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Culmination Project Proposal

Project Description

While being a student at City Tech, I have learned many different concepts pertaining to Game Design, Development, and the process of making a game in a team collaboration. After graduating I hope to get a job as a Game Developer or more specifically a role in programming for the mechanics of a game. I have a good amount of experience working to create a project within a team but not much within working on a solo project. For my culmination project I would like to create a 2D platformer game that allows the player to traverse through a level while avoiding enemies and environmental falls. Working on this project will allow me to gain more experience working within a 2D space in unity and how to plan out a solo project with deliverables and deadlines. Overall, this project will give me the opportunity to expand my abilities to put forward in landing a job as a developer.

Methods

My project is a 2D platformer game that allows the user to traverse through a level while avoiding enemies and environmental falls. This will allow for a modern arcade style platforming

feel for the player. I plan on using the Unity engine to create my project because it is the engine that I have the most experience with. When it comes to research, I will be researching different ways to create platform games to get a great feel for how they operate and how I can make the animations work for characters. Being able to work on assets for backgrounds and levels will also be a big help so that I can make a solid foundation for all the scenes. The research will also allow me to know how to make a proper schedule when deciding how long each aspect of the project is going to take. Completing tutorials and watching YouTube videos explaining how different mechanics work as well as working with my technical advisor is how I will be learning what I am not fully familiar with. The design will most likely either be pixel art or a higher graphical style gameplay. For team support I hope to outsource some artwork for the game.

Project Deliverables

- Signed Proposal
- E-Portfolio
- Schedule
- Required Resources
- One fully designed level
- Player model
- Enemies
- Fully playable Unity 2D Platformer level
- Culmination Presentation
- Poster
- Estimate

Schedule

Task	Start date	End date	Duration
Write Proposal	8/30/22	9/6/22	7 days
Determine resources/planning	9/6/22	9/13/22	7 days
Budget & Calendar	9/13/22	9/20/22	7 days

Schedule & meet with advisor/Design concepts	9/20/22	10/11/22	7 days
Continued design aspects	10/11/22	10/18/22	7 days
Level design	10/18/22	10/25/22	7 days
Character design/development	10/25/22	11/1/22	7 days
Enemy design/development	11/1/22	11/5/22	4 days
Development	9/6/22	12/2/22	85 days
Interaction development	11/8/22	11/22/22	14 days
Defining UI/audio and error fixing	11/15/22	11/22/22	7 days
Play tests and debugging	11/22/22	12/2/22	10 days
Poster and slide presentation	12/3/22	12/4/22	2 days
E-portfolio	12/3/22	12/4/22	9 days

Required Resources

- Unity Software
- Adobe Premiere
- Capable Computer to run Unity and any programs needed
- Assets
- PC Peripherals (Keyboard, Mouse, etc.)
- Monitors

Budget

Item	Quantity	Cost	Payment	Extras
Pc Capable of unity and adobe software	1	**$1500**	**$0**	**None**

- Computer capable of running Unity = $0 (Already have but $1,500 if didn't)
- Unity = $0
- Assets for Unity Project = $0 (Max to spend on assets)
- Any extra expenses that may arise = $50

   Total Cost = $1,550

Proposed Table of Contents/Portfolio Outline

- Introduction
- Methods
- Project Budget – estimate vs. Actual
- Project Calendar – estimate vs Actual
- Completed Paperwork
  - Schedule of meetings
  - Research notes, prototypes, artwork, images of project
  - Demo video/trailer of project
- Conclusion
- Annotated Bibliography