Philip Green

ENT 4499 Culmination Project

Prof. Terao

12/12/22

In my time at City Tech, I have learned about game design methodologies, and software development skills, and worked on several projects in Technical Production classes as well team driven, project-based classes throughout my City Tech career. My goal when I graduate is to get a job as a level designer, 3D modeler, or software developer, but I feel like I don’t have enough practical experience yet. For my culmination project, I would like to put my skills to the test by creating a singular experience video game that puts emphasis on suspense and horror: “The Fear” (a working title) is an experience that’ll put the player at the mercy of several horrifying monsters as each wrong door the player opens will feature a monster. The doors will be spilt in the following way: 6 wrong doors, 5 empty doors and 1 door with the key.

Being a game designer for this experience would let me practice my design, programming, and animation skills, as well as give me experience spear heading a game project by myself and testing my skills to fullest.

The story of “The Fear” is you (the player) suddenly awakes in a dark hallway that stretches as far as the eye can see, you do not know how you got there, or why you’re there, but you must leave. You see a message written in blood on the wall to your left, and it reads “Open the doors, find the key, and leave.” Another message on your right reads, “but be careful, if you open the wrong doors too many times, you’ll die.”

**Budget:**

$0

**Assets:**

Moment to moment gameplay

Objects (could be tied to a mechanic):

Flashlights

Clues (which help the player unravel how they ended up in this hallway)

**Schedule:**

12/01 or 12/08: Culmination Project completed/Presentation

11/21-26/22: Final Testing

11/7-19/22: Add Audio (Footsteps, Monster, atmospheric)

10/24-29/22: Add atmospheric particles (Smoke, Fog…etc), and add lighting.

09/26-10/22/22: Start building the hallway and doors. (As well as coding player interaction) Design and build the monsters (code monster interactions)

1. Start building the hallway and doors
	1. Watch how to create a hallway with pro builder in Unity.
	2. Decide what kind of building the hallway is apart of.
		* 1. Research different areas in video games for inspiration about this hallway.
	3. Make a model corridor.
	4. A quick run through the hallway to see if it is to my liking.
2. Player controller script
	1. Import player controller script
	2. Modify the script if need be (most likely it will be needed)
	3. Test the player controller
3. Design and build the monsters
	1. Look at Doom and Bioshock for inspiration.
	2. Watch Tutorials on Jaw animation in Blender
	3. Create Player detection code for the monster (CI/CD)
4. Clues
	1. Create sprites for clues
	2. Watch videos to refresh memory for sprites

09/15-24/22: Complete documentation