

Fantasy world explore Game

Su Huan Li

Executive summary

The project is about adventure exploration games. The basic game is about the player in a fantasy world with species other than humans, such as Elves, Dwarves, Centaurs, Mermaids, Goblins, etc. The goal for the player is to explore every corner of the world, meet new races, and kill the monster while exploring the journey and finding the treasures, etc.

I picked this idea because I love playing adventure exploration games and have watched many fantasy genre anime. However, most RPG games are not about exploring but killing the enemy most of the time to push the game process/ mission. None of it makes me feel engaged as I play more, and there is less interest and freedom, especially regarding the monster characters like Goblins. We always assume they are the enemies we must eliminate, but what if there's an option for the player to choose whether it needs to be killed or not? Which gave players more freedom in the game and immersion.

Meeting with my advisor shows he's my idea, structure, and technique. I need his suggestions to ensure the project is in scope. Also, I set up a calendar for projects to make sure I can make the project able to play.

The outcome of my project would be learning how to make animations using Blender, sounds I may search online for the free sample, and the game's environment also using Blender. And maybe create the game's story, ultimately import those materials to Unity so I can be programmed to make the game. But certainly, the most crucial part is the game will function not as a full game but as a demo or beta version in which it has at least one complete scene of the world, and players can move and interact with it.

This project definitely will help me to get into the field I want to work in and also help me make another game because, with all the skills I learned from this project, I know the structure of developing a game and what I can do to make it better to keep the process of project goes more smooth. Also, it affects my mind when I have an idea I want to implement in the project differently to gain a new experience.

By doing this project, I want to learn everything needed to make a game, like modeling, animation, coding, story/narrative, and managing projects. The experience will help me to improve my skills and be more accessible to build the next project.

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Project Description

The project aims to create a world environment that allows characters to interact with it. The game is about the player being summoned to a vital world scene in another world, which may be a town/city or village, which is considered the initial location at the beginning of the game; the player needs to understand why he came to this world and how to return to his own world, during which the player will begin exploring the world to gather any needed information. From there, players can start their journey, exploring every corner of the city, going out and encountering monsters, and deciding to kill or walk away. This game describes the world where the player is located, where humans and monsters coexist, but everyone has their own domain. This is the dividing line for maintaining peace. However, the monsters suddenly invade the human domain, and humans begin to bit by bit is going to perish, the player is the savior who was summoned to this world to help humanity. He needs to figure out why the monsters become like this and prevent the destruction of humanity. So, the place where the player is at the beginning is the initial location where the player will learn about the world and tasks. Then, when encountering monsters, the player can choose to kill all the monsters to complete any task or to complete the task by finding out why the monsters are abnormal. Task. In doing so, I will use the 3D modeling software Blender to create characters, monsters, NPCs, environments, and architectural structures. I would then import these models into Unity to implement the world and then code the control parts of the character so that the player could move around and take any actions they wanted, such as fighting monsters, opening boxes, etc. Then, I searched online for sounds to put into the game and get more immersed. I need to improve all the skills required for this project. Despite this, I still understand the basic concepts of Blender and Unity software, namely making models and programming simple object movements and interactions. Indeed, after doing the project, I will better understand how to use them.

Methods

- Software: Blender
- Search sound effects online
- Unity:
 1. Import asset
 2. Programmed
 3. implement world frame

Deliverables

1. Schedule of project
2. Model character, building, environment, and monster
3. Programmed character ability
4. Implement Sound

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Required resources

1. Blender
2. PC/Desktop computer
3. Unity
4. Unity asset store
5. Access to the Internet for Search sound effects and model asset resources

Budget

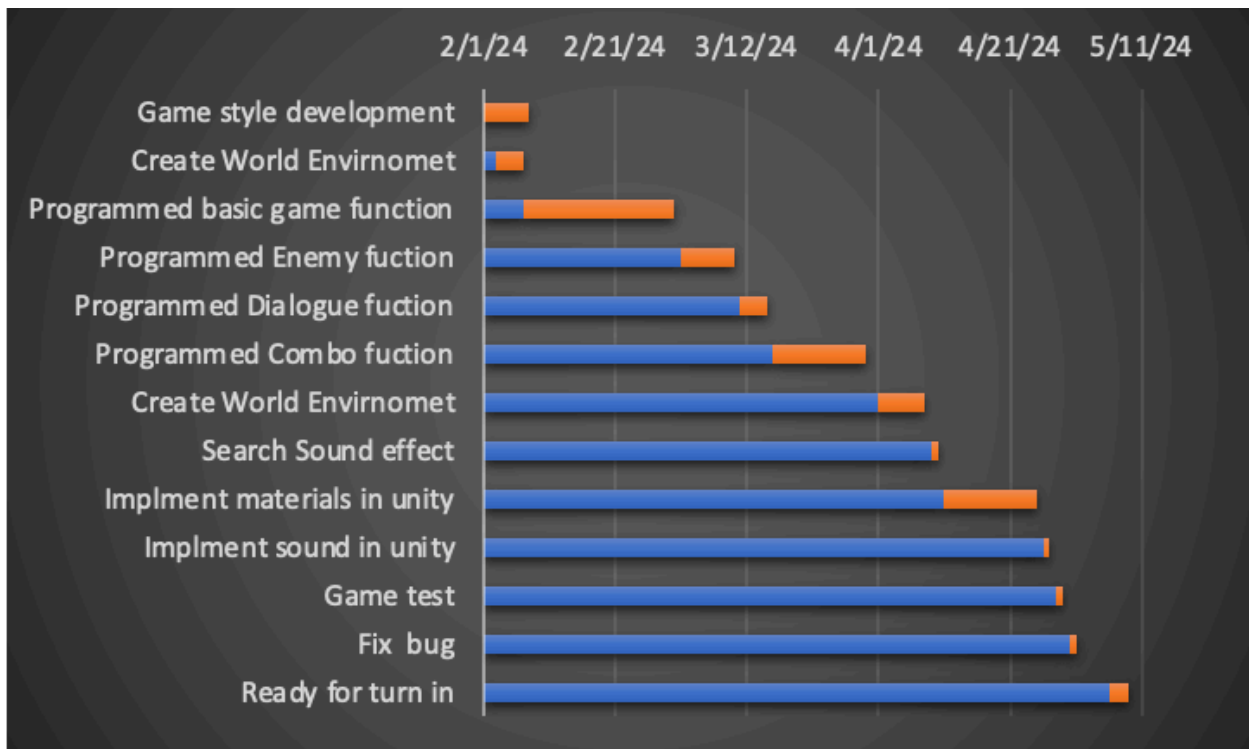
Item	Estimate amount	Total spent
Sound effect research	100.00	50.00
PC/Desktop computer	1300.00	1200.00
Asset	200	100.00
Blender/Unity	100.00	100.00
Estimate	\$1700.00	\$1450.00
	Total	

Schedule/Calendar

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Task	Start Date	End Date	Duration
Game style development	2/1/24	2/8/24	7
Create World Envirnomet	2/3/24	2/7/24	4
Programmed basic game function	2/7/24	3/1/24	23
Programmed Enemy fuction	3/2/24	3/10/24	8
Programmed Dialogue fuction	3/11/24	3/15/24	4
Programmed Combo fuction	3/16/24	3/30/24	14
Create World Envirnomet	4/1/24	4/8/24	7
Search Sound effect	4/9/24	4/10/24	1
Implment materials in unity	4/11/24	4/25/24	14
Implment sound in unity	4/26/24	4/27/24	1
Game test	4/28/24	4/29/24	1
Fix bug	4/30/24	5/1/24	1
Ready for turn in	5/6/24	5/9/24	3



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