

Hassan Fares

Project Partners: Christian Brezovsky

Project Management

08/31/2021

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 a 2D perspective.

I am looking forward to learning more essentials about level design because that is my primary goal/outcome for this project. My secondary goal that will be mostly challenging for me is learning programming because that is what I struggle with the most. Making this game will help me achieve that goal or bring me a few steps forward to it because it will require me to really push myself with advancing my programming skills. I have learned a lot about level design and game design during my time at CityTech and I plan to put those skills to use through this project.

Personal Goals:

My primary goal for my culmination project is to learn more about level design. In addition, I hope to learn more about programming, because I struggle with that the most. I'd also

like to know more about 3D modeling. I feel like making this game can help me achieve these goals or bring me closer to them because it will require me to push myself.

Required Resources:

- Software - Unity
- Blender for 3D modeling
- Hardware - personal laptop
- Assets from Unity Assets Store or online websites such as Sketchfab

Methods:

I will be doing a bit of everything for this project (programming, level design, narrative, 3D modeling, budgeting, game design, concepting, etc). The 3D modeling software I will be working with is Blender to create the character model and any assets we may need and want (buildings, weapons, characters, animations etc). To further my skills. I will be watching and following along with video tutorials on Youtube. My partner Christian's role will basically be the same as mine. We both will handle all the game design, level design, story writing, concepting, programming, etc.

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

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

Budget:

Our budget for this project will be a maximum of \$25 only if we need to purchase assets.

Other than that we will expect to not spend any money for this project as of right now.