10/25/2021	11/10/2021	16.00
Unity Prototyping	9/12/2021	12/10/2021	89.00
Testing gameplay	9/12/2021	12/10/2021	89.00

Cuts From The Project

- Had to change from Isometric to 2D side-scroller
- 3D Modeling to Outsourcing to save time

Project Challenges

- Programming
- Finding Assets
- Learning Tile mapping and how to use it
- More used to Unreal Engine
- Tutorials were older versions of Unity
- Had to juggle assignments for other classes as well
- Didn't know much Illustrator