Paolo Duran

4/12/2022

Culmination Proposal

<div align="center">Executive Summary</div>

1. For my Culmination Project I plan to code a 2D side-scrolling platformer game (ex. Mario) centered on changing shapes. I plan to build the game from scratch in the Gamemaker Studio 2 engine for Windows.

2. I was inspired to do this project from my love of gaming and my interest in coding. I decided that the game was going to be a platformer because I've never really created a platformer before on my own and that I've been playing a few platformers recently. I plan on using the GameMaker Studio 2 engine because that is the engine I am most comfortable making games with. I plan on making the special mechanic of the game changing shapes. All the other game mechanics such as enemies, gates, buttons, and bosses will be based around this shape changing mechanic.

3. I am working by myself, so I plan to start early. I plan on using guides and references along the way to bolster my knowledge on GameMaker Studio 2's coding language. I will also be making basic pixel sprite art using Gamemaker Studio's 2D art editor. I will be importing stock sounds for the game.

4. I expect to deliver a completed game by the time this project is due. I expect to learn how to efficiently create a good game within a time constraint. I also expect to learn more about coding in general as that is about 80% of what I am expecting myself to be working on during the process of this project.

5. Completing this project will teach me how to work while making a game. I hope that while working on this project I will learn more about my working methods. I plan to have this game as the base for my career portfolio, as I hope to work in game development.

<u>Project Description</u>

For this project I am planning on making a 2D side-scrolling platformer game, like 2D

Mario, that centers around the mechanic of the player changing shapes. The game's

objective will be that the player reaches the goal area of each level. All of the other

gameplay features will be based around the mechanic of changing shapes.
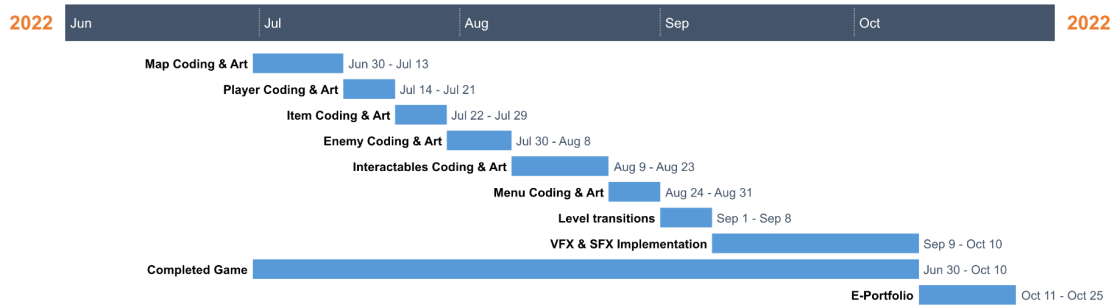
<u>Methods</u>

- Coding
  - GameMaker Studio 2 IDE
- Graphics
  - GameMaker Studio 2 Art Editor

<u>Deliverables</u>

- 1 Finished Game
  - 9 Regular Levels with built and designed stages
  - 1 Boss Level with built and designed stage
  - 5 Enemy types
  - 1 Boss
  - 1 moving Player Character
  - 5 "items"
  - 1 NPC
  - Working in-game buttons
  - Built and designed Menu
  - 2D sprite art for boss, enemies and player
- Poster
- Openlab Portfolio

Schedule

2022	Jun	Jul	Aug	Sep	Oct	**2022**

Map Coding & Art Jun 30 - Jul 13
Player Coding & Art Jul 14 - Jul 21
Item Coding & Art Jul 22 - Jul 29
Enemy Coding & Art Jul 30 - Aug 8
Interactables Coding & Art Aug 9 - Aug 23
Menu Coding & Art Aug 24 - Aug 31
Level transitions Sep 1 - Sep 8
VFX & SFX Implementation Sep 9 - Oct 10
Completed Game Jun 30 - Oct 10
E-Portfolio Oct 11 - Oct 25

Resources

- Internet Connection
- GameMaker IDE Reference
- Computer
- Youtube
- Google

Estimate

Item	Estimate Amount	Total Spent
Sound Effects	$50.00	$0.00
Graphics	$0.00	$0.00
Software	$0.00	$0.00
Estimate	$50.00	
	Total	$0.00

E-Portfolio

- Proposal
- Culmination project agreement
- Game Overview
- Gameplay
- The Coding process