Candidate name: Ethan Kian Symons-Malone

Candidate number: 164159

Pathway:

Project title: Midnight City Drive

Section 1 Rationalate:

The Project I have decided to go with is a retro style driving game with a twist.

The Skills I learnt before this project consist of animation, sprite modeling, asset building, coding and unity, All of these skills are useful for my fmp as I will most likely use them all to make my game, I have also learnt things to do with the writing side of the projects that will help with that side of the fmp. I hope to acquire a larger understanding of how to code in unity and how to make a game in general, I hope to acquire more knowledge in animation and asset building also.

Section 2 Project Concept:

My game will consist of a User Interface where you can select which car you want to use from a menu, from there you will be directed to the start screen where you will be able to view how many coins you have (The coins will be used to purchase power ups) and where you can access the UIto buy power ups, once you press the start screen a small intro will play which you can skip if you want, After the intro you will have control over the vehicle that you previously chose, with it you will have to avoid hazards such as cars and roadworks, you will be able to drift round corners and swerve out of the way of vehicle AI, If you proceed to crash you will be brought to a crash animation and promptly given a options menu where you can either continue and play again or go back to the home screen, there will be multiple levels, you will have to complete each previous level to get to the next level. I also hope to be able to include an endless runner level where you will have to try to get high scores.

My target audience are people who love the night time car aesthetic and people who also like to play fun driving games, my target age is probably teenagers and young adults as I feel they would enjoy the game the most, and my target gender is mainly men because not as many women are into cars. The research I have carried out is mainly watching and playing games along this basis, One example of a game is called Thumb drift, It has helped me come up with level Ideas and also has helped me understand how I want the vehicle to drive. The tools I will requite to make this game are Unity, Visual studios, photoshop (and possibly premiere pro), Google and audacity. I am hoping to run my game on pc and hopefully mobile.

Section 3 Evaluation:

I intend to record my progress with screenshots and regular updates on how I am doing with the game, E.G if I decide to change or remove a feature i originally intended to add to the game, these regular updates will also help me understand where I am and what I need to do.