# Group Project Proposal – 3DAE

With this document you submit a “Group Project Proposal” for the 3rd year. It’s important that you take your time to fill in the proposal in detail. Based on the info and the quality of the document, we decide with the module managers whether your project qualifies for a group project.

You send the “Group Project Proposal” document, together with a working prototype build, to Alex Vanden Abeele via e-mail ([alex.vanden.abeele@howest.be](mailto:alex.vanden.abeele@howest.be)) before **02/09/2024 08:30**. On September 4th you’ll pitch this project before a jury. Afterwards you will be notified if your group project is accepted or not.

If you have any questions regarding this proposal do not hesitate to ask Alex. **Do not assume things, make sure you’re sure.**

Success in writing your Group Project Proposal!

## Students that participate in this proposal

*List here the students that participated on this proposal. Only students that really collaborated on the proposal can be listed here, do not list students that you would like to have in your team, that is not accepted.*

*Teams larger than 5 are not accepted either, so do not list more than 5 people here. It’s not needed to list a full 5-member team. If you’re with two people (or alone) that came up with a great idea and you would like to work with a team on that idea, that is perfect (preferred), enter those two names and the other students will be volunteers from 3DAE*

|  |  |
| --- | --- |
| Name | Major |
| Finian Horrie | GD |
| Mikail Kahya | GD |
| Artjoms Horosilovs | GGP |
|  |  |
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## General description of the project

|  |  |
| --- | --- |
| Project Name |  |
| What kind of project/game is it? | Wave-based survival FPS |

## Description of the project

*Describe the project in about one page*

[Name] is a wave-based survival FPS game inspired by Killing Floor, Call of Duty zombies, Left 4 Dead, and Warhammer Vermintide. The player starts every game with the base equipment, throughout every round they gain more resources to upgrade their build to survive as long as they can. Every wave the enemies become tougher. These waves lead up to mini-boss encounters that become more frequent and difficult as the waves progress.

Enemies consist out of humans turned to monster through an affliction named the Shiflix. The player is afflicted with this virus but controls the monsterification. They however need to use the body parts of other monsters to become stronger. Slicing off specific body parts of a monster grants you their specific abilities. These can be upgraded further with more body parts turned to currency. The player will get the equipment on the first dismemberment, if picked up in time as body parts decay quickly when not in contact with a host of the Shiflix virus. Monsters will have either have an arm, a leg, and or head available to be dismembered and used.  
Some variants of the monsters will include:  
The common imp: small but it has sharp claws. Easily dealt with but always in a group.   
The blob: slow but it has a lot of mass that they can grow at will to a limit.  
The brute: your standard strong charging enemy that stomps the ground. The brute works off vibrations as they have lost their head in the transformation.  
……

The player can change their equipment between every wave. Their equipment consists of 5 abilities, 2 arms, 2 legs, and 1 head. The head is always a passive ability while the other 4 are active abilities. When a monster body part is found, the other drops of that same body part will be used as currency to upgrade and change the ability. An example of this is the claws of an imp turning to one slower but harder hitting blade. Every monster part has their challenges the player can perform to increase the damage output or cooldown of that ability. The upgrade station to do all of this is only available at the down time between rounds and will suspend the duration between rounds for a bit longer before the next round starts. If you are still in the station while the round starts, you will be forcefully removed from it and the round starts officially.

The map will be a few zones big with corridors leading between them. We are taking heavy inspiration of Killing Floor and Warhammer for this. The map will have events happening every few waves which are scripted. These events can be from a building burning down closing of an entrance, to the brute bursting through a wall opening a new zone. This keeps the player moving between areas or restricting them to one area for a difficult battle. Monsters can enter from specific entry points on the map like a gated fence, a broken hole in a building, a burry hole in the ground, etc…

## What do you want to achieve with this project?

*Describe what you expect as an acceptable outcome of your project? What kind of result can we expect?*

We want to create a game that is fun to play for extended periods of time. We always liked these games and wanted to start the process of creating one with our ideas. There is a wide community out there that play Call of Duty zombies and make mods for these games, but a new experience is what is needed. Taking inspiration and creating an own identity is the result.

The monsterification came from an old idea and stuck because it was a very interesting concept for lore and gameplay aspects.

We want the game to make you feel like you can always lose if you don’t pay attention. You are a powerhouse able to fight an army of creatures, but that is because you are wary and smart about your moves. You need to feel like you are strong, but never feel like there is no challenge.

The scale of the game for this project would be at most 5 enemies, with some of those enemies having only one ability to keep the workload small. It is scalable and can always be extended if the project allows that. The map will consist of 3 zones that will have corridors linking them to each other. These corridors will be blocked sometimes, creating a more dynamic map.

## What are your plans with the project once it is done?

*Be realistic about this – but we do expect you to have plans with the result. Projects just for fun are nice, but we want to achieve more with these projects. Do you plan to start a company when successful? Do you intend to compete somewhere? Do you intend to sell this game?*

Once the project is done, it would be nice to expand further. The core system can be expanded further quite easily with the addition of extra monsters, new maps and even new minor mechanics specific to maps. For example, environmental traps and such.

Releasing this on console would be nice but consoles make that process a bit more difficult. Releasing it on itch and steam is the first step. If the game had an active audience on itch, the finished release would then be sold on steam for a lower price.

## What technology do you plan to use?

*Describe the software and hardware you intend to use and whether you have access to everything you need.*

The game will be made in Unreal Engine with modeling being done in Maya. If we can’t find anyone to do animations for the game, we will need motion capture. The current members aren’t familiar with the process and as you use melee weapons predominantly, it is important to have some animations look good. Animations for leg abilities can be hidden with clever camera tricks, but both the arm abilities and enemies need to look scary, not goofy.

Sound will be mostly done through taking online sounds and remixing them to what we need using the free sounds websites.

For programmers, Rider is recommended to work in. Rider has great integration with Unreal Engine. This isn’t to say Microsoft Visual Studio does not have this, Rider has plugins to make working easier.

## On what platform do you want to release and via which store front?

*We intend to achieve this – be realistic.*

The first and focused on release would be PC. Extended platforms would be PlayStation and Xbox.  
Store fronts for this would be:

* Itch during development, for test builds and demos
* Steam for the easy process of releasing games. This would be at a low price.
* Epic games store because epic games allows games made in Unreal Engine to be released on their store front quite easily without the extra of them taking a cut.

## What is the target audience?

*Make sure this is well defined. “For everyone from 7 till 77” is not accepted, this range is too broad. Motivate your choice.*

Attachments   
You can add additional info that enhance your project proposal; sketches, mockup, game design, life design, character design, moodboard, ...