

Abstract

Video game quality has declined sharply over the years. My proposal aims to develop video games. By creating video games of good quality, companies should see that quality is just as, if not more important than finishing a video quickly. To accomplish this goal, we will form an alliance between designers and customers to create a video game that players find enjoyable.

Introduction

This proposal seeks sponsorship to help further my plans to be a video game developer. Video games have become a part of today's society to a point anyone can create a video game. Thanks to development software being available to many more people, there are more video games created now more than ever before. However, as more video games are being made, there are many that have disappointed players. In fact, several Triple-A games that left players feeling disappointed and furious. My goal is to be a developer/designer that does not betray players' expectations. I want to be one of the ones that inspires people to create video games.

The Impact

This grant will allow further professional development as well as personal development. For me, this would ease some of the financial burden that goes into video game development. I would also be able to spend more time developing a video game instead of worrying about when my next meal is going to be. Furthermore, time is money. Without this scholarship, the time that could be spent developing a video game would instead be spent working part-time at a grocery store. With the scholarship, I instead would spend my time thoroughly working on a video game.

However, the project does not only benefit me. This gives an opportunity for other people who want to create a video game as well. Making a decent video game can be a daunting task for those that have never worked on one before. Furthermore, finding the right people to work with can be an even greater struggle considering how many there are. How this project fixes that problem is by providing a familiar environment that encourages self-improvement while having participants earn merit by having completed a video game.

Plans

For now, finding people that are essential to video game development is crucial. This includes video game designers, developers, composers, playtesters, and other roles as well. While many people may use designer and developer interchangeably when talking about making a video game, there **is** a difference between a video game developer and a video game designer.

A video game designer can be thought of as the creative director for a video game. They deal with coming up with the general framework of what the video game is ultimately going to be. This may include the plot, characters, environments, user interface, or gameplay. If the project builds enough traction, these parts can be divided among different developers that would focus

on a certain aspect. For now, it can be expected that one or few people will need to handle multiple parts. In a way, video game designers can be said to create the body and personality of a video game.

If the designers create the body and personality, then developers ensure that the body does what it is intended to do. Put simply, they are the ones that make a game function. This entails a lot of programming experience and hard effort. If there is a game-breaking bug in the game, it is up to them to fix it.

After assembling the team comes designing the game. While I personally would like to have the game be in the fantasy genre, we would all discuss what type of game we would all like to make. Making a video game is neither easy nor always fun to make, so having a concept that we can all agree on will provide motivation to see it through to the end.

Once the general concept is complete comes the creation of the game. Even if a video game is split into different aspects, it is always important to communicate between each branch to ensure that a video game mechanic works correctly.