

Proposal

- Joshua Garcia
- Period 4
- A scary game
- It will be scary
- Unity
- Working in 3D and I will watch youtube videos
- It will be like slender kinda
- Learnings 3D, generating world, object, character, death, etc
- No partner

1. Research basic game functions and how they're made
2. Rewatch Baez RogueLike/ Watch Unity youtube vids
3. Power ups
4. Dialog/ text
5. Do research of scary stuff like atmosphere/ writing up findings
6. make a functional character
7. weapons?
8. Add scary enemy
9. Learn how to make AI that makes choices(simple AI)
10. Make a realistic map setting (In a house)
11. Add an objective (Things to collect)
12. Add death and maybe lives?
13. Music
14. Sound effects
15. Add Items to help
16. Maybe add a partner (AI)
17. Add more Levels.
18. Different difficulty/ mode?
19. Different characters (Stats or abilities)
20. Saveable game

I believe what would make my game eye catching would be the many features that it would provide