

DAE 10 Month Game Dev Project

Unchained

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Speaking Points

- 1: What is Unchained?
- 2: Why I'm Building Unchained?
- 3: What I'm Adding?
- 4: Potential Blockers



What is Unchained



- Unchained is a 3D Hack & Slash inspired by multiple different genres & games taking mostly from *God of War*, *Bayonetta*, and *Spiderman*.

Why I'm Building Unchained

- Unchained is my first dive into making a fully 3D game
- I have a personal connection to the Hack & Slash Genre
- I just want the creative space to add cool weapons



Devil May Cry

What I'm Adding

Main Focus

- Fluid Combat
- Unique Gimmick
- Good UI

Personal Wants

- Jazzy Music
- Multiple Weapons
- Unique Maps



Potential Blockers



- I have zero experience in 3D Models
- No idea on what to do storywise
- Time Management
- Stylistic Choices

Thank you for your time!

