

Quincy Lewis  
**Culmination**  
Proposal Document

# Battle of the Elements

## **Team:**

Bryan - Head Programmer & Sound Designer

Quincy - Programmer and 3d Animator

Quenton - StoryTeller and Character Designer.

Joel - Lead level designer and environmental designer

## **Genre:**

Fighting

## **Technical Advisor:**

Hosni Auji

My name is Quincy Lewis and I major in Emerging Media Technology. My primary focus is on game design, but taking classes on 2D & 3D animation and tech production, I also take interest in animation and modeling. Our project was called “Battle of the Elements”. This project is a 3D fighting game with the sole purpose of two players playing against each other competitively. The main purpose of this game is to offer a unique experience other fighting games rarely accomplish nowadays. Fighting games in the past had a very difficult barrier to entry as the learning curve for most fighting games is high to very high. However, those same fighting games of the past did not do well on tutoring the player on the mechanics and controls. Fighting games in recent years start to incorporate tutorials for each character to fix the issue, but another issue arises. The issue newer fighting games face is they incorporate a mechanic that allows new players to beat more experienced ones with less effort. The goal of our game is to reduce the barrier to entry by teaching players the mechanics and controls, while keeping them simple. With this, we keep the skill curve of the older fighting games, but also allow new players to enter this game without feeling overwhelmed. We want players to be impressed by our fighting game. We are making a fighting game that not only shows two characters on the screen, but the environment, sounds, VFX, etc. We wanted to show developers what we are capable of right now and see if our fight game shows more similarity then the fight games that exist right now. We are focusing on designing our game in 3D models and making two players compete. We are expecting to make this in the 3D world and make it basic and detailed. I primarily focus on this project is character designing and animation. I will first draw the character’s concept art, then I will take the concept

art to Blender and create a 3D model out of it. Next, I will create dynamic animations unique to the character that align it's fighting style and personality. This project will test my skills in 3d modeling and animation. There will be four characters and each the characters will represent an element such as fire, water, thunder, earth, etc. Once the characters are finished, I will import them to Unity and my group together will create the code for the mechanics, hitboxes, etc.

### **Project Description:**

This game will be made for PC.

### **Game Summary:**

There is an almighty being that uses a secret and dangerous element called plasma, which was released upon the world of elements. No one in history was capable enough to stop this threat. Special warriors from each element rise up with their goals, which includes defeating this dangerous threat.

In the year 2030, a little country was developing land when they undiscovered an ancient land. As they dug out more of the land, a beam of light sprouted out of the ground and a surge of energy waves was spread out into the world. A new change in the world was added. Almost everyone within the world was given the power to control the elements. Each person has the ability to control one of the four main elements. Water, Earth, Fire, and Air. But unleashing the ancient power brought out the evil contained within it. Now, An evil emperor of the past has come back and wants to continue his reign of power and take over the world. It's up to you to stop his reign and contain the evil.

### **Gameplay:**

2.5D

### **Game Mechanics:**

Characters will have two forms, a human mode and a "creature mode". The "creature mode" is only accessed from the "creature meter". Every match starts in the character's human form. When the players are in human form, the meter gauge increases from the character's moves and combos, and damage given to the opposite player. On the contrary, if the player takes damage on creature mode, the meter gauge decreases and players lose their creature form when they are knocked down. Once the meter gauge is full, characters enter the "creature mode" giving them access to new moves (basic and special) and allowing them to have more varied movesets and combos. Characters can only use their super in creature mode.

### **Methods:**

I will be using Blender, a 3D graphics software toolset to create the character model and animations. Most objects that will be seen in the game will also be made from Blender as well. Once all the models and it's animations are finished, I will import them to Unity and connect them together. Unity is where everything else functions.

### **Software:**

Unity, Unity 3D Modeling

Adobe Programs: Illustrator, Photoshop

Blender  
FMod

**Assets:**

**Characters:**

**Blaze Heart**

<b>Volcano (unofficial name)</b>	
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**Deliverables:**

A playable demo  
Poster  
Game document  
Budget list  
Calendar

**Management**

**Schedule:**

AUGUST

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 2 3 4 5 6 7

8 9 10 11 12 13 14

Start Task 2  
Get approval  
from advisor

15 16 17 18 19 20 21  
End Task 2  
Start Task 3  
Get Assets  
End Task 3  
Start Task 4  
Create Project

22 23 24 25 26 27 28  
Get Reference  
Materials  
Get Reference  
Materials  
Get Reference  
Materials  
Get Reference  
Materials  
Get Reference  
Materials  
Get Reference  
Materials  
Get Reference  
Materials

29 30 31  
Scripting  
Scripting

AUG

SEPTEMBER

SUNDAY MONDAY TUESDAY WEDNESDAY THURSDAY FRIDAY SATURDAY

1 2 3 4  
Scripting  
Scripting  
Scripting  
Scripting

5 6 7 8 9 10 11  
Scripting  
Scripting  
Scripting  
Scripting  
Scripting  
Scripting  
Scripting

12 13 14 15 16 17 18  
Code  
Code  
Code  
Code  
Code  
Code  
Code

19 20 21 22 23 24 25  
Code  
Code  
Code  
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Code  
Code  
Code

26 27 28 29 30  
Code  
Code  
Code  
Code  
Code

SEP

OCTOBER

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
					1 Code	2 Code
3 Draft out level design	4 Draft out level design	5 Draft out level design	6 Draft out level design	7 Draft out level design	8 Draft out level design	9 Draft out level design
10 Draft out level design	11 Draft out level design	12 Draft out level design	13 Draft out level design	14 Draft out level design	15 Draft out level design	16 Draft out level design
17 Draft out level design	18 Draft out level design	19 Draft out music tracks	20 Draft out music tracks	21 Draft out music tracks	22 Draft out music tracks	23 Draft out music tracks
24 Draft out music tracks	25 Draft out music tracks	26 Draft out music tracks	27 Draft out music tracks	28 Draft out music tracks	29 Draft out music tracks	30 Draft out music tracks

1030

NOVEMBER						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
	1 Draft out music tracks	2 Draft out music tracks	3 Draft Character & Animation	4 Draft Character & Animation	5 Draft Character & Animation	6 Draft Character & Animation
7 Draft Character & Animation	8 Draft Character & Animation	9 Draft Character & Animation	10 Draft Character & Animation	11 Draft Character & Animation	12 Draft Character & Animation	13 Draft Character & Animation
14 Draft Character & Animation	15 Draft Character & Animation	16 Draft Character & Animation	17 Draft Character & Animation	18 Draft Character & Animation	19 Draft Character & Animation	20 Draft Character & Animation
21 Put all assests in Unity	22 Put all assests in Unity	23 Put all assests in Unity	24 Put all assests in Unity	25 Put all assests in Unity	26 Put all assests in Unity	27 Put all assests in Unity
28 Test	29 Test	30 Test				
DECEMBER						
SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
			1 Test	2 Test	3 Test	4 Test
5 Test	6 Test	7 Test	8 Test	9 Test	10 Test	11 Test
12 Test	13 Presentation	14 Presentation	15 Presentation	16 Presentation	17 Presentation	18 Presentation
19 Presentation	20 Presentation	21 Presentation	22 Presentation	23 Presentation	24	25 Storyboard
26 Storyboard	27 Storyboard	28 Storyboard	29 Storyboard	30 Storyboard	31 Storyboard	

**Budget:**

Budget List		
Materials	Quantity	Cost
Unity	1	\$0
Blender 2.9	1	\$0
FMod	1	\$0
Github	1	\$0
Total Balance	4	0