

Culmination Project Proposal

Derision

Project Description

What if I tell you that there existed a game where copyright law is the main concept itself? I know. Crazy, right? Let me tell you about it. My game is called Derision and it is where you must ultimately restore the copyrighted works back to their owners after an evil force used them to wreak havoc upon the world.

Gameplay is rather simple. You move with the traditional WASD or arrow keys. A gamepad can also be used if you are not comfortable with a keyboard. The game will be an RPG where you battle to get stronger, get weapons and gear, recruit members to your party, and gather artifacts of each copyrighted idea used to plague the world you're in. You are the star of your adventure so how would you save us.....Copyright Guardian?

Methods

To be more specific, I was stuck in choosing between using Unity or RPG Maker. Since Unity will take too long to produce my game since I have other important matters like my internship, RPG Maker will offer me more control because I can use commands, plugins, and other pre-built elements to bring my ideas to life. I can also use Photoshop to customize images like my game over screen, enemies, title screen and anything else I need. For animations, I can use either the pre-built templates or add my own. All I must do is create templates in Photoshop for each of the image sizes required by my game.

An external hard drive is a must since I will be constantly saving and testing my game to make sure that my inputs are working correctly. Luckily, there are tutorials on the RPG Maker website plus some YouTube videos on how to implement certain elements such as adding BGM, setting up a battle sequence, or generate a character. To use RPG Maker MV which is the software that is most recent, I'll need Steam to purchase it. In short, my entire project is digital.

Project Deliverables

- **Procurement of software and gear**
- **Completion of all RPG Maker MV tutorials**
- **Researching plugins and scripts only for MV and cite all their authors**
- **Commercial video of the first draft of the game**
- **Several photos of my game such as title screen and gameplay.**
- **Poster**
- **Openlab Portfolio including weekly culmination progress reports (or journals)**

Calendar

- **See Calendar attached for details.**

Required Resources

- **RPG Maker MV (Software)**
- **Steam**
- **Photoshop**
- **AVC Video/Audio Converter**
- **WD - My Passport 2TB External USB 3.0 Portable Hard Drive with Hardware Encryption - Blue**
- **RPG Maker MV (Tutorials)**

Budget Breakdown

- **RPG Maker MV (Software): \$50**
- **WD - My Passport 2TB External USB 3.0 Portable Hard Drive with Hardware Encryption – Blue: \$80**

Total: \$130

Portfolio Outline

- See my ePortfolio for a full report:
<https://openlab.citytech.cuny.edu/thepulseandsanctumlcie/final-presentation-plan/>

Culmination Signed Sheet

- Provided by student