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| --- | --- | --- | --- |
| CLIENT | **Dan Toose**  **dant@aie.edu.au** | | |
| CLIENT BRIEF | **LENGTH**   * Should deliver either five minutes of gameplay in one session or be replayable.   **PLATFORMS**   * PC * Mobile * VR   **RESTRICTIONS**   * Cannot be a networked multiplayer game. * Cannot require custom or non-standard peripherals. * Must be realistically scoped. | | **CLIENT INTERESTS**   * Co-operative same screen gameplay. * Quality over quantity. * Engaging narrative. * Consequence of actions, meaningful choices. * High skill ceilings. * Distinct Experiences * Drum and Bass, 174bpm, Junglist. | |
| DEVELOPMENT TEAM | | | |
| **Holly** **Hawkins**  DESIGN  WEAKNESSES | | | |
| * Confident designer   STRENGTHS   * Adaptable thinker * Some art ability * Music | | * Very little technical knowledge * Bad at time management * Programming * Easily absorbed | |
|  | | FX and Foley  WANTS TO TRY  Programming shaders  Children’s/whimsical narrative | |
| **Callum Arthurs**  PROGRAMMING  JOURNEY TO THE SPIRIT WORLD  STRENGTHS | | | |
| * AI Competency * Graphics * Source control * Technical designing | | * Difficulty remaining focused   WEAKNESSES   * Little Art knowledge * Presenting and pitching * Networking | |
| SATURATION OF ART RESOURCES | | Casual Arcade Game  WANTS TO TRY  More fun than competitive | |
| **Gehan Elsayed**  ART  1940’s UFO ATTACK  WEAKNESSES | | | |
| * 2D Stylised Art   STRENGTHS   * Hand- texturing * Some Animation | | * 3D modelling * UV Unwrapping * Rigging | |
|  | | 3D modelling  WANTS TO TRY  Greek Mythology | |
| **Anthony Catanzariti**  ART | | | |
| * 2D Stylised Art   STRENGTHS   * Digital Semi-realism * Illustration | | * UV Unwrapping   PANDORA’S BOX  WEAKNESSES   * Rigging * Retopology * Animation   WANTS TO TRY | |
|  | | Greek Mythology  Sin City / Film Noir Style | |
| **Howard Strutt**  ART  WEAKNESSES | | | |
| * 3D Modelling   STRENGTHS   * Architecture * Modelling software | | * Illustration * Storyboarding * Rigging | |
|  | | Guaca Melee Art Style  WANTS TO TRY  Borderlands Art Style | |

DEVELOPMENTAL OVERVIEW

ENVIRONMENT

We will be developing a PC platform game in Unity using Maya, Z-Brush, and 3DS Maxx.

APPROVALPROCESS

The client has specified three concept proposals with an audio-visual presentation and accompanying summary sheet for each. The process for approval is to get feedback from the client and make any adjustments he has requested and produce a Production Brief providing an outline of the work and processes for the project. We will be contacting the client weekly for a progress update and doing a milestone brief on each milestone date with a content demonstration.

PROPOSALOVERVIEW

Considering our oversaturation of available art resources, especially 2D and illustration, we will be basing our concepts around game styles that take advantage of simulated 3D and stylised art, with strong accompanying narrative, and gameplay experience.

