

9/20 (Area 51)

John Colonna | Game Designer

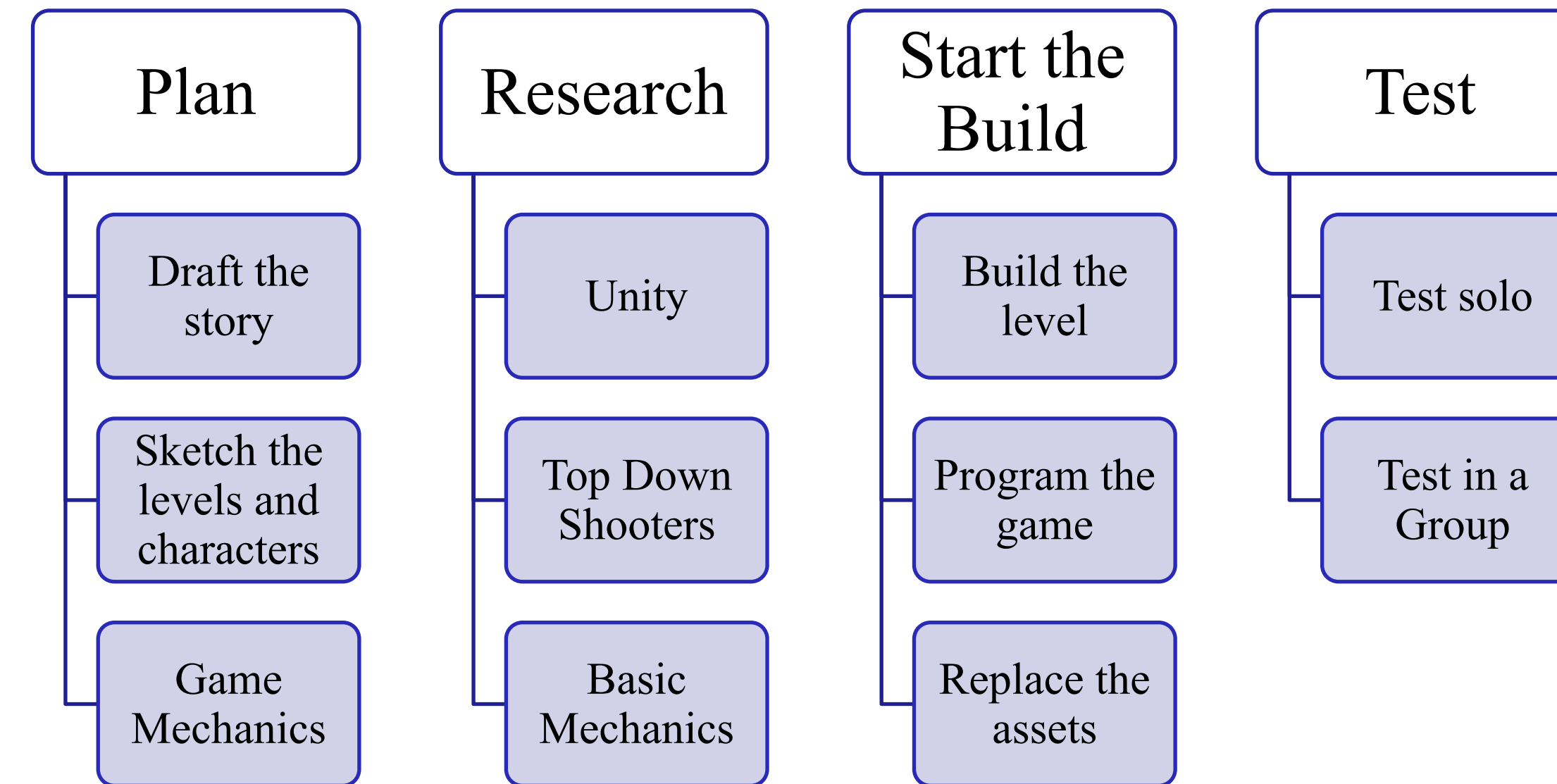
Department of Emerging Media Technology

Introduction:

My Role:

The Process:

Work Break Down Structure:



Game Screenshots:

Hypothesis:

Method:

1. Timeline:
2. Procedural system of communication and documentation:

Materials:

- Software and creation:**
1. Unity
 2. Laptop
 3. Pens and pencils
 4. Loose Leaf Paper

- In game assets:**
1. Code
 2. Animations
 3. Scenery
 4. Artwork

Results:

Conclusion:

Inspiration: