**Capstone Proposal**

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Capstone Title: Obsession

**What?** *Give a brief summary of what you want to do for your Capstone project. This summary should consist of no less than 50 words and should provide a clear idea of what the project is, its utility, and the technologies and skills needed to successfully complete it. I will be looking for projects that go beyond the projects you have created in your coursework. This will take 10 weeks to complete, and your summary should demonstrate the thought process necessary to create a successful capstone project.*

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| In this closed-environment, third-person 3D game, you play as a private high school student in his journey to eliminate anyone who gets too close to his crush. You can do this in many ways, such as blackmail, befriending them and convincing them to leave him alone, or even murder. If choosing illegal routes, players would have to be strategic to avoid getting caught. The game would have quests to complete to befriend. Players would also need to learn their “rival’s” schedule to plan their moves. |

**Why?** *Why do you want to do this Capstone project and what makes it Capstone worthy?  
This section should help me to understand the process and/or motivation behind why you have selected your project and what you intend to accomplish with this. Your response should consist of a minimum of 250 words and be more substantive then simply achieving a specific grade in your class or completing your coursework. Perhaps there is a personal motivation behind your project, or you recognize a need in a product or technology that already exists. Help me to understand how this ties in to your project’s purpose.*

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| I want to do this Capstone project to compete with the already-existing *Yandere Simulator*. I want to show that I can make something complete from the ground up that will be fun to play and look good. I want to show off what I’ve learned and what I can do with less limitations on what needs to be implemented. I would also like to show off that I know how to utilize OOP concepts. I want to compete with *Yandere Simulator* because I know the game had the potential to be good and was beloved by many on the internet before everyone realized what a horrible person the developer was. I feel like I could feel personal success from making a game people would hopefully love. I believe I have most of the skills required at this point, I just need to expand on them to make a fully fleshed out game that players would enjoy playing. I also want to make it because I enjoy the gameplay styles of *Yandere Simulator* and *Hitman*. Most stealth games are very forgiving on what player’s can use to kill their enemies. Hitman allows players to simply shoot their enemies, which eliminates some of the challenges. By putting players in the school environment, this limits what would be able to be used to kill someone. For example, players might need to improve their grade in chemistry to be able to poison their rival. These ideas would challenge me to think of ways to kill and hide bodies in an environment where being caught or a body being seen is game over. |

**How?** *What are the technologies that you are going to use for this capstone project?   
State if the technology is relatively new to you and will require time to learn. This section should consist of an annotated bulleted list. This means that each bulleted item should contain a short yet detailed explanation of what using the technology will accomplish. If you will need time to learn how to use specific technology, explain in one to two sentences how you will accomplish this.*

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| * Unity 3D. I feel confident in using this. I can follow tutorials to supplement the knowledge I need. * Audacity. I am hoping on having at least a little voice acting, so I would need to edit audio files. I have used Audacity for basic things in the past, so I wouldn’t need to learn much. * Photoshop. I would like to create my own UI graphics as much as possible. I spent two years learning Photoshop in high school, so I don’t need to learn this. * Steam. I would like to learn how to publish a game on Steam. |

*List the pillars of your Capstone – Remember that I see pillars as not only the major elements of a project, but also as an opportunity for the student to demonstrate understanding of the project’s capacity, utility, and purpose. I also see it as an opportunity for a student to demonstrate expert understanding of technology, marketability, and time management. You should list between* ***One*** *and* ***Three*** *pillars for your project and provide a one to two sentence explanation for each.*

*Examples of different pillars might include specific technology construction, the utilization of hardware/software, algorithms, social or cultural awareness, etc. So long as you can explain how your product meets a need important to you, a business, consumers, or a community, I will be willing to accept it.*

* Comparison to Yandere Simulator (knowing the cultural impact of Yandere Simulator and how my game will hopefully be better)
* Steam marketing (knowing how to publish and get people to notice the game on Steam)

**Reflection:** *Capstone is about growth and development; in at least 200 words, describe in what ways this Capstone will help you to grow?*

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| This capstone will help me learn even more about Unity, Audacity and Photoshop. It will also definitely help me learn about how Steam works from a developer’s perspective and I will better learn to understand the market and trends. I will learn how to best “sell” my work and myself as a developer so that people will learn to trust my name in future projects. I will also need to spend a lot of time on basic AIs that follow a set schedule unless higher priority events occur (witnessed murder, gets something spilled on them, etc.) I will also need to implement an inventory system that can hold two items and switch between holding them and hiding them so that the player can be seen as not suspicious. I would like to implement voice acting, or at least important scenes with voice acting, so I need to learn how to get audio clips to play at the correct times, which is something I haven’t touched on in the past. I would also like to spend more time making a decorated and appropriately cluttered environment instead of relying on premade ones, which will require work to make sure the collision and interactions are correct. All in all, this project will take my already existing skills and push them further, while giving me a few more. |