Jared Holness

Professor D'Agostino

ENT 4499 - Culmination

13 September 2022

Culmination Proposal

**Project Description:**

Throughout the scope of my career at City Tech, I have learned much about the technical and artistic aspects of Game Design and have fallen much more in love with the latter. With this project, I seek to marry the skills I have learned in my courses to my personal hobbies and create a new take on the classic Text-Based “Choose-Your-Own-Adventure Game” format. Inspired by my love for Dungeons and Dragons (DnD), I would like this game to feature a rich story with fully voice-acted characters. Sound effects, music, differing fonts/text colors for characters, and blurred images representative of the game’s environment will be added should time allow. However, there will be little-to-no visuals outside that.

Once I leave the City Tech nest, I aspire to become a Writer and a Voice Actor, which both factor into this project. I will be assuming the roles of Story Writer, Character Designer, Voice Director, and as a Voice Actor within the project itself. I will be working alongside numerous of my friends whom I play DnD with, as they will be joining the project as Voice Actors and assisting in designing the characters they will be portraying. This project is both an homage to the “Theatre of the Mind” style of DnD and Text Based games, but also an attempt to bridge the gap to gamers who need a little more than just text on a screen. This project will also incorporate skills I am familiar with both in my hobbies and schoolwork, but require me to learn what it takes to try and implement voice acting into a project.

**Methods:**

The two large majorities of work in this project come from the Pre and Post-Production stages. The earliest stage of the project consists of laying down the narrative groundwork for the rest of the project in the form of plot development, character creation, actor selection, and dialogue writing. I will likely be using Google Docs for things such as Dialogue Scripts which will be a collaborative effort with the respective actor. I may employ the use of Twine, something I am familiar with via my Non-Linear Narrative class, to help organize the branching-path narrative of my project. Once all scripts are written, characters created, actors assigned, and plot decided, we can move into Production and the recording process.

At this stage I will likely be employing the use of [Riverside.FM](https://riverside.fm/), a program that will allow me to host a virtual rehearsal to overcome actor location limitations. This program essentially allows for group audio/video calls, but records high-quality audio/video files locally on each participant’s computer. This provides me with separate audio tracks for each actor that I will be able to manipulate in Post. I hope to have group rehearsal sessions for any interactions that involve several characters speaking, but I have learned it is common in the industry to do solo recordings and put them together in Post as well should scheduling issues arise.

Lastly, in Post-Production I will be filtering for the best voice lines and attempting to use Adobe Audition to Master the audio files so that their voice quality sounds consistent throughout. Then I will be choosing music, art, and lastly sound effects appropriate for the intro sequence of the game from online libraries such as Envato Elements. This game is largely “Theatre of the Mind”, meaning that through text and auditory cues you will hopefully be provided with enough fuel for your imagination to generate the visuals. This style is akin to the benefits of reading a book, but with extra deliberate stimuli, I hope to heighten the experience. The only “art” that will be present in the game will be blurred, single-frame images corresponding to the current location in-game. They will serve as the backdrop to scrolling dialogue text onscreen. In the end, I will compile a mock gameplay video to showcase the intended design of the final product with Adobe Premiere.

**Project Deliverables:**

1. Prerendered Gameplay Footage
2. Transcript of all Dialogue/Scene Ques
3. Narrative Development Documentation
4. Music Library
5. Sound Effect Library
6. Art Asset Library
7. Poster
8. Openlab Portfolio

**Schedule:**

*Included as a separate file*

**Budget and Required Resources:**

-Access to one or two additional microphones for no more than one/two weeks maximum may benefit the project.

-Discussing if there are optimal recording spaces available through the college grounds.

-Internet access for creative research and collaboration with project members. (Pre Owned)



**Table of Contents:**

* Introduction
* Methods
	+ Plot development
	+ Character Development and Scriptwriting
	+ Rehearsal/Recording
	+ Mixing/Mastering
* Project Timeline: Expectation versus Reality
* Rendered Gameplay Mockup
* Conclusion