

Eve - Project Proposal Document

Eve is a game in which you play as a robot tasked with healing a broken earth using mechanics such as farming, exploring, and resource management. This game takes inspiration from games such as Stardew Valley, Lethal Company, and Citizen Sleeper, though it is not a direct competitor of the three. Eve caters to a wide audience, though our focus lies on casual gamers. Our game pillars include character interaction, reactive world systems, and idle gameplay. This project requires multiple different scripts to make the game fully function. These scripts will control different facets of the game, such as player movement, controlling the day/night cycle, managing the farming and how crops behave, automated island generation, and more. We will be using Unity Game Engine for our project which we will use to help with items such as camera management, scene management, and handling physics. Other programs such as Promotion NG, Ableton, and Fmod will be used to help provide visual and audio assets.

As for our justification, this project perfectly represents what our team has learned over our time at LMU. All members of our team have worked towards the minor in Interactive Gaming and Immersive Media, where we have taken classes in Unity, Game Design, Interactive Animation, and Video Game Writing. Through this project, we will all be able to showcase our skills in these topics, along with showing off our interests in those subjects. Additionally, this game will require us to have a strong comprehension of version control and good coding practice, a skill we have learned in our time here. The difficulty of what we plan to do is rather advanced in the computer science skills it requires, though it is well planned to allow for us to not overcommit. Though the interest in this project spans more than one semester, we have sectioned off implementations to be added in later if time permits. Our team is confident in our ability to excel in this project, and we are incredibly excited to be working on it.