

Sabrina Ramos - Game Designer, Concept Artist, Art Director

9/20 (Area 51 Raid) – Unity Game

Culmination Proposal

1/30/20

Project Description

For my Culmination Project, I will continue to expand on my 2-D Tower Defense Styled Unity Game known as 9/20 (Area 51 Raid) from my previous semester with my group members Anthony Rivera and Johnny Colonna. The story of 9/20 follows the tale of Solider Briggs; an armed guard that has been patrolling Area 51 for seven years without much change in routine. However, because of recent events Briggs must now stop all civilians from trespassing Area 51 at all costs. In this game, you'll play as Solider Briggs and fend off waves of civilians trying to trespass and uncover the secrets that lie within Area 51; scattered classified files must be collected to be returned below the Bunker's Entrance. Through Unity, I will implement various scripts, assets, and mechanics to bring the main character to life and create a foundation between story and action that the player can experience. Furthermore, the concept of 9/20 stems from the real-life Facebook Events that began sparking uproars nationally with headlines popping up about the matter of people wanting to collectively raid the location.

Methods

- Within Unity, I will be continuing to focus on a variety of 2D scenes to compile various scripts with the basic functionality of movement. These movements are strictly focused on the main character and enemies within the play space. Each script designed for movement will be attached to a specific game object and observed through Unity's sidebar with adjustable perimeters. The mechanics of the scripts will be compiled and focused on various actions the player can perform; shooting, healing, taking damage, respawning/spawning, and dying. This further includes other mechanics that are within the realm of the character and for scene purposes such as weapon swapping, dialogue boxes, potential cutscenes (which uses a scene manager), and potential weapon upgrades.
- In order to understand the functionality of each script, I will be researching YouTube Videos, Unity Manual, and different online sources to help assist with further creation of new scripts and editing previous ones. This way I can keep personal tabs on what is needed and what can be altered in a way that doesn't clash with already existing scripts.
- Our team's GDD provides an intensive breakdown of the entire project as a whole and follows an order of what the game will showcase; as this game does have a story (rather short) and will be expressed implementing the small script in our GDD and combining it with code to create dialogue before the first scene of the game begins.

- Animations will also be included in this process and will be adjusted based on various assets given by my other group members, with the help of editing together a sprite sheet if needed for the main character adjustments or enemies. Our group will be using open sourced websites to get various assets as well.
- Overall skills will be enhanced with the help of tutorials, previous Unity experience, and the assistance of my group members that have helped me prior with previous Unity assignments and projects.

Project Deliverables

- Continuation of Unity Project with added scenes, game objects, and scripts.
- Culmination Proposal
- Meeting with Advisor (solo and as a group)
- Playable Demo (amount of levels subject to change)
- Culmination Poster
- City Tech Openlab ePortfolio
- Photos and Videos of Unity Progress

Schedule

February

- Revamp current version of Unity Project (9/20); beginning to separate sections for groupwork.
- Adjusting existing scripts and fixing current bugs in prototype version.
- Eliminating clutters of un-needed scripts and finalize the scripts needed for the project.
- Backtracking Unity files and creating backup saves to be shared with group members.
- Beginning levels (1-2) to be completed with functioning mechanics.
- Playtesting between all members.

March

- Animations for new weapons will begin & Dialogue boxes to be set.
- Mapping controls properly for weapon swapping and implementing scripts.
- Menu functionality and level change functionality (to progress to level 2 and so forth).
- Cutscene testing from alpha scene to level 1 functionality.
- Testing between all group members.

April

- Differences between stronger and weaker enemies to be scripted.
- Various prefabs to be altered with new mechanics and scripts for player interaction.
- Feedback for enemy and player interaction (player death, damage dealt, and wounded).
- Stronger bullets based on different weapons (spread fire for shotgun, etc).

- Testing between all group members and combining all elements from members.

May

- Intensive playtesting for proper demo showcase by the end of May.
- Final touches, updates, and removals.
- Poster set up for presentation.
- Presentations for Culmination

*This doesn't exclude any assignments needed for Culmination class.

Required Resources

- Unity Game Engine
- Online/Free Assets
- Macbook (provided by City Tech for presentation if possible)
- Outside laptop might be needed as well
- Poster

Budget

- \$20.00 to \$50.00 depending on if outside assets are needed for Unity Project.
- Unity is a free program.
- 2/3 members have working laptops with specs to run the Unity Project

Portfolio Outline

- Introduction
- Methods
- Schedule/Calendar
- Scripts
- Storyboard/Script of Dialogue Scenes
- Documentation during production of project
- Conclusion