

Product Proposal

Introduction and Statement of Purpose

The final product I plan to create is going to be a successful model of a game I have in mind called "The Sweeping." It will be largely based off of my Game Design Document I created for my Original Work. Due to time restraints, I will be unable to code the entire game, but I do plan to create an interactive level block out with the player able to use a melee weapon against simple enemies that pursue the player. The melee weapon, a broom, can also serve as a means to move around the level and access new places (make the broom able to activate levers). This will include scripting, animation creation for the weapon movement, and designing a simple level based off of Moscow.

This shall give me the opportunity to gain real world experience by creating the rough model of what I want my game to be like. While it may not be worthy to showcase in a portfolio, it allows me to practice my abilities on creating and designing an effective game. It shall also allow me to grow my skills at game creation instead of just researching on the topic and interviewing professionals. Every professional I have talked to recommends I do a thing like this where I create my own game, so this is going to be very advantageous for me going forward.

Review of Skills and Research

There are many research topics that will be extremely useful in the creation of my final product. For one, I need to understand the purpose of a stylesheet to demonstrate the theme behind my level, which will be based upon the Russian city of Moscow with its colorful architecture and cold, harsh scenery. Secondly, a higher knowledge in different level design layouts and which ones are more well received is also necessary. I need to become more familiar with 3D modeling, texturing, and animation software to be able to make a successful prototype or rough model of the game. This will be done by doing interactive tutorials online and also watching YouTube videos explaining and demonstrating the processes so that I can build off of that, as well as following some basic tips that Unreal Game Engine features.

Creating the game's skeleton and model will give me basic knowledge in how to design a functional game. This process will teach me how to think in a more creative way to bring my ideas to a reality. I need to be able to reference many items found in culture and history, so being well informed in the matters of the world is of utmost importance. Some skills I already possess are my abilities to draw cartoon figures and create basic shapes within Maya. I also understand a basic concept of what Unreal Engine has and its capabilities. That will give me a basic starting place as I begin work on the game.

Methodology

In order to bring the product I have in mind to completion, I will need to:

- Research more about the software I am using (Maya, Inkscape, Unreal Engine)
- Finish the stylesheet and show to my mentor
- Begin adding in basic shapes to represent buildings and any shapes found in the level
- Get a feeling of how to add colors into the level to demonstrate the colorful aspects of Moscow
- Script the player capabilities as well as the melee weapon, the broom
- Animate simple weapon movement for the broom held by the player
- Allow the player to walkthrough completely through the level
- Make sure the player can activate all parts of the level and debug the level
- Publish on some medium to display a portfolio and any work done electronically without theft of ideas and models

Materials

Materials necessary to complete the prototype:

- Online document to serve as the stylesheet
- Thumbdrive or even better a laptop to show my mentor the progress I make on my game
- Computer to run Unreal Game Engine and any objects I want to insert into the game
- Possibly a drawing tablet (one from the school, the Wacom Intous Draw, or the Huion H610 Pro)

Utilization of Higher Level Thinking Skills

Throughout this process, I will need to synthesize the information I am creating and referencing to. I hope to gain confidence in my own ideas, as I have too often gone off of someone else's thoughts on projects. Mostly everything in the game will be my own work, from the level to the characters found in the game. The buildings will be mostly inspired by the architecture in Moscow.

Conclusions

The outcome of my product will be my first attempt to fully design a functional game. With the experience of creating the in-game objects as well as going through the entire game design process, I will gain real world knowledge I can apply to my future studies and eventually my career in video game development. I will be able to have multiple displays for my portfolio, which will certainly serve me well in the future. It will also let my ideas come to light to be seen by many people, and to hopefully someday be completed into a real, playable game. It will be beneficial to the community at large because it will provide them with a means to be happy with something and enjoy whatever they are playing. Every game developer's wish is to allow players to smile and brighten up their day by playing their game and appreciating what the creator have made.