**Group Projects**

**Project 3 Synopsis**

**Team Members & Roles**

Team Name: The Senate

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| Team Member | Role |
| Mark Lizzimore | **Level Design and Environments** |
| Matthew Pendleton | **Sound Design** |
| James Morgan | **Art** |
| James Moran | **Programming** |

**The Game**

Going by the working title “Project Winter”, our game is a 3D platformer in the style of platformers around the time of the PlayStation One and Nintendo 64, such as Spyro the Dragon and Super Mario 64.

The game takes place in a somewhat humanised version of Antarctica, where players assume control of an as of yet unnamed penguin character, who is seeking to collect enough coins to afford a vacation to go somewhere a lot more sunny, but finds himself faced with many dangers and perils along the way. Players will traverse multiple different environments and face off against dozens of different foes as they run, jump and slide their way through Antarctica.

The game is aimed mostly at children, with a colourful aesthetic and challenging, yet simple gameplay. Though it will definitely also appeal to a core of adults who played such games as children who are eager to experience it again.

The core game mechanics will involve, for the most part, running, jumping and sliding. Players will explore large open levels and belly slide and jump their way around the various platforms to reach their goals and collect as many coins as possible. They will also engage in combat with enemy creatures using various means such as making contact with them to knock them out.

The game will be developed in Unreal Engine 4 with some modelling work done in 3DS Max.

**Sharing and Communication**

We will communicate primarily through a Facebook group chat to discuss the development of the game, as well as meeting up weekly in real life to discuss the project and evaluate each other’s work, bringing together ideas to make it all work.

We will share files on a folder we have created on Dropbox to ensure we all have access to the files we need at any given time, and use Github as source control so everything remains up to date.