



**Digital Media Project (DMP)**

**Proposal Draft**

**(Topic)**

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*I confirm that I understand my coursework needs to be submitted online via Google Classroom under the relevant module page before the deadline for my assignment to be accepted and marked. I am fully aware that late submissions will be treated as non-submission and a mark of zero will be awarded.*

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# Introduction

In this project, I will be making and creating a environment of a Nepal with some of it architecture. The architectures that I’ll be making is in the Basantapur. The structure I’ll be making are Basantapur Darbar Square, Kummari Ghar, Talaju temple and some of old style house from the past.

Game Assets are substances, items that gives the life to the game and creates a worthwhile experience to the players. Game assets include various things like graphics (characters, environments, logos), background music, Special effects, and sound effects.

3D modeling is the process of creating a 3D model using various software like Blender, Maya, etc.

## Problem Scenario

## Project as a solution

# Aims and Objectives

# Expected Outcomes and Deliverables

# Project risks, threats, and contingency plans

# Methodology

# Resource Required

# Work breakdown structure

# Milestones

# Project Gantt chart

# Conclusion

# Bibliography & References