

Being

Being is an open-world story game focused on creating an immersive world for players to explore. As Being is a video game, the existing programs it can compare to are other games in similar genres. Genre-defining staples such as Minecraft, The Witcher, Elden Ring, Skyrim, and GTA come to mind. The goal of Being is to incorporate aspects of these games while adding unique mechanic elements that will differentiate it from them. The game will be played in Windows as the operating system and we plan to create it to not require any heavy hardware to play. We plan to allow for graphical settings that allow players to optimize performance for their machine. The most important aspect of our game is the story and with the help of writers in other majors, we hope to create a compelling narrative. In the current gaming market, there is a lack of care put into games, especially with AAA titles that shaped the industry in its infancy, and Being is a game that hopes to fill that gap. All the people who miss the way that games used to be made, where time, effort, and care were put into the world are those we intend to reach with our game. The game right now has a working player, a fleshed-out environment, music, character art, and UI. We hope to advance upon these, and add the story, and enemies during the upcoming semester.

On the outside, this game shows that we have learned from our 'game design' and 'game dev' classes and are applying our knowledge to properly create a game. However, on top of using our understanding of game development, we also hope to tie in aspects of artificial intelligence as well as our understanding of languages. AI is used in the enemies that attack the player with their variety of movements and attacks. Unity, the tool being used to build the game, utilizes C++ which is a language not studied greatly but through the understanding of languages learned in classes like 'programming languages' and 'compilers' the basic structure of languages is something that we can abstract easily. By making a game we can take what we have learned and expand upon them as the complexities of the separate aspects will take what we know to their maximum levels. There are some goals of the project that are out of reach for two people to finish on their own, especially given the other constraints of senior year, however, we know the limitations we have and will keep our goals for future development while working on what can be realistically accomplished this semester. We have both made our games in and out of various classes previously have a working knowledge of unity to build our game, and have already been working on it for the semester prior. Finally, this project is something we are passionate about, and the gaming industry is where we want to work in the future.