Project Definition

**1.Student Name:** Grace Harris

**2.P-number:** P3736071

**3.Project Title:** 3D Abandoned Laboratory Game Map

**4.Supervisor:** Artur Machura

**5.Introduction (max. 100 words):**

I will be making a concept of a game within a GDD and TDD. I will be creating a non-realistic level of an indoor non interactive abandoned laboratory within Unreal Engine using Blender to create assets.

**6.Aims (max. 100 words):**

* Create a GDD of the game concept the project
* Create a TDD of all my models made within the project and used assets that will be referenced if used from outside source.
* Create a game level to show off level design

I will not be creating any input systems for player, UI input systems or creating AI movement and states but will be covering how the player and AI will move and act within the GDD.

**7.Objectives (max. 200 words):**

* Create a GDD
* Create TDD
* Find inspiration to put into mood boards
* Level Blueprint
* Character Concept Art
* Explore sculping methods
* Block out of Level
* Final polish

**8.Deliverables (max. 100 words):**

* Ethics Screening
* Project Definition
* Meeting Notes
* First Deliverable: GDD and TDD
* Final Deliverable: Finished First level design

**9.Schedule of Activities:**

I will be using Jira to set up my schedule but will present a brief summery in basic detail of what I planned to schedule within the first few weeks.

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| Week 1 | Project Specs, Start on Mood Boards |
| Week 2 | GDD, TDD, Mood boards |
| Week 3 | [Week Off] |
| Week 4 | Character Concepts, Blueprint Sketches |
| Week 5 | Polish Documentation, First Deliverable |
| Week 6 | Block out of Level in Unreal Engine |
| Week 7 | Block out indoor assets |
| Week 8 | Convert block outs to detailed models |
| Week 9 |

**10.Requirements:**

* Jira
* Blender
* Unreal Engine 5.3.2
* Krita

**11.Research Hypothesis:** N/A

**12.Student Signature:**



**13.Supervisor Signature:**

**14.Date:** 01/04/2025