

Kevin Djatschenko

## Executive Summary

We had different ideas in the beginning on what we wanted to make. But, my team all agreed upon making a game that has a medieval setting with fantasy thrown in. Our team has Edward Brayke, Chris Medina, Andres Vera, and myself, Kevin Djatschenko. The four of us have come together to make this game with our different set of skills. Andres will tackle 3D modeling, Edward will work on programming, Chris's responsibility will be the story for the game, and my role is the level design for the game. We plan on making our game in Unreal Engine 4 and using Trello to keep track of our work and progress. What I expect from creating this project is experience in level design and know how it feels working with a team. This game will push me to be a better game designer and teammate and oversee its production.

The game we will be making is a Medieval, fantasy game with an anime style. You will be able to explore areas, fight enemies, and collect items. However, this game will not be easy and we intend to create this game to be difficult.

### **Methods:**

- Team meetings twice a week
- Using Unreal Engine 4
- Level Design
- Sketching
- Grayboxing

**Deliverables:**

- Schedule of ideation and brainstorming
- Completed prototype
- Playtesting
- Iteration due to playtesting

**Required resources:**

- Discord
- PCs
- Version control

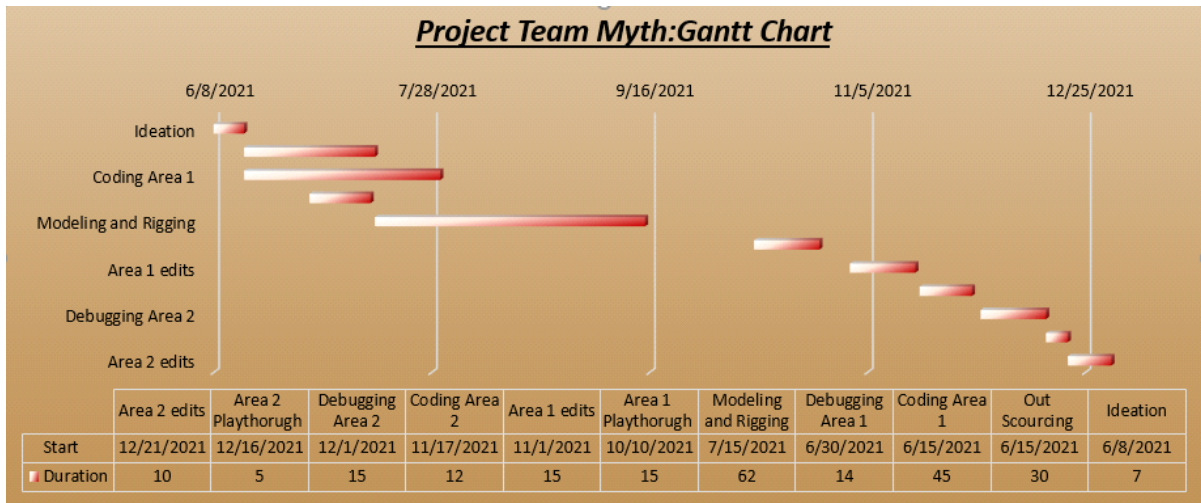
**Budget:**

Item	Estimate amount	Total spent
Unreal Game Engine UE4	0	0
Github	0	0
Assets	100-200	200.00
<b>Estimate</b>	<b>\$100.00- 200.00</b>	<b>\$00</b>
	<b>Total</b>	

**Schedule/Calender:**

Task	Start	End	Duration
Ideation	6/8/2021	6/15/2021	7 days
Out Scourcing	6/15/2021	7/15/2021	31 days
Coding Area 1	6/15/2021	7/30/2021	15 Days
Debugging Area 1	6/30/2021	7/14/2021	30 Days
Modeling and Rigging	7/15/2021	9/15/2021	60 Days
Area 1 Playthorough	10/10/2021	10/25/2021	15 Days
Area 1 edits	11/1/2021	11/16/2021	15 Days
Coding Area 2	11/16/2021	11/31/2021	15 Days
Debugging Area 2	12/1/2021	12/16/2021	15 Days
Area 2 Playthorough	12/16/2021	12/21/2021	5 Days
Area 2 edits	12/21/2021	12/31/2021	10 Days

1	May SEMESTER ENDS	June	July	August 8/25 SEMESTER BEGINS	September MEETING WITH OUR ADVISOR	October MEETING WITH OUR ADVISOR	November MEETING WITH OUR ADVISOR.11/28 GAME MUST BE 80% FINISHED	December GAME IS GOLD. READY READY FOR PRESENTATIONS	
2	Edward	Creation of game design doc, ideation	Testing and practicing Unreal Engine 4. Outsourcing assets. Concept art	Start of the project. Create player character, mechanics. More concept art	Work on enemy A.I., sculpting the map	Take feedback and continue iterating the project	Downscaling the the game, map, scope by end of month	Boss A.I., texturing of models, fixing collision	Game test bug fixing, last minute adding/subtracting within the project
3									
4	Kevin	Creation of game design doc, ideation	Testing and practicing Unreal Engine 4. Level designing	Continue level designing, outsourcing assets and co working with edward and chris on the game engine.	Sculpting the map and continue level design	Take feedback and continue iterating the project	Downscaling the the game, map, scope by end of month, redesigning level	A.I. placement, texturing of models, fixing collision	Game test bug fixing, last minute adding/subtracting within the project
5									
6	Chris	Creation of game design doc, ideation. Writing of narrative script	Iterating of narrative script	Iterating of narrative script	Iterating of narrative script	Take feedback and continue iterating the project. Iterating of narrative script	Downscaling the the game, map, scope by end of month, modifying and downscaling the narrative	adding code, bug fixes to game build	Game test bug fixing, last minute adding/subtracting within the project
7									
8	Andres	Creation of game design doc, ideation	Designing list of assets.	3D modelling begins	Continue modelling /outsourcing	Take feedback and continue iterating the project. Continue modelling /outsourcing	3D models must be completed by end of month and passed onto group members	Beginning of music and fully production. Export all completed audio files by throgiving and music at the latest December 1st	Game test bug fixing, last minute adding/subtracting within the project



**Proposed table of contents:**

- Proposal
- Culmination project
- Game Description
- Data
- Gant Chart with table