

Introduction

Me and my friend has never made a game. Despite us studying it for years. We wanted to do something we can publish and feel proud off. So, we deiced on an Obstacle course for mobile

Area of Study: Media Design

My role: Game designer, level designer, social media marketer, and sound designer. Any process that needs help I will be involved.

The skills include:

1. Unreal engine experience
2. Problem solving
3. Research and development
4. 3d modeling experience
5. Audio experience

Overall goal: To make it to beta release by culmination presentation

The Process: Work remote in unreal engine with GitHub.

Method :

- Google docs
- GitHub

Results

What would show success is someone playing the game and being able to complete the levels without us telling them what to do

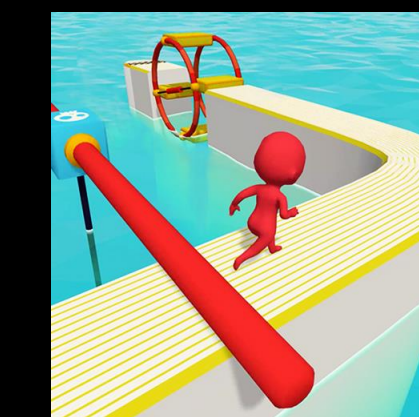
Gantt Chart

Hypothesis

Am I able to lead me and my friend to complete a video game together

Existing successful mobile games

fun race 3d



-Amazing run



-RUN GUYS

-wacky run



-Stickman parkour

-SMASHING RUSH

resources:

1. Unreal Engine
2. Google play store
3. asus zephyrus g14
4. Fl studio
5. Google ads
6. Mixamo
7. zasplat



Budget

Budget Estimation		
name	Description	price
Laptop	asus zephyrus g14	0\$
game engine	unreal engine	0\$
fl studio	audio editing software	0\$
google play store	where were uploading game	0\$
google ads	promotion of game	variable
assets	unreal assests	0\$ for now
mixamo	asset website	0\$
zasplat	audio asset wifi	0\$

Conclusion

We hope to conclude with our game being published to the google plays store.. If everything goes according to plan, we will be able to make even more games and better

Acknowledgement

CCHUNG