Declaration/Statement of Agreement

## Project Casanova

A third-person hack-and-slash set in 18th Century Venice. Gameplay inspired by Nier and visual concept of Nightingale as well as Venetian culture. With the art style inspired by Immortals Fenyx Rising.

“A heartthrob rebel escapes a tyrannical ruler’s underground prison, battling his puppets to avoid execution.”

## What is everyone’s role within the group?

**Characters Artists**

Aine - Concept Artist/3D Character Artist   
Sophie - 3D Character Artist/Character Texture Artist   
Louise - 3D Character Technical Artist/Animator

**Environment Artists**

Chloe - 3D Environment Artist/Environment Texture Artist/Art Director   
Abbie - 3D Character & Environment Prop Artist

**Coders**

Charlie - Video Game Developer/Project Director   
Dean - Video Game Developer

## Where did we collaborate cross-discipline?

## What did everyone specifically contribute to?

|  |  |  |
| --- | --- | --- |
| **Group Member** | **Contribution** | **Link** |
| Aine |  |  |
| Abbie |  |  |
| Charlie |  |  |
| Chloe | * Level Design * Environment Whitebox * Environment Concepts * Stylised texture tests * Shader tests in Unity * Lighting tests in Unity |  |
| Dean |  |  |
| Louise |  |  |
| Sophie | * Initial rough concepts * Game-ready mask * Baking tests in Blender * Cloth physics in Unity * Mask concepts * TexturingXYZ and stylised texture tests on character * Procedural eye and eye textures |  |

Signed by:

|  |  |
| --- | --- |
| Aine |  |
| Abbie |  |
| Charlie |  |
| Chloe |  |
| Dean |  |
| Louise |  |
| Sophie |  |