Jennifer Menjivar

Project Proposal

1/30/18

Skycade

**Project Description:** Skycade is a 3D puzzle game whose goal is to match the music/instrument symbols to their perspectives. Match at least 2 or more to initiate a countdown to explode. Another thing that happens is that the music starts to get more in harmony and complicated the more symbols you match. You play as a character that stands on a gridded platform, you stand on a 6-sided cube that flips when you try to move in any of the four directions, revealing another symbol of the cube. You have to match the top side with another cube that has the same symbol. When the cubes are matched, they start to play a beat that then becomes more rhythmic the more you match. This game is made to be played with two players or more for it to be a competitive.

**Methods:** these are tools I’ll be using the unity game engine to design the levels and C# to script the behaviors. This is where the testing and the coding will be created. The modeling will be done in Maya. This is what I’ll use to make the character models and cubes and background objects. One other aspect of the game is the music which will be made in one of the music synthesizer. I haven’t tried any new ones yet, I will try them this semester, so it would probably either be Ableton or MAX or FL studios.

**Budget:** For this prototype, most of the programs I will be using are provided by the school and will be working in the school to do it. So, it will cost $0.00 unless something comes up which will most likely not.

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|  | **Skycade Schedule** | |  |  |
|  |  |  |  |  |
|  | **To be completed by:** | | **Name: Jennifer Menjivar** | |
|  | **Deadline:** | | **Date: 2/3/2018** | |
|  |  |  |  |  |
|  | **SkyCade Prototype** | | | |
|  | **% done** | **Phase** | **Due By** | **Notes** |
|  | 0% | 1. World building | 8-Feb-18 | Unity |
|  | 0% | 2. Walk cycle | 16-Feb-18 | Maya |
|  | 0% | 3. Sound bytes | 23-Feb-18 | Music program |
|  | 0% | 4. BackgroundMusic | 9-Mar-18 | Music program |
|  | 0% | 5. Progamming the movement of cubes | 23-Mar-18 | Javascript |
|  | 0% | 6. Programming of scoring | 29-Mar-18 | Javascript |
|  | 0% | 7. Programming of cubes matching | 13-Apr-18 | Javascript |
|  | 0% | 8. Prgramming of cubes moving | 20-Apr-18 | Javascript |
|  | 0% | 9. 3 Meetings | 4-May-18 | In Person |
|  |  | 10. sound playback on cube match |  | Music starts to play when the cube makes a match with another cube. (JavaScrpt) |
|  |  | 11. timer for when game starts and ends |  | When the game starts, there will be a timer giving you time to make the mst points before game ends |
|  |  | 12. Timer for the cube after a match |  | When the cube makes a match, there will be about a 5 second counter, giving you time to add more to the set of cubes which then resets the 5 seconds. |
|  |  | 13. harmonization of music |  | When cube matches, its starts a playback, when another a different set matches, it sets off a deferent playback. |

**February**

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| --- | --- | --- | --- | --- | --- | --- |
| ***Monday*** | ***Tuesday*** | ***Wednesday*** | ***Thursday*** | ***Friday*** | ***Saturday*** | **Sunday** |
| 2/5 | 2/6 | 2/7  Worldbuilding | 2/8  Worldbuilding | 2/9 | 2/10 | 2/11  Worldbuilding |
| 2/12 | 2/13 | 2/14  Worldbuilding | 2/15  Worldbuilding | 2/16 | 2/17 | 2/18  Worldbuilding |
| 2/19 | 2/20 | 2/21 | 2/22 | 2/23 | 2/24 | 2/25 |
| 2/26 | 2/27 | 2/28 |  |  |  |  |

**Deliverables:**

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| --- | --- |
| Software: | Components |
| Maya | 3 Models such as the characters,   * grid, * cubes * walk cycle |
| Ableton live; MAXmsp: FL studios | * Background music when the game starts * Sound bites/beats for when the player scores a match * Sound bite for winning * Sound bite for losing * Sound effect for the cube moving across the grid * Sound bite for the cube matching another cube |
| Unity | * World building platform * Map placement |
| JavaScript | * Programming the cubes to move forward, left, right, back while rotating 90^0 * Programming to keep track of points * Programming to make a match when the cubes of the same symbol touch each other * Timer for the game to start and end for each round. |
| Open lab | * Portfolio |
| Microsoft Access | * Poster |
| Microsoft excel | * Schedule |
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