Project Description:

At Project: Faith our mission is to redefine the conventions of first-person-perspective gaming. We believe that truly unforgettable gaming experiences emerge from a balance of innovative gameplay, engaging level design, and deep player immersion. Our vision is to craft a memorable adventure that draws players into a rich, well-designed world that prompts intrigue and observation. While we value the importance of high-quality graphics, our primary focus here is on delivering a gameplay experience that is both intuitive and immensely engaging.

This is the second semester we've had a CS team working with Project Faith. This semester's project continuation will echo our previous work, incorporating new creative elements and technical challenges that align with the evolving curriculum of your CS program. The project will focus on developing a short, immersive, interactive video game sequence, leveraging the Unreal Engine platform. The scope and focus this semester includes the following elements.

- **Setting and Gameplay:** The game will be set in a dense and atmospheric church/chapel environment. Players will start off in the main hall, navigating through various locations like the choir loft, changing rooms, catacombs and a side-building used for Sunday school classes. The gameplay will involve the introduction of light and exposure systems, stealth tactics, and picking up heavy objects like stone bricks for diverse purposes such as destroying lights, creating distractions, or breaking through obstacles.

- **Level Design and Challenges:** The game will gradually progress from wordless puzzle-based scenarios to more intense stealth scenarios, requiring more involved decision-making and strategic movement. The catacombs, a significant part of the game environment, will lead to chambers behind the altar from where players must quickly make their way back to the main hall, overcoming and evading various last-minute threats to escape.

- **Technical Game Components:** Development skills needed this semester include level design, lighting and visual effects, AI for enemy behavior, and subjective storytelling relayed through scripted encounters. It will also provide opportunities to explore advanced features of the Unreal Engine.

George Cheal, as the Creative Director, will be the primary point of contact for this project. He will oversee the creative aspects, provide guidance on the technical implementation, and be responsible for ensuring that the project aligns with the learning objectives of your program.

Mohammed Khalil will continue to provide overall vision and direction, ensuring the project aligns with Limited Legacy Games' standards and the broader industry context.

At Project: Faith, our ambition extends beyond just crafting an engaging game. We aspire to create a first-person experience that not only captivates players across multiple demographics but also introduces fresh, innovative concepts to the medium. We're dedicated to delivering a game that resonates with gamers on a wide scale and makes a genuine impact on the industry.

Deliverables	Type of Work	Activities	Resources	Tech Skills	Priority
Game Design Concept Specification document	Requirements analysis and documentation of client's desired outcomes for game development efforts for the semester-long project	Analysis of existing documents and prototypes, interactions with client(s)	Unreal engine, assets provided by client, existing prototype, existing game design documents	Basic understanding of Unreal, level design, light mechanics, AI for enemy behavior, and immersive storytelling	High
Game element/feature development plan	System Design and Development Timeline/Project Planning	Working with the client, decide the sequence and priority of tasks to be undertaken to work towards the contents of the Game Design Concept Specification (see above)	Client discussions, Unreal engine, assets provided by client, existing prototype, existing game design documents	Deepening understanding and ability to work with Unreal, level design, light mechanics, AI for enemy behavior, and immersive storytelling	High
Mockups of game experience for users that correspond to the Game element/feature development plan (see above)	Mockup, storyboarding	Create lofi or other mockup user experiences for game players to further validate game element/feature development plan as a intermediate step to prototype development	Mockup/wireframe/lofi tools to be agreed with client	Basic skills in UI mockup/lofi prototyping of user experience	Medium
Playable demo that includes all desired game elements and features	Software development and testing	Write and test game software	Unreal engine, client support, online documentation	Unreal, UnrealScript, level design, light mechanics, AI for enemy behavior, and immersive storytelling, testing	High
Playtesting Plan	Playtesting and Feedback Collection, Planning	Create a detailed plan for conducting playtesting sessions and collecting feedback.	Unreal Engine, volunteer test players, feedback forms	Understanding of playtesting principles, basic data collection and analysis skills	Medium
Final presentation/demo and report	Summarizing experience and results, sharing with client	Write comprehensive report detailing the development process, challenges faced, and learning outcomes. Present to client.	Client, faculty coaches	Technical communication	High