Grim's Eye

Team:

Kiara Wright: Game Designer, Technical Artist, Scene Designer, Character Designer,

Environmental Designer, Art director, level design

Edwin Bishop: Programmer

William Cantor: Environment Designer

Technical Advisor:

Christopher Chung

What the project is:

My group will be making a PC game.

Team Role:

For my Culmination Project, I will be working on the Environment Design on the game. I will be using my 3D modeling skills from my classes in City Tech and I will be testing my skills to see if I can create different level designs for the game. This project will help me with my portfolio and it can help me find a game design job in a game company.

Pitch

It's getting near to Kasuki's birthday and he can sense that his parents are hiding something important from him. He comes across a mysterious journal and as he is reading it, he notices that there are pages that are missing from it. He has to find the missing pages to the journal to find out what his parents are hiding. The text will guide the player to the pages. Help him find the hidden truth.

Genre

Horror

Mystery

Gameplay

3rd person

What actions do the players do?

Players will control a 3D character as they navigate through a 3D play environment. The player will follow the text as it guides them to find the missing journal notes.

Management

<u>Schedule</u>

August 2020						
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Budget list			
Materials	vendor	quantity	cost
Predator Helios 300	Amazon	1	\$1,143
I Pad 6 generation	Best Buy	1	\$400
Apple pencil 2	Best Buy	1	\$100
Unity	unity.com	1	\$0
Vroid	<u>Vroid.com</u>	1	\$0
Blender 2.8	blender.com	1	\$0
Maya	autodesk maya.com	1	free for student
Sketch Book Pro	apple store	1	\$0
Clip studio	clip studio.com	1	\$50
Huion Kamvas 20	amazon.com	1	\$369
Total Balance		11	\$2,062