

Joel Gonzalez

Culmination Project

Proposal Document

Fighting the Elements

Team: **Bryan:** Programmer and Sound Design.

Quenton: Narrative Design and Level Design.

Joel: Lead level designer and Environmental design

Quincy: 3d Modeling and 3d Animation

Genre: Fighting Game

Technical Advisor:

Hosni Auji

Lore of the Game: There is an almighty being that uses a secret and dangerous element called plasma, which was released upon the world of elements. No one in history was capable enough to stop this threat. Special warriors from each element rise up with their goals, which include defeating this dangerous threat. In the year 2030, a little country was developing land when they undiscovered an ancient land. As they dug out more of the land, a beam of light sprouted out of the ground and a surge of energy waves was spread out into the world. A new change in the world was added. Almost everyone within the world was given the power to control the elements. Each person has the ability to control one of the four main elements. Water, Earth, Fire, and Air. But unleashing the ancient power brought out the evil contained within it. Now, An evil emperor of the past has come back and wants to continue his reign of power and take over the world. It's up to you to stop his reign and contain the evil.

Gameplay Mechanics: Characters will have two forms, a human mode and a “creature mode”. The “creature mode” is only accessed from the “creature meter”. Every match starts in the character’s human form. When the players are in human form, the meter gauge increases from the character’s moves and combos, and damage given to the opposite player. On the contrary, if the player takes damage on creature mode, the meter gauge decreases and players lose their creature form when they are knocked down. Once the meter gauge is full, characters enter the “creature mode” giving them access to new moves (basic and special) and allowing them to have more varied movesets and combos. Characters can only use their super in creature mode.

Methods

I primarily focus on level design and coding. I will first gather multiple maps like jungles, mountains, windmills, volcanoes, etc. One location and feedback; my objectives are redesigning the location, layers, and remodel. Keep updating my design on group chat and hear the feedback if my environment shows a connection to our story and the characters. There will be two characters. One of the characters will represent an element such as fire, water, thunder, earth, etc. Once my environment operates, importing my package to our Unity project, my group will import characters and design models; from the environment and create the code for the mechanics, hitboxes, environment interaction, and audio.

Software:

Unity, Unity 3D Modeling and blender

Adobe Programs: Illustrator, Photoshop, Audition,

Assets:

- Volcano - Terrain
 - Layers - minerals lava
 - Particle effect - smoke
 - River - lava (Code)

Characters:

- Blaze Heart

Location:

Volcano (unofficial name)



Deliverables:

A playable demo in Unity for PC.

Maybe being on Steam or Itch.io

Poster

Game document

Budget list

Calendar

BUDGET:

Budget List		
Materials	Quantity	Cost
Unity	1	\$0
Blender 2.9	1	\$0
FMod	1	\$0
Github	1	\$0
Total Balance	4	0

CALENDAR:

AUGUST

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
1	2	3	4	5	6	7
8	9 Start Task 2 Get approval from advisor	10	11	12	13	14
15 End Task 2 Start Task 3 Get Assets	16	17	18	19	20	21 End Task 3 Start Task 4 Create Project
22 Get Reference Materials	23 Get Reference Materials	24 Get Reference Materials	25 Get Reference Materials	26 Get Reference Materials	27 Get Reference Materials	28 Get Reference Materials
29	30 Scripting	31 Scripting				

AUG

SEPTEMBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 Scripting	2 Scripting	3 Scripting	4 Scripting
5 Scripting	6 Scripting	7 Scripting	8 Scripting	9 Scripting	10 Scripting	11 Scripting
12 Code	13 Code	14 Code	15 Code	16 Code	17 Code	18 Code
19 Code	20 Code	21 Code	22 Code	23 Code	24 Code	25 Code
26 Code	27 Code	28 Code	29 Code	30 Code		

SEP

OCTOBER

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 Code 2 Code

3 Draft out level design 4 Draft out level design 5 Draft out level design 6 Draft out level design 7 Draft out level design 8 Draft out level design 9 Draft out level design

10 Draft out level design 11 Draft out level design 12 Draft out level design 13 Draft out level design 14 Draft out level design 15 Draft out level design 16 Draft out level design

17 Draft out level design 18 Draft out level design 19 Draft out music tracks 20 Draft out music tracks 21 Draft out music tracks 22 Draft out music tracks 23 Draft out music tracks

24 Draft out music tracks 25 Draft out music tracks 26 Draft out music tracks 27 Draft out music tracks 28 Draft out music tracks 29 Draft out music tracks 30 Draft out music tracks



NOVEMBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 Draft out music tracks	2 Draft out music tracks	3 Draft Character & Animation	4 Draft Character & Animation	5 Draft Character & Animation	6 Draft Character & Animation
7 Draft Character & Animation	8 Draft Character & Animation	9 Draft Character & Animation	10 Draft Character & Animation	11 Draft Character & Animation	12 Draft Character & Animation	13 Draft Character & Animation
14 Draft Character & Animation	15 Draft Character & Animation	16 Draft Character & Animation	17 Draft Character & Animation	18 Draft Character & Animation	19 Draft Character & Animation	20 Draft Character & Animation
21 Put all assests in Unity	22 Put all assests in Unity	23 Put all assests in Unity	24 Put all assests in Unity	25 Put all assests in Unity	26 Put all assests in Unity	27 Put all assests in Unity
28 Test	29 Test	30 Test				

DECEMBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 Test	2 Test	3 Test	4 Test
5 Test	6 Test	7 Test	8 Test	9 Test	10 Test	11 Test
12 Test	13 Presentation	14 Presentation	15 Presentation	16 Presentation	17 Presentation	18 Presentation
19 Presentation	20 Presentation	21 Presentation	22 Presentation	23 Presentation	24	25 Storyboard
26 Storyboard	27 Storyboard	28 Storyboard	29 Storyboard	30 Storyboard	31 Storyboard	

AV
NOV
DEC