Capstone Project - Assignment 1

Project Review

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The Project

Using all the skills I've learned from this degree, I'm creating a small 3D game called BIT_BOT.

The game follows a robot named BIT_BOT who wakes up in a mysterious world. It will feature clever puzzles and fun platforming mechanics with a low-poly pixel art aesthetic.

Some inspirations include:

Tunic, & Monument Valley for their beautiful isometric scenes.

The Iron Giant, for exploring purpose and the relationship between machine and nature.

Portal Series, for puzzle mechanics and the sense of exploring a mysterious, abandoned technological world.

Hollow Knight, for the atmospheric storytelling and the feeling of uncovering a vast, interconnected world, with progression through acquiring new abilities.
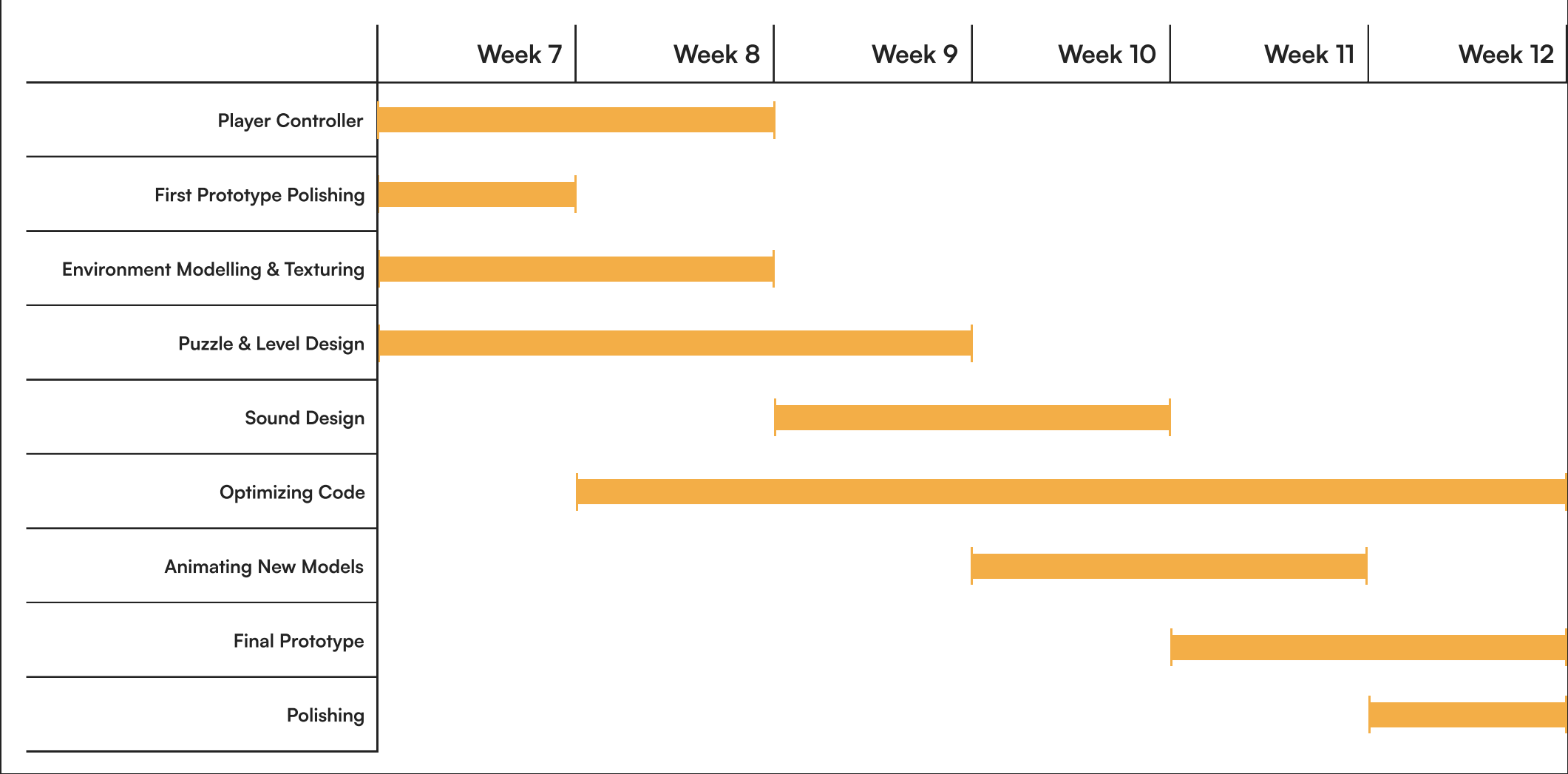
The Plan

Given the progress so far in the first 6 weeks, I have designed a plan for the final half of the trimester, I have broken this down into different tasks and time periods using a **Gantt Chart.**

I will be following the **Gantt Chart** timeline each week, whilst also maintaining contact with my mentor for advice and direction. On top of that, I have also given myself some **Key Dates,** which I will use as mini-deadlines, to keep me on track.

Finally, I have identified some **obstacles** that I may come across during my work, hopefully this awareness will help if I run into those problems.

Gantt Chart – Final 6 Weeks

	Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Player Controller	██████	███				
First Prototype Polishing	███					
Environment Modelling & Texturing	██████	███				
Puzzle & Level Design	██████	██████	██			
Sound Design		███	██████	███		
Optimizing Code		██	██████	██████	██████	██████
Animating New Models			██	██████	███	
Final Prototype					███	██████
Polishing						██████

Key Dates & Possible Obstacles

Alongside the work schedule detailed in the Gantt chart, I've decided to give myself some key deliverables at specific deadlines to help ensure I'm staying on track:

14 / 07 / 2024
Post prototype to itch.io for public playtesting

30 / 07 / 2024
Update prototype on itch.io based on feedback from public & mentor

17 / 08 / 2024
Prototype complete and ready for final submission

Some possible obstacles I foresee in the second half of this project:

- **Scope Creep**, I feel like it will be easy to want to add more to the game which will delay the schedule.
- **Sound Design**, definitely a weakness of mine, it may take more time than anticipated, but is very important.
- **Polishing**, this part may also take more time than I have planned.
- **3D Gamedev Workflow**, as this is my first 3D game, I'm still learning and making mistakes.
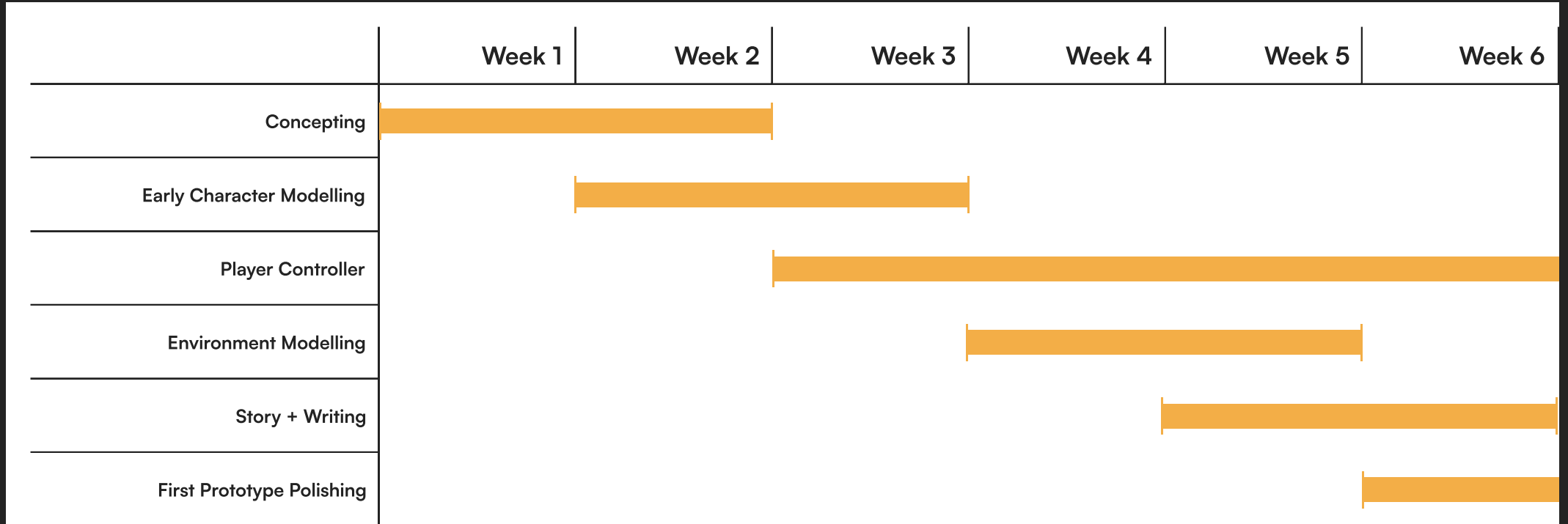
Progress

So far I have made some solid progress on the game, the work of the first 6 weeks included:
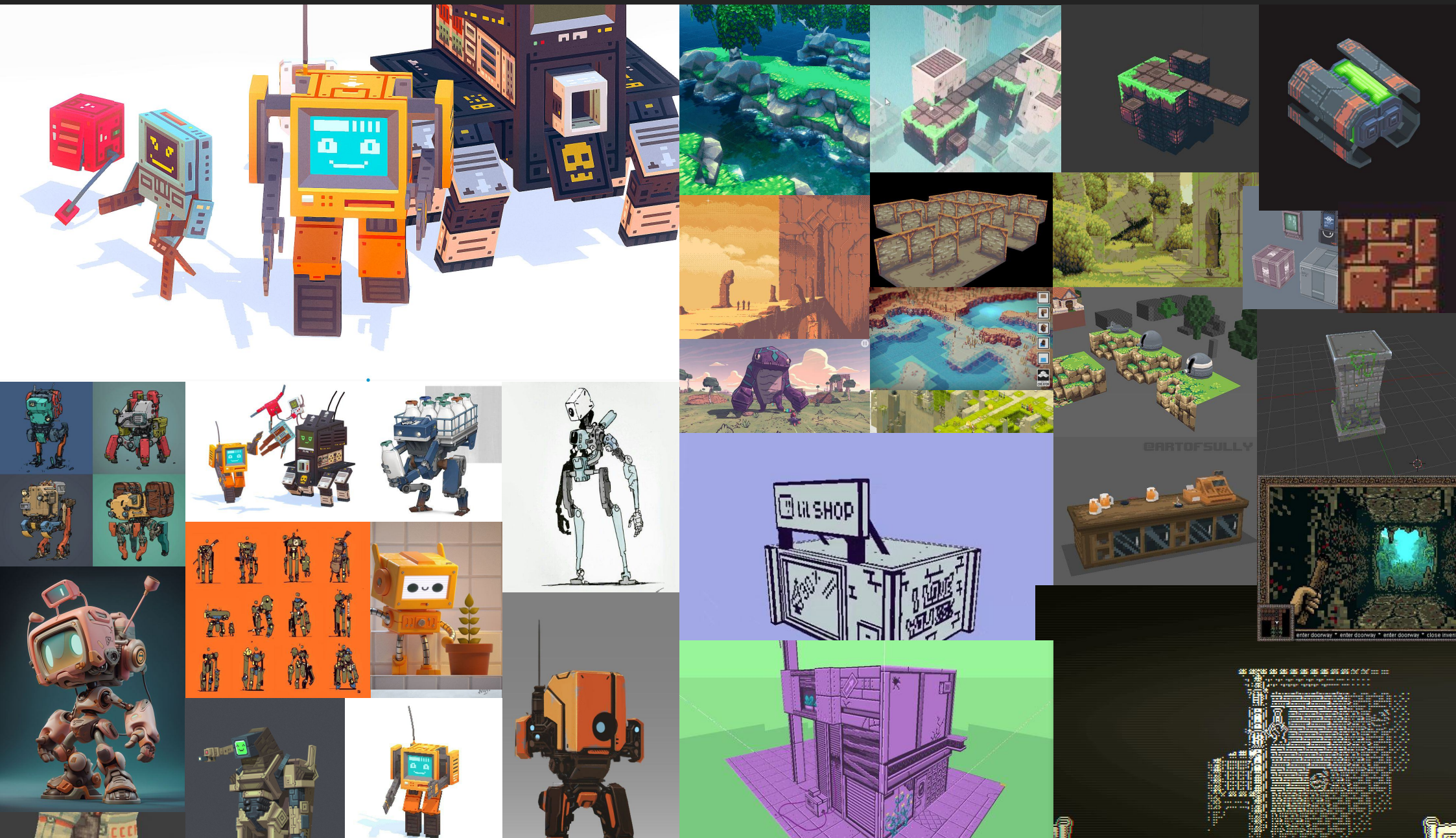
- Brainstorming a concept
- Finding an art style
- Modelling
- Rigging
- Animating
- Testing game engines
- Programming
- Creating a locomotion prototype
- Writing a storyboard
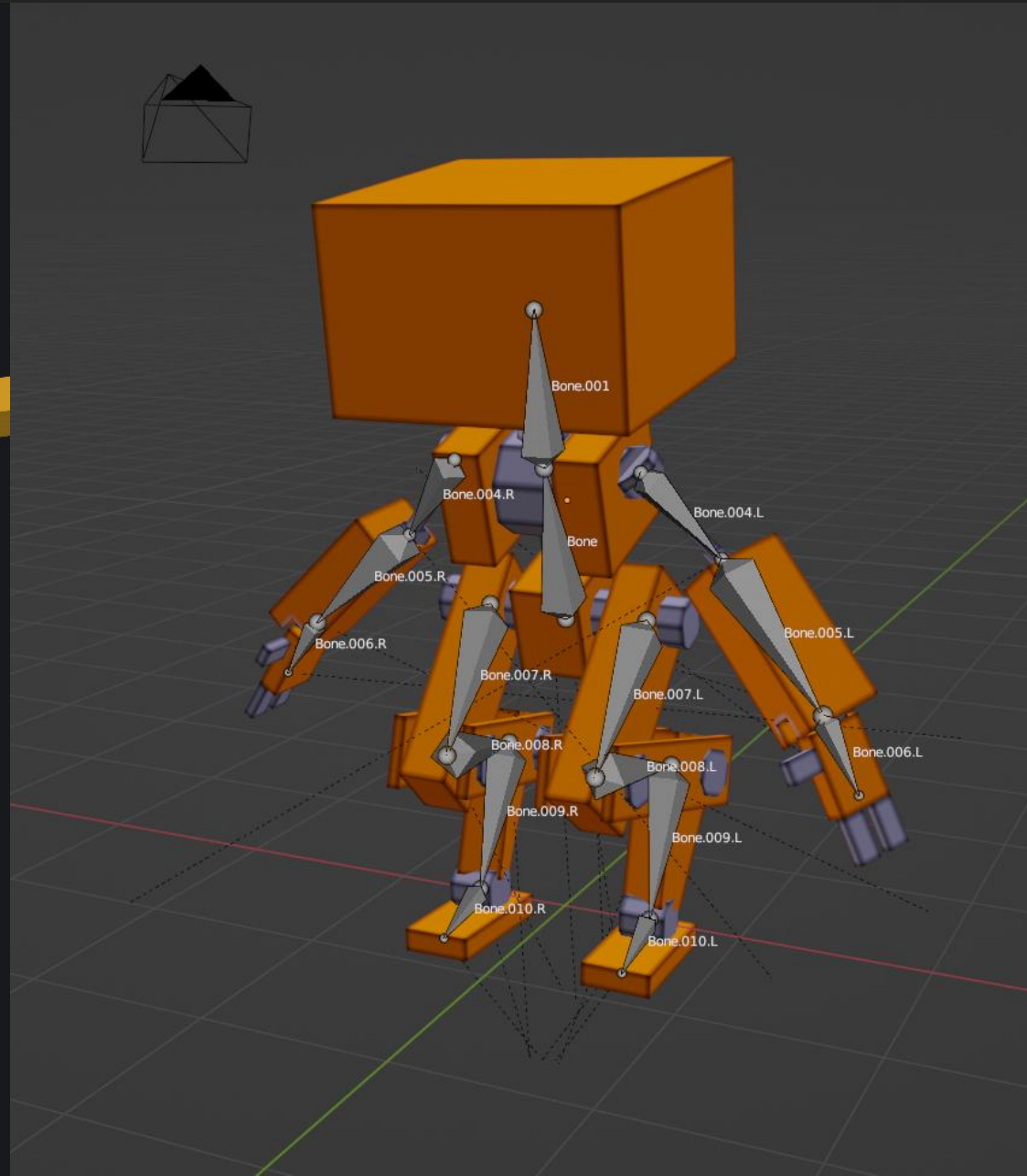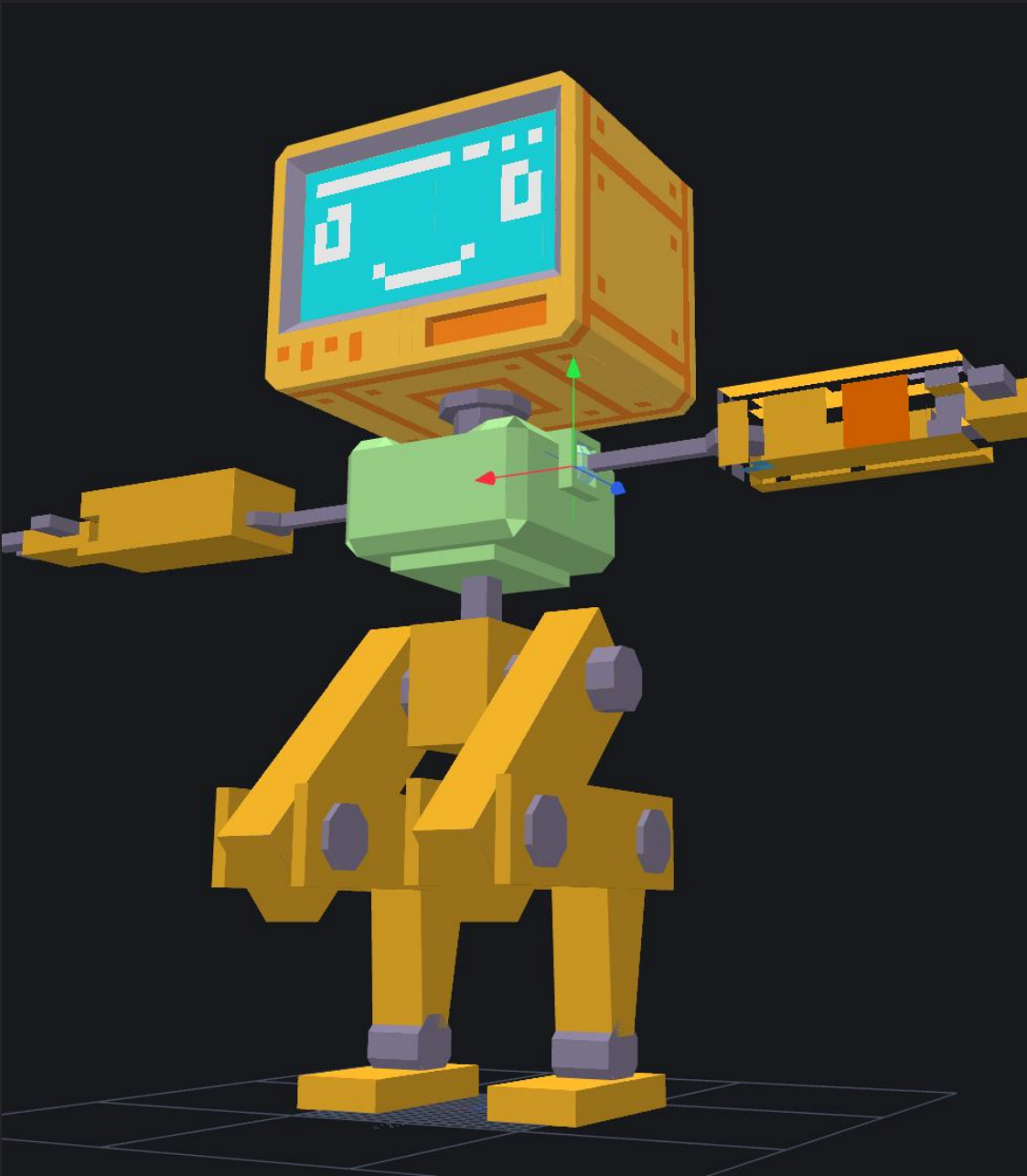- Starting work on a 2nd prototype

Gantt Chart - First 6 Weeks

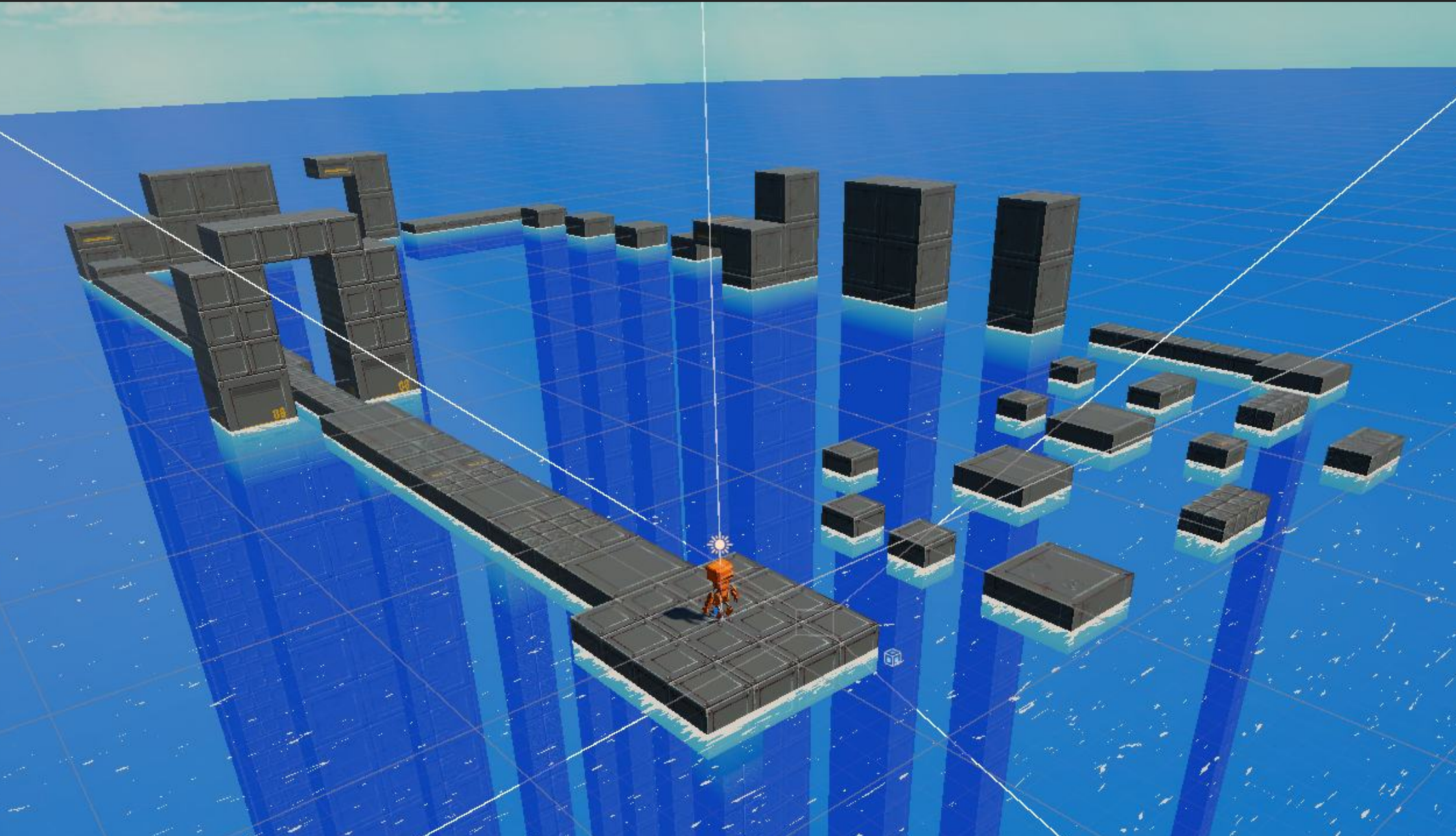This Gantt chart was made as an early plan to keep myself on track up until now.

	Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Concepting	████	██				
Early Character Modelling		███	███			
Player Controller			██	████	████	████
Environment Modelling				███	███	
Story + Writing					██	████
First Prototype Polishing						███

Week 1: Concept

Week 2: Modelling & Testing

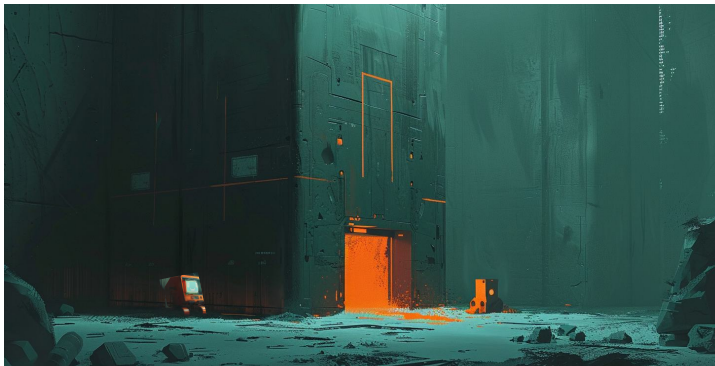# Week 3: Rigging & Game Engines

Week 5: Story & Lore

ECH

inspired
aling BIT_TECH

MOMENT_1:
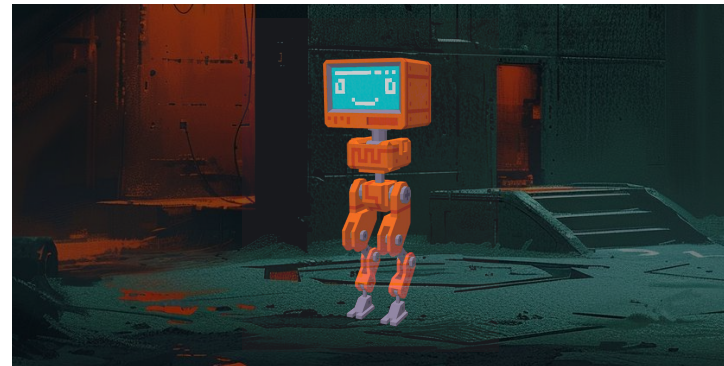The startup sequence glitches as the camera zooms out reveal a computer monitor with wheels

MOMENT_4:
The player will end up in a room that has a set of BIT_TECH robotic legs

MOMENT_5:
Upon approachin
grabs BIT_BOT a

ke up, it looks a
s control

MOMENT_3:
The player manuevers "BIT_BOT" using stealth and timing to solve a few puzzles to progress.

MOMENT_6:
The player regains control, now BIT_BOT has the ability to **jump**, and is **faster**

MOMENT_7:
With their new ab
areas and new pu

Progress Files

I have attached all the project files that are relevant, including:

- Modelling files
- Blender files
- Unreal Project files
- Unity Project files
- Storyboard
- Synopsis
- Locomotion Prototype link
- Presentation slides (this)

Thank you!

Here is a short clip of the latest prototype to finish.