# Evaluate Game Project: Death is only the beginning

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GAME 222

## 1. **Define the Core Concept**:

- **Genre**: The genre of this game will be a third- and first-person shooter game, in the game you will have the option to switch your point of view back and forth between first-person and third-person.

- **Core Mechanics**: The core mechanics in this game will be weapon power-ups, armor power-ups, gaining XP, and environment interaction. These four mechanics will be the most important in the game.

- **Story and Setting**: The District Defender is a game where you must follow orders from Chief Lieutenant Sabien and defend his hometown Washington, D.C. from unknown creatures that have emerged from the 95% of the ocean that has not been explored yet. The year is 2050 and scientist have decided to go past the 5% of the ocean that has not been explored yet. Now as a result these unknown species have decided to teach us a lesson about why we should mind our business. However, even though we got ourselves into this disaster, we now have to get ourselves out and YOU ARE THE MAN FOR THE JOB!

## 2. **Analyze Target Audience:**

- **Demographics**: My ideal player for this game is someone who enjoys post-apocalyptic shooter games, the age range that I am hoping to reach is between the ages of 13-20. My ideal player is someone who enjoys games where you have to start from nothing and work their way to the top.

- **Market Research**: After looking at the market and seeing similar games I have decided to make this game free to play, and have microtransactions within the game. I have seen that games that are free to play and have microtransactions perform very well, and attract a large audience.

- **Player Needs and Desires**: With this game players will mainly be looking for a challenge. I want players to feel that rush of getting so close to achieving a goal in the game but you come just short and have to build your way back up until you become successful.

## 3. **Feature Prioritization:**

- **Brainstorm Feature**: Features that my game will consist of Health & Stamina, Inventory system, Combo attack system, Level progression, Stealth mechanics, Adaptive difficulty, Strategy, Exploration mechanics, and lastly Resource management.

- **Prioritize features**: The most important features in the game will be Health & Stamina, Level progression, and the combo attack system, these three features will help you become successful within the game.

- **Consider Scope Creep**: When it comes to a timeline realistically, I feel as though this game should be done within six months, with a budget of three to five thousand dollars. I don't feel as though I would need a large team for this game, I believe that four to five people should be more than enough to create and make this game successful.

## 4. **Technical Feasibility**

- **Platform Choice**: I believe that the best platform option for this game would be PC, based on my target audience and the genre of the game.

- **Engine & Tools**: For this game I plan to use Unity, I feel as though Unity will give me the best results and get me as close to my vision of the game as possible. Some tools that will help me are Procreate and Maya 2025.

- **Technical Challenges**: I believe that the only technical challenge that I will run into is getting my 3D models from Maya to Unity and being able to make sure that they all have the right physics that they are supposed to have.

5. **Resource Assessment**

- **Team Skills & Experience**: My team will not need to be that large, the team will consist of two people who are highly experienced in programming and game development, and the other three will be very efficient in Maya 2025 and Unity. With this team assembled I know I will be able to make my goals for this game come true.

- **Budget & Time Constraints**: As said before I believe that a realistic budget for this game should $5,000. Then I am sticking with the six-month time period, I feel as though that will be more than enough time to design a concept, bring that concept to life, and create the game that I have envisioned in my head.

- **External Resources**: If needed, I will consider moving from Unity to Unreal Engine, and also from Maya 2025 to Blender.

6. **Development Process & Tools**

- **Workflow & Methodology:** After a lot of consideration I feel as though the DevOps development methodology would be the best option for my team and I on this project.

- **Version Control & Communication:** I believe that the best way to manage code versions and keep constant communication with my team by using Discord, I feel as though Discord is a very efficient platform to have voice or video chats with my team, while getting updates on the project we're working on.

- **Testing & Quality Assurance**: I plan to have a game tester join our team, and test the game every two weeks during that six-month period so that we can get constant feedback and critiques on the game we're building.

## 7. **Metrics & Success Measurement**

- **Define Success:** I believe that the best way to measure my game's success is by game downloads and player engagement. I know money will come eventually, but I want people to enjoy my game genuinely and are able to say they lost track of time playing because of how much fun they were having.

- **Analytics & Tracking**: The game will have a social media account where players can comment and tell my team and I where we can improve or what they would like added to the game, this would be a big help to gauge the game's success and how players are experiencing the game.

- **Post-launch Support**: Once the game is released, and players run into bugs and/or glitches that they may have found, we plan to update and/or fix the game every two months after the game's release. I feel as though two months is a good time period to see what problems the game may have, but also give players who enjoy the game in its current state a chance to enjoy the game as it is.