**PROJECT PROPOSAL**

**HAMZA RAHMAN**

**3381991601**

**Work overview:**

* Given that my work is based on the original title Max Slinger, it will either be a first-person shooter or a top-down shooter. Max Slinger is a multimedia series about a guy named Max Slinger who one day discovers his planet has been enslaved by an extraterrestrial alien species that has taken over mankind, and Max must find a way to free his home, and eventually the rest of the world. I believe this would be exhibited in a gallery among Max Slinger products (shirts, figures, and posters) and an interactive game related to the Max Slinger property. This would be done by the user using a controller to play the game.

**Technologies and Materials**

* To do this project, I would need to utilise a 3D printer, a vacuum sealer, and maybe print the custom shirt and poster online. A lot of 3D modelling (PVC) would be required since there would be a lot of trial and error to achieve the right model and use it in the final product. In order to generate them, I will need to utilise a number of softwares such as blender, photoshop, apple sketchbook vs coding, and so on, but for the actual game itself, I can go one of two methods :

If I were to do a top-down shooter, I can use VS code and utilise HTML, CSS, and javascript to create the engine that draws inspiration from my first term project, this will be somewhat easy to replicate and it will give me an easier time to create OR I can use a whole new engine named Unity which uses a language named C#, however in order to do this, I will need to learn a whole new language while using a whole new engine, which may take me a bit of time, however the game will be more entertaining as people who are into gaming would most likely be into first person shooters which will give me more of a chance to boost

**Creative research**

* My main inspiration for this comes from my nostalgia for the 2000s gaming era, which is still with me today. Titles like DOOM, Left 4 Dead 2, and Call of Duty, with their simplistic yet appealing graphics, are what drew me to these franchises with such a simple yet frustrating goal of defeating these waves of enemies. With games like this, I could play for hours on end, and it would be a relaxing but exciting experience. Though my idea has little to no political relevance, Max Slinger is a good illustration of what freedom entails and how one would go to such extremes to obtain it. I want Max Slinger to demonstrate that no matter how low you fall, everyone should strive for the freedom of fear, anxiety, depression, and so on, and that you should fight back for what is truly yours; no one, no living being, should have the right to take away your freedom, because freedom is what makes us human.

**Technical Groundwork**

* In order to go through the technical groundwork, I would need to explore mainly through my CSS skills and import my own custom library that has my own hand made assets as implementing the two would take a bit of time for both of them to work as I would need both of them to work, if one of the assets (for example, the aliens) would not show then I would need to find a way to implement new features as this almost happened with my Max Slinger website, especially when a new Font appeared when i loaded it via a mac web browser compared to a windows web browser.

**Existing knowledge**

* If I were to choose the top-down shooter root, I would need to find a different example that has already used it (for example, a space invaders game that uses HTML and CSS) and modify it to my liking and theme so that the shooter looks like Max Slinger and the waves of invaders are an armada of aliens. I would also need to explain where these examples came from and how I would incorporate my own creativity into them. This would most likely appear at the bottom of my HTML code.

**New knowledge**

* Working with a new game engine is both thrilling and frustrating for me since I want to see how to create my first game using a 3D engine, which is what most game development businesses want to see instead of using a language designed for web browsers. Using this engine would enhance my confidence in game creation and provide me with a solid portfolio demonstrating my ability to use various assets and libraries, as well as my broad knowledge that can be used to a range of engines and softwares. On the other hand, this would require me to learn a whole new language as well as tackle new challenges that I had never encountered before, such as generating code or creating new scenarios. I could use a visual scripter to make it easier for me to use the engine, but this would be detrimental to my portfolio, and what's the fun in that?

**Timeline and milestones.**

* Now that the website is created, I can experiment with various tools and even new engines to see where the Max Slinger franchise will lead me. Diving into the enormous ocean of game creation tools, I'm looking for something that not only brings Max Slinger's vibrant universe to life, but also provides a seamless and engaging user experience. This inquiry is considerably more than simply finding the correct tools; it is also about visualising the franchise's future direction. Should the game meet obstacles or fail to attract the audience as expected. I have a backup plan in place. The products, which include action figures, clothes, and limited edition art prints, serves as a tangible extension of the Max Slinger universe. It's more than just a backup plan; it's a strategy for growing the multimedia franchise. This product serves not just as a promotional tool to generate interest in the game, but also as a means of keeping fans engaged and immersed in the plot and characters. By combining the game and goods, I hope to develop a strong, diversified presence in the entertainment sector, guaranteeing that Max Slinger is recognised across several media channels.