

Project Definition

1.Student Name: Cassidy Tacey

2.P-number: P2717399

3.Project Title : Choice Based Story Cinematic 3D Trailer

4.Supervisor:Artur Machura

5.Introduction (max. 100 words):A 60 second or so cinematic game trailer focusing on the storytelling aspect of the game rather than gameplay mechanics. The game follows a father and daughter in a town that is caught in the middle of a war nobody wants. It is a choice based game meaning the choices you make decides the outcome of the story.

6.Aims (max. 100 words): Tell a rough story through the trailer without spoiling the story.

- 60 Second trailer
- Hard Surface Modelling
- Most Handmade animations (60-80%)
- Scene Composition
- SFX - Lighting, Particle Systems, physics
- Cohesive Story

7.Objectives (max. 200 words): A focus on Hard Surface Modelling, Scene Composition, Storytelling and SFX with a touch on animations. I am aiming to have around 6-7 different scenes/environments throughout the trailer to show off the 'game' from a cinematic POV. I want to focus extra on the small details which elevate the scenes' storytelling.

8.Deliverables (max. 100 words):

- Cinematic Game Trailer - 60 Seconds
- 6-7 different 'scenes'
- Dialogue and music to coincide
- GDD
- Storyboards
- Character and Environment Design

9.Schedule of Activities :

Week 1	Plan Story, GDD, Start Story board
Week 2 (easter)	Finish Story Board, Greybox
Week 3 (easter)	Hard Surface Modelling
Week 4 (easter)	Hard Surface Modelling/ Materials
Week 5	UVs and Texturing / Voice Acting
Week 6	Texturing and Animation
Week 7	SFX - Lighting, Particles, Physics
Week 8	Rendering, Audio
Week 9	Polishing

10.Requirements : Blender, Audacity, GitHub, Access to a voice recording Studio

11.Research Hypothesis :NA

12.Student Signature:

13.Supervisor Signature:

14.Date: 31/03/2025