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: Dimitrios Mantzidis**

**2.P-number: P2725916**

**3.Project Title :** Sci-Fi Lab 3D Scene Pixel-Art

*(avoid generic titles and things like ‘final year project’, etc)*:

**4.Supervisor: Artur Machura**

**5.Introduction (max. 100 words):**

**A 3D scene with the theme of a Sci-fi Lab that was recently abandoned due to a breach. The level will have 2 different lighting schemes, 1 being dark and 1 being bright for potentially different games.**

**6.Aims (max. 100 words):**

**Create a low poly 3D scene that also has all the props be game-ready with good topology and texturing. The art style will be pixel art of which I will create using Aseprite.**

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

* Create Scene Design : Vertical Slice
* Showcase my Hard Surface modelling skills
* Enhance my Pixel Art and Tile Sheet making skills
* Experiment with dramatic lighting and particles
* Complete GDD : Moodboard, Main Level Design Concept, Modelling Methods
* Complete TDD : Visual Details, Choice of Software

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

* Complete Project Definition and Ethics Screening Documentation

**First Deliverable**

* Complete GDD and TDD
* 3D Prototype of Scene : Focus on Modelling, little to no Texturing

**Second Deliverable**

* Reflection : Rethink designs, level layout and modelling methods for efficiency and quality
* 3D Prototype of Scene : Focus on Texturing with a bit of Modelling
* Viva Slides

**9.Schedule of Activities :** Text-Based Document

**10.Requirements :** Blender, Aseprite, Github, Google Doc

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

**12.Student Signature:**

**13.Supervisor Signature:**

**14.Date:**