

Computer Games Development

Project Report

Year IV

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[Date of Submission]

[Declaration form to be attached]

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# Acknowledgements

I would like to thank the following people who assisted in completing this project including;

John Doe of ACME who kindly agreed to …

I would also like to thank ICME for use of ….

Use this template when writing your research report. As a rule of thumb, the report should be of the order of 10 pages (about 250 words/page).

# Project Abstract

Open World Survival games’ rise in the past few years have brought many to headlines, with companies big and small trying to produce their own vast worlds to release to the world. Open World Survival is not in anyway a new genre in the gaming world, but it has seen a large rise in popularity in recent years as players want to explore and not feel restricted to a linear world.

This genre of games all roughly follow the same formula when being made, all doing relatively the same thing as the competition before them. With this project I aim to get a great understanding of how this genre of game is made through the development of my own, while also hoping to bring something new to the table that has not been seen in this type of game before.

The game that I’m developing for this project, will be made using the Unity game engine and will also use the Unity Networking System to create an online Co-op mode for multiple players. The project will also include procedurally generated map, Intelligent AI and online multiplayer.

# Project Introduction and/or Research Question

Open world survival games have seen a massive surge in popularity over the past few years, and with more and more people playing games since the pandemic, this only added to their popularity. Many of these games that were released in recent years were rushed and did not get the proper attention necessary to make a great game. This was a result of this genre growing in popularity and companies rushing to make a profit.

With this project, I aim to investigate the process of making an open world game with survival aspects and the technical challenges of such, while also trying to develop an immersive and fun experience for the player either through single player or online with friends.

During my development for this game, I intend to use procedural generation and Advance AI which will be used to add more depth and variability to the core of the game. The AI will aid in making a more difficult yet rewarding experience for the player.

Comment - >

# Literature Review

Replace this text with an appropriate Literature Review.

The literature review places your research in context. You aren’t the first person to investigate or research a particular topic. Present a short literature review with the following goals:

* Give the reader a good overview of the key concepts;
* Describe the most relevant work (in your own words) that other people have done in this area;
* Use proper academic writing with references.
* Show how the existing work influenced your project.

# Evaluation and Discussion

Replace this text with Results and Discussion.

Describe the results using diagrams such as graphs etc. as appropriate, and discuss what the results mean.

Example: Results indicate that once the threshold gets over a certain point it significantly reduces player performance and player experience

**Project Milestones**

Replace this text with Project Milestones.

Key project milestone dates and measurement on schedule, was project schedule adhered to, effectively planned for delivery on-time or ahead of schedule if appropriate.

**Major Technical Achievements**

What are your major technical achievements?

**Project Review**

What went right? What went wrong? What (if anything) is still outstanding/missing (i.e., still left to do)? If starting again, how would you approach this project differently? What advice would you have for someone attempting a similar project in the future? Were your technology choices the right or wrong ones? If you chose the wrong technology, provide justifications for why you think this. What were the implications of your technology choices?

# Conclusions

summarise your work and findings.

**Future Work**

Indicate what might be some next steps to try (if a student next year was going to undertake a project in this area what might be an interesting thing for him/her to examine?).

# References

# Appendices

Replace this text with Appendices.

This might include ethics application and other relevant material e.g. copy of any questionnaires used.