



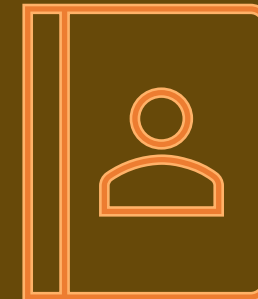
Sirena

Jonathan Clement – Lead Programmers

Department of Emerging Media Technology

Group Members: Jordin del la rosa, Brandon Castillo, Isais Acosta, Edgar Alejandro

Introduction



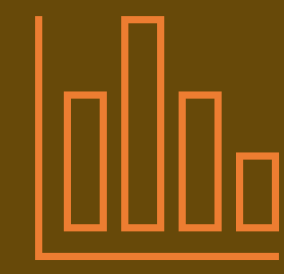
As a Programmer, I create Code that allows my team to use assets in a functional manor, easily and effectively

My skills include:

- Creating simple prefab assets.
- Developing a functioning UI for the game
- Creating a code that manages most of the games systems

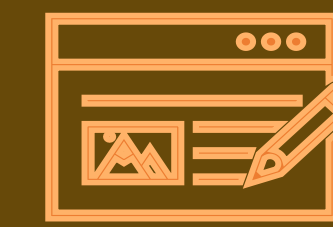
My skills include:

- Quality and Assurance
- Troubleshooting



Budget

Budget Estimate		
Name	Description	Price
Computers	Personal Computers	\$0
Game Engine	Unity	\$0
Assets	Unity Asset Store, Turbo Squid, etc	\$500
3D Software	Maya 3D	\$0
Adobe Suite	Adobe Software	\$0



Personal research:

- Playing Adventure puzzle games
- Watching Coding tutorials and browsing forums
- Using Pinterest
- Working with my advisor

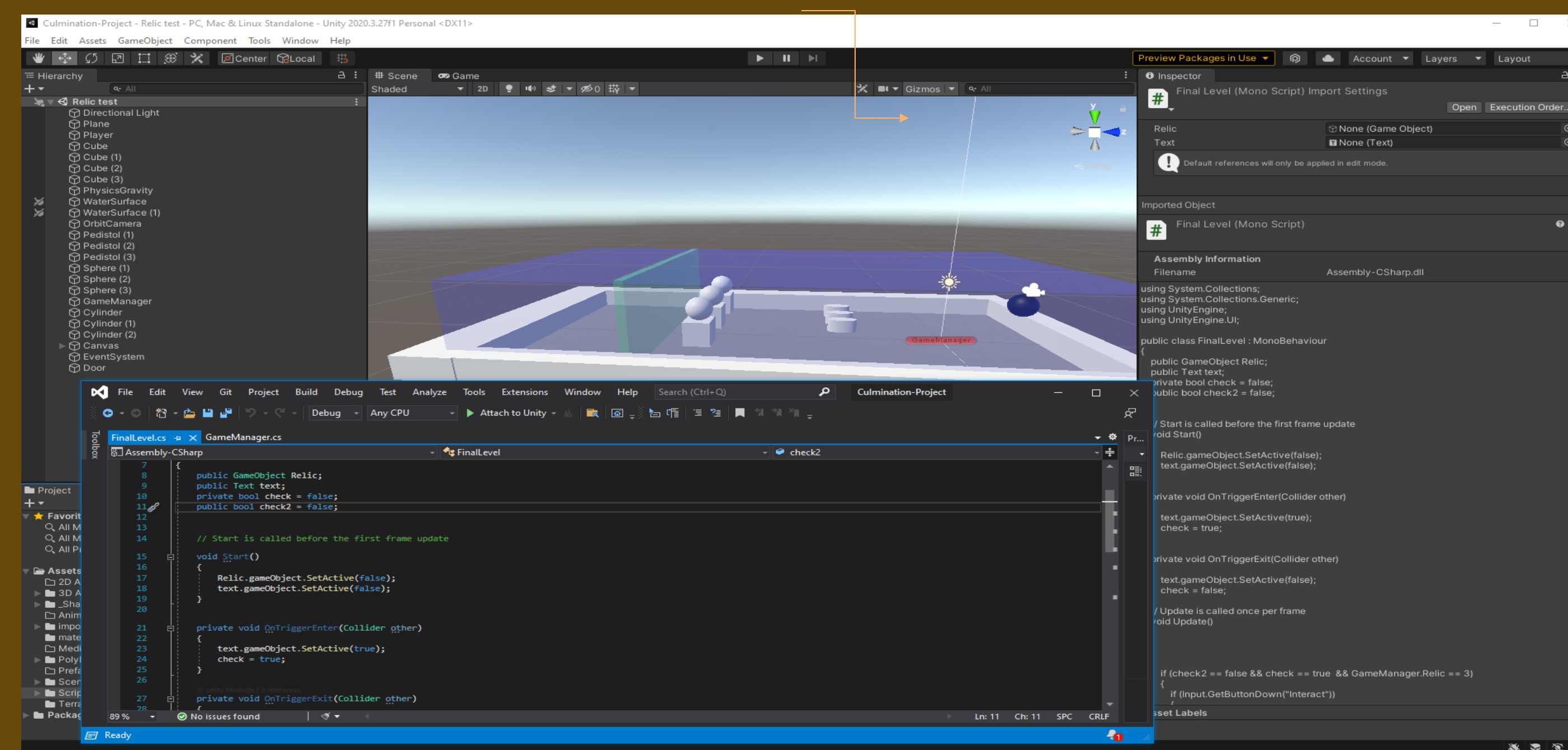
Expected Outcome



We expect to make a game and experience that is new and familiar to adventure game players. I want this piece to be a great part of my portfolio so that I can hopefully jumpstart my game design career.



Media



Communication



1. Discord
2. GitHub
3. Google Drive

Goal

To create an immersive experience that draws the player in and bring them back for multiple playthroughs. To also create functional code that work on a consistent basis.

Production

The production process will be broken down into different processes. In pre-production we will iron out the plot, environment setting, mechanics, art-style, etc. In production phase we will put everything in to action. We will work on our individual task, but if time warrants it we will assist each other to make sure this project becomes a thing. Post Production we will make sure we iron out what we need to have a playable demo.

Filler box



Acknowledgements
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