

Jonathan Clement

Culmination Project

Name of Game: Serena

Team: **Brandon Castillo:** 3D Modeler

Edgar Alejandro: Concept Artist

Isaias Acosta: Level Designer

Jonathan Clement: Lead Programmer

Jordin De La Rosa: Narrative Designer

Genre: Puzzle/Exploration

Technical Advisor: Hosni Auji

Synopsis:

In the depths of the ocean lies a mermaid princess named Duma. Out of her own safety, she's forced to remain in her quarters but one day she manages to escape. Her curiosity sets her on this path to explore the ocean. She swims these waters not knowing that she was being protected from humans. They contaminate the seas and capture any rare species/artifacts they can gather. Explore these waters to find uncharted areas where there are puzzles to be completed and artifacts to collect. Learn the history behind it all as you begin to realize the good, the bad and the ugly of these waters.

Gameplay Mechanics:

- Swimming
- Artifact collection
- Interaction buttons

- Water pollution
- Puzzles
 - Ex.)



References:

- Egypt
- Lost city of Atlantis
- Journey



- Abzu



Methods:

As a 2D concept artist first and programmer second, I will have to work extra hard to freshen up on my programming skills for this project. I will have to also make my code so that any member of my team would be able to make edits if need be.

Software/Services:

- Unity Engine
- Unity Forums
- Youtube
- Online Coding Forums

Characters:

- Duma

Location:

1. Sea (Undisclosed Location)

Deliverables:

- Playable demo
- Poster
- Pinterest
- Google Docs

