

DERISION

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Introduction

This is a game where all kinds of different ideas can come together to prove that copyright can be a concept in itself. I always wanted to make games since my kid days and now that I'm here, I finally have that chance. I also wanted to prove that some ideas, although separate, are better united together to create an unforgettable experience. Not only will this serve as my culmination project but I will continue to work on it in the future.

Plan of Attack

In order for me to tackle a project this complex, I will commit to spending a portion of my time each day to either write down an idea, test play my game, gather new assets, and gathering feedback from people after they play my game. This may look like a mess but I also have a plan for that too. I will create multiple save points where I can test out any changes I made.

Budget Costs

Toshiba Satellite Laptop: \$1,000
RPG Maker MV: \$50
External Hard Drive: \$70

Total: \$1,120

THE PLAYER'S VERY OWN CUSTOM CHARACTER.
PLAYER REAL-WORLD EXPERIENCE MAY VARY.

GENERAL PARAMETERS ELEMENTS STATES

CHITO2500 COPYRIGHT GUARDIAN
Lv 5 HP 752 MP 237

PARAMETERS EXPERIENCE

LEVEL	5	CURRENT EXP	1556
MAX HP	1075	TO NEXT LEVEL	
MAX MP	337	TOTAL EXP FOR NEXT LEVEL	
ATTACK 43	DEFENSE 65		395
M.ATTACK 54	M.DEFENSE 80		
AGILITY 67	LUCK 59		2251

A LIST OF ALL OF THE GAME'S SETTINGS.

ALL GENERAL AUDIO VISUAL CONTROLS EXIT

- ★ ALWAYS DASH OFF ON
- ★ COMMAND REMINDER ON
- ★ ATB SPEED 10
- ★ ENEMY DIFFICULTY 100%
- MASTER VOLUME 100%
- BGM VOLUME 100%
- BCS VOLUME 100%
- ME VOLUME 100%
- SE VOLUME 100%
- WINDOW TONE: RED
- WINDOW TONE: GREEN

2019 FEBRUARY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
					1 FINAL PROPOSAL DOCUMENTS	2
3 DESIGN WORLD 1	4	5	6 TECH ADVISOR MEETING	7	8 MEETING SLIP	9 TEST GAME
10 TEST GAME	11	12 DETAIL WORLD 1	13	14 TEST GAME	15 BUDGET & CALENDAR SUBMISSION	16 TEST GAME
17 DESIGN WORLD 2	18	19	20 PLAN POSTER LAYOUT	21	22	23 TEST GAME
24	25	26 DETAIL WORLD 2	27	28		

2019 MARCH

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
31					1 AVAILABILITY FORM SUBMISSION	2 TEST GAME
3 CONVERT AUDIO ASSETS	4	5 FINISH POSTER	6	7 PREPARE POSTER PRESENTATION	8 MEETING SLIP	9 TEST GAME
10 TEST GAME	11 DEVELOP EVENTS	12	13	14 GATHER PLUG-INS	15 POSTER SESSION	16 TEST GAME
17 CONVERT VIDEO ASSETS	18 DEVELOP EVENTS	19	20	21 GATHER PLUG-INS	22	23 TEST GAME
24	25	26 OPENLAB POSTINGS	27	28	29 OPENLAB ROUGH DRAFT	30

2019 APRIL

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
	1	2	3	4	5 TECH ADVISOR MEETING	6 TEST GAME
7	8	9 LAST MINUTE ASSETS	10	11 LAST MINUTE ASSETS	12 TURN IN MEETING SLIP	13 TEST GAME
14 WORK ON ENDING	15	16 TEST GAME	17	18 TEST GAME	19	20 TEST GAME
21 WORK ON ENDING	22	23 TEST GAME	24	25 TEST GAME	26	27 TEST GAME
28	29	30				

2019 MAY

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
			1	2	3	4
5	6	7	8	9	10	11
		TECH ADVISOR MEETINGS				
		FINALS			16 POSTER SESSION THEATRE	
12	13	14	15	16	17	18
19	20	21	22	23	24	25
26	27	28	29	30	31	

Conclusion

Based on my progress, I now realize that I can make an open-ended game. To put it more simply, to be continued. My vision requires more than just a semester to complete so I will simply turn the project into a game demo. In truth, I can choose to end the game right now. However, I want to end it on a good note so there will be enough content to satisfy my players until I can publish a future update. I did have fun developing the game in the end.

Acknowledgements

There are a lot of people I want to thank but if I had to choose a few, it will be my parents who paved my journey to be a gamer and my professors who did their best to teach me the ins and outs of gaming.

Citations

Yanfly Engine
Bungie
Square Enix
Monolith
Konami