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Confirmed Kill

For my capstone project, I’ve chosen the pitch of creating a zombie shoot’em side-scroller 3D (2.5D) game developed with the unity engine. The reason I chose to develop a video game is solely because video games initially influenced my desire to be a computer scientist and pursue programming as a career. Additionally, the sub-genre of zombie has as always been an interesting concept to me and I personally enjoy zombie shooters. This project shall serve as my hobbies and interests amalgamation. Ultimately, as an in-development project, I would hope to continue this development and reach a larger audience of leisure players or influence future projects that will ultimately gander a close-knit community (and make money in the process). As of now starting out, my short-term goal is to use my game as a means of entertainment for my peers and myself. After beginning some researching for the beneficial capabilities of unity and what it can offer into developing a zombie shooter, I’d decided it would complement my vision with its wide variety of available resources and publicly it’s been highly recommended by many indie game developers (and our own Faculty and students) as a go-to for a beginner platform. The side-scroller technique was considered after I’d given thought to the opportunity of level design, asset design, animation and script development that this technique offers with the simplicity of importing and previewing I’d probably need for trial and error. This however is not for certain the method of technique that may be in the final iteration, but as a working idea I believe it will manage perfectly for the creation I’m planning to introduce.