Project Definition

* This document should contain an elucidation of the problem and the objectives of the project.
* The objectives stated here form a ‘contract’ and your final deliverable will be evaluated, in part, against these objectives.
* The deadline for submitting this document is **Friday noon in the first week of Block 4.**

**1.Student Name:** Sion Scognamillo

**2.P-number:** P2729452

**3.Project Title** Dark Fantasy Armoury 3D Scene

**4.Supervisor:** Artur Machura

**5.Introduction (max. 100 words):** This dark fantasy armoury project has been inspired by the indie title: Dark and Darker by Ironmace (2022), which for context is a dungeons and dragons influenced PVPVE dungeon crawler game. I have plenty experience playing Dark and Darker; and to be given an opportunity to improve my development skills, gain marks for my course as well as pay homage to my favourite game, is simply too good to pass up.

The project is a journey to learn and improve my ability to hard surface model, focusing on dark fantasy aesthetics and scene design, the vision I have for this project includes demonstrating my modelling, materials, lighting and scene design skills.

The Scene Design Document (SDD) will contain the project vision in more detail and the Technical Design Document (TDD) contains all relevant development process information.

**6.Aims (max. 100 words):** Aims list: Increase hard surface modelling proficiency and improve ability to produce quality 3D models in quantity, as well as learn to create high standard materials, textures, lighting and spacing to create a well-executed dark fantasy scene.

**7.Objectives (max. 200 words):** Objective list:

- Create an accurate and complete medieval / dark fantasy inspired armoury room.

- Key highlights of this room will include a knight in decorative and functional combat plate armour, equipped with a fitting blade from nearby weapon racks, a visually pleasing and themed light emitting hearth.

- Additional features will include scene props such as:

- Detailed room furniture.

- Decorative pieces.

- Tools and weapons

- Other everyday props

- Research will be required to complete this project to ensure there are no inaccuracies as well as to improve my ability to execute the required development processes, several key research topics of the scene are:

- Dark fantasy art style.

- Technical specifics of medieval props.

- Reference materials.

- Materials and textures.

- Lighting and spacing.

- Optimisation for PC.

**8.Deliverables (max. 100 words):** Deliverables list:

- Dark Fantasy Armoury 3D Scene from engine of choice

- Source model files

- Scene Design Document

- Technical Design Document

- Testing Documentation

- Development logs

- Project Plan

- Project Definition

- Ethics screening

- Presentation for Viva

- Research materials (art styles, materials, textures and references)

**9.Schedule of Activities:** Schedule**:**

A screenshot of a computer

AI-generated content may be incorrect.

**10.Requirements:** Unity3D/UE, Blender, Word Documents, Jira, GitHub, PowerPoint Presentation,

**11.Research Hypothesis:** N/A

**13.Student Signature:** SGS



**14.Supervisor Signature:**

**15.Date:03/04/2025**