Project Proposal 1:

For the purposes of completing this first proposal, please fill out <u>every</u> boxed section to the best of your abilities. We understand this is a 1st draft and you may not have had the opportunity to fully think out each aspect of this project yet. However, be thoughtful about what you write and how you explain your idea. Fill everything out to the best of your abilities and we will let you know if we need additional explanations on any aspect(s) of it.

On the following pages you'll find these 5 charts to fill out (and instructions alongside of each):

1. Overall idea
2. Multimedia tools
3. Target user group
4. More in depth project details
5. Classmate feedback

All chart headers are highlighted in dark blue with white writing.

Overall idea:
What is your overall idea? Note: Be concise, yet informative enough to give the instructors a proper idea of what you're wishing to accomplish through this project.
I want to make a text adventure game using the Unity game engine. I want to accomplish at least a working, playable demo for the game by the end of the semester. I want to use this project to work on my programming and writing skills primarily, hence the choice for a text adventure and not a different kind of game (such as a platformer, etc). The game will also involve puzzle design which I would like to work on as well. Being a text game, this project can be expanded or scoped back if necessary, either by adding more 'rooms', or removing some.

Multimedia tools:
What tool(s) do you hope to learn (or become more proficient at) over the course of this project?: Note: This is a technology-based class so you will have to use some sort of technological tool(s) to create your projects. What do you predict those will be? These need to be industry level tools (i.e., no using iPhoto, Wix templates, etc.).
Unity specifically, in addition to C# and Visual Studio
How familiar are you with your chosen tools? Note: Be very specific with your starting point. If you've never used it, state that. If you have years of consistent experience, state that.
I have used Unity for around 2 years, but most of what I know has been self-taught and I am not familiar with the tool to the extent that I am using it every day. I have never created a 2D game in Unity before, and I have yet to dive into text-parsing programming as opposed to OOP.
How proficient do you expect to become via using your tools by the end of the semester? Note: How well can you master it in 1 semester? Is it an extremely complicated and robust tool that takes most people years to learn how to do it somewhat well? If so, you'll likely only scratch the surface and your final deliverable(s) will reflect that.
Unity is quite a complex tool that has a lot of options that are out of scope for this project. Thus, I will be mostly scratching the surface of Unity's full capabilities,

although I will be focused primarily on the 2D Sprite/Canvas options the engine provides to display images/interact with text.

What do you imagine your final project deliverable(s) will be based off the tool(s) you use to create it?

Note:
What do you think your submission will be? A website? A video?
Be **very** specific about this portion.

My final project deliverable will be a short demo (5~ minutes?) of a text adventure game (in the form of a Unity executable). Its exact length is incredibly dependent on time available.

Do you think your stated final deliverable(s) are fair?:

Note:
You're supposed to dedicate 2 hours a week for the entire semester to create this final project. Does the final deliverable(s) match the amount of suggested work?

For example, if you're a very experienced video editor, would a 10 minute video suffice as a final deliverable? Probably not. However, the final deliverable(s) for a novice video editor would be different.

Yes. Games are often over-scoped and this one is no different. I would be very glad to get a working and polished 5 minute demo by then. I expect the project to likely take more than 2 hours per week, so scoping down may be necessary.

Target user group:

Who is your target user group?:

Note:
Target user group is not limited to age alone. Think of all aspects of life and the various ways people can classify things (i.e.: job type, socioeconomic status, location, subculture, lifestyle, etc).

People who enjoy games, particularly young adults with a disposable income, who are familiar with and enjoy indie game culture. A more niche audience overall— people who like text adventure games, but who desire a little more visual/auditory stimulation.

Why are they your chosen target user group?:

Note:
What is your motivation for specifically wanting to create something to help them

I believe, through some experience in games as well as a hunch, that this would be a good user group to look for. Indie games garner a very specific audience, unlike large budget AAA games who target mass populations. People who like indie games

often are incredibly passionate about the games they play and thus have some sort of emotional connection to them.

More in depth project details:
What is your motivation for creating this project?: Note: What makes this project special for you? Why are you choosing to focus on this for the semester? What are your deep reasons for wanting to pursue this? *This is where you talk about your intentions*
I have been in Workshop for my Game Design degree for two years and have come to hate the game I am working on. I would like to try to make a game that I personally will like, without having to garner to the rigid rules of a game looking towards an official licensed release.
What is your purpose?: Note: What are your goals?
My goal is to create a working demo of my game that is playable, polished, and representative of a potentially larger game in the future should I decide to continue it after school.
What are your initial plans on how to tackle doing research for your project?: Note: Talk specifics. Do you know someone knowledgeable in your project area that can help get you started on learning about what you're trying to do? If so, speak on that. If not, how do you plan to begin and where do you think you'll start? What resources will you potentially look into using to learn more?
Using what I know from my degree and advice from the people in my program. There are lots of resources in Franklin for playtesting and iterating. I will be looking to youtube for tutorials and tips on how to work the code and look at other references for examples of good, engaging writing.
What outcomes are you hoping for and/or foresee taking place?: Note: What would you like to see happen once your project is completed? What do you hope your target user group gains from what you crafted?
I would like to see my project as something I can put on my portfolio, as well as something I can happily point to when asked about my likes. I hope my target user group finds a fun and engaging experience, regardless of how long or short the end product may be. Sometimes even the shortest experiences, if they're good, stick with those who were able to enjoy them.

Lab activity for week 2:

For this final piece, I'm asking you to openly talk about your project to MINIMUM of 3 of your fellow classmates. After telling them about your project, go through the following questions with them and record the answers in the below provided chart:

1. Can your classmate rearticulate back to you what your project is mainly about in 45 seconds to 1 minute?
    a. Were they accurate? (yes or no)
    b. If they weren't, what did they get wrong and/or leave out?
        i. Was it an error in the way you explained your project? Did they misunderstand? Did they mishear you? Record the reason why.
2. Do they think your project goals sound feasible?
    a. Are your goals too grand or underdone?
3. Do they think your multimedia tool goals sound feasible?
    a. Are your goals too grand or underdone?
4. Are there any multimedia tools they could suggest to you to help you in your project?
5. What would they like to see you add, drop, and/or change about your project? Why?

3 classmates' feedback:	
Classmate's first and last name:	Answers to questions 1-5 for each classmate:
1. Jordan Hannon	1. No, I did not explain quite enough about the plot, but then it was clear. 2. Yes 3. Yes 4. Photoshop for some assets 5. Could make some nice visual assets to go with the story.
2. Logan Couch	1. Yes (adjust after first one) 2. Yes 3. Yes 4. Nothing came to mind 5. Thought some visuals would be cool too.
3. Diana Eakhshivar	1. Yes 2. Yes, has the potential to be over scoped but can be doubled back 3. Yes, seems smart 4. Looking at other games for reference 5. The sound or sprites sound neat