

Culmination Proposal

Executive Summary

Summary:

I'm going to create a turn-based grid strategy game similar to games such as *Fire Emblem* or *Into the Breach*. The main features of the game will be a large cast of characters that you can choose for your squad for each level, as well as features in the environment that you can interact with. The game should be fun and reward strategy (choosing characters for mission) and tactics (how you move your units turn by turn.)

Background:

I had the idea for something similar to this many years ago, which I wrote down in a notebook. It would be nice to see it realized, as well as sharpen my Unity skills and game design skills.

Process:

I plan on working on this alone or in a small group. I need a computer that can handle the programs necessary, including Unity, an IDE and an image editing software. It would be helpful to have access to adobe products such as Photoshop, InDesign, etc. It would also be useful to have someone on my team who knows more about Art, as well as UX design.

Results:

I expect to have a game in the grid-based strategy style with at least **8** characters to choose from, and at least one combat arena.

Recommendations:

I hope to learn more about designing game systems from the ground up, as well as create something that's fun that people can enjoy. If it's good enough I'd like to be able to sell and/or distribute it.

Project Description

I'm going to create a turn-based grid strategy game in Unity. **Players will face off against each other**, control a small squad of around 3 characters of their choosing, which will move around a battlefield consisting of a grid of zones; taking turns, **players will move and attack each other, the goal being to defeat the enemy squadron. A player will take one turn with all three of their characters which will all act; moving, attacking or using abilities, and then their opponent will do the same, until all of one player's characters have been eliminated.** Each character will have unique abilities that make them distinct. The main features of the game will be a large cast of characters that you can choose for your squad, as well as features in the environment that you can interact with. The game should be fun and reward strategy (choosing characters for mission) and tactics (how you move your units turn by turn.)

I'll build this game using Unity (C#). *(Either by myself or in a small team)*

Methods

- Project setup and UI using Unity Inspector
- Coding in C#
- Image editing using Paint.net or Adobe products if available
- Audio editing in Audacity or Adobe products if available
- Game testing using peers, friends and family, or outside sources (NYU Playtesting, Internet groups)

Deliverables

- Turn based battling framework on a grid.
- Menu system that covers all required features.
- At least **8** playable characters with unique abilities.
- ~~• At least 4 different enemy types, including at least 1 boss enemy.~~
- At least 2 environmental hazards/interactables.
- One combat arena for the players to fight in.
- ~~• Possible "Endless" mode (Randomly generated levels.)~~
- All required sprites, models and/or audio.

Required Resources

- Access to a fast computer that has Unity, an IDE, image editor, and sound editor.
- Access to adobe products (Helpful)
- A team member with art skills (Helpful)
- A team member with UI/UX skills (Helpful)

Monetary Budget

Product or Service	Cost	Usefulness	Total Cost
Adobe Subscription	20\$ / Month	Useful, but not required.	800\$

Time Budget

Task	Start Date	End Date	Duration (Weeks)
Finalize Design Goals			1
Finalize Design Specs			1
Paper Prototyping and Playtesting			2
Design Grid Battling Framework			8
Design Menu Framework			4
First round of Playtesting			2
Adjustments			1
Polish			1
Contingency			4
Total			24

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