DERISION

By: Virgilio Samo III (Chito2500)

Department of Entertainment Technology

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 unforgetable experience. Not only will this serves 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
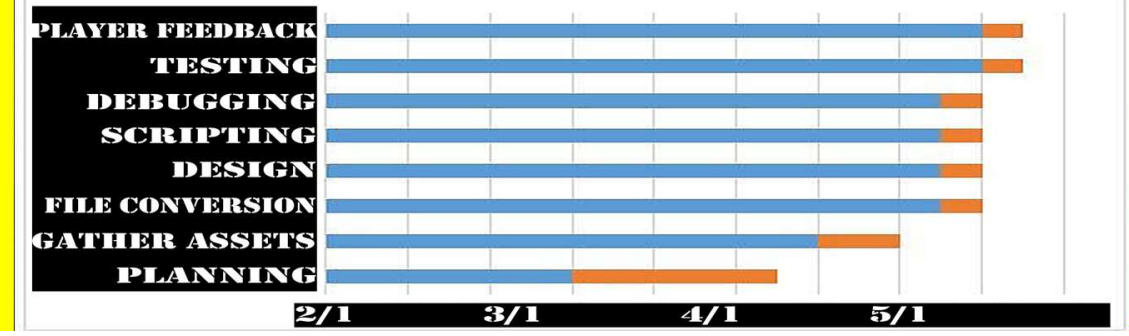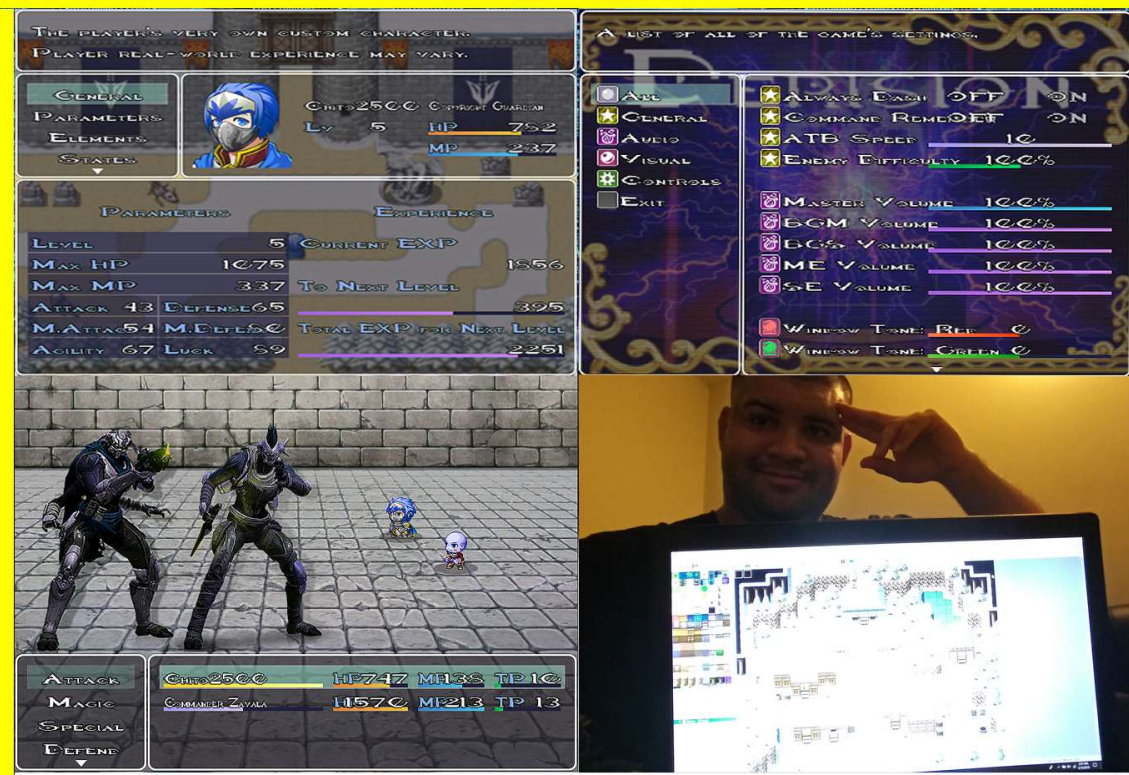
Conclusion

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