CMPT401 Proposal: Goliath Simualtor

Group: The Dingleberries
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Sun Ho Kim 531188

01/27/2018

1 Team members

Dylan Blok

- Skilled in Python, Java

- Experience with OOP, Data Structures

- Experience with software development, project management

Sam Delaney

- Skilled in Java, C#

- Experienced in shell scripting, software development

- Music, Graphic Design, 3d modeling.

Mingxuan Fang

- Experienced in Art and Design
- Skilled at Drawing
- Skilled at Texture and Colouring
- Art Director of this project

Sun Ho Kim

- Skilled in Java, Python
- Project Management Skills and Communication Skills
- Familiar with Linux environment
- Conceptualizing the Project
- Group Time Management

2 Background

The story of David and Goliath is a well known biblical story. During the Philistine-Israelite war, a giant named Goliath towered over the Israelite army. A young Israelite named David was able to take down Goliath in a single battle and led the Israelite to victory. The story of David and Goliath is an engaging story that can be represented in a form of video game. Our group shared a common interest in video games and Biblical accounts of David and Goliath; which motivated us to choose the project that relates to the story of David and Goliath. We also wanted to challenge ourselves to create an experience that anyone can enjoy whilst having simple controls. Moreover, historical accuracy and creativity is what we wanted to pursue in our project.

3 Purpose

The story of David and Goliath is well known story that is referenced and shown in many forms of media. It exists as a form of video game, movie, animation and more. However, we wanted to create an experience that showed the narrative from a different perspective. The media tend to put David as the main protagonist of the story. However, we wanted to tell the story from the Goliath perspective. It will be an unique experience where you will play as the villain of the story walking towards his impending doom. Looking at a story from an opposite point of view can sometimes provide more insight to the story. We want to provide a new and refreshing experience by using unconventional method of storytelling on an already existing story.

4 Target Users

Our target audience is the young adults that are familiar with video games. The ignorance of the content of the bible is rampant among young adults. By representing a biblical story in an engaging video game we hope to reach young adults who would otherwise never even hear the story. The young adults are the majority of video game community, we are targeting the biggest demographic in gaming culture.

5   Project Description

In our project, players will take on the role of Goliath in the biblical story of David and Goliath. As a giant, the player will view the rest of the virtual environment (based on the valley of Elah, the real biblical site where the battle took place) from a scaled up vantage point. To make the game a more memorable and enjoyable experience, the height of Goliath's character will be exaggerated to the point where he can step on opposing soldiers from the Israelite army. The Goliath character can take on the enemy Israelites simply by walking over top of them. The character will fight enemies and take damage until the end of the game. They will play the game for as long as they can survive. As Goliath reaches a low amount of health, David will step in and we will see him defeat Goliath.

Throughout the game, there will be verses from the story of David and Goliath (1 Samuel 17) which serve to frame the narrative of the story we are telling. When players reach certain checkpoints (such as defeating a certain number of enemies or reaching a certain level of health) a verse may be displayed on the screen to demonstrate the user's progress in the narrative. Also on screen will be trackers for the player's health and number of enemies defeated.

6   Requirements and Technologies

Android-based VR Headset, Directional control (arrow-keys, joystick, thumbstick), A and B buttons for interactivity

7   Navigation and Interactivity in Goliath Simulator

Use directional controls to swap between weapons (sword, spear, javelin, shield. Lack of weapon means Goliath stomps. These attacks are triggered by a press of one of the buttons. Motion is controlled by moving the character in the direction the camera points, activated by holding down the other button. As the user (Goliath) reaches trigger events text with verses from 1 Samuel 17 will pop up at some point in the scene.

8 Project Planning

The project is divided evenly among the 4 members of the group. Mingxuan is unique since he is the most capable artist of the group. Rest of the tasks were evenly divided between Sam, Dylan and Sun. Since we have different courses and workloads, we shall divide up the work accordance to our schedule. No task is fully dedicated to a single member. We shall plan our project accordingly with our schedule in mind.

Dylan

- Develop environment
- Storyboard
- Scripts
- Develop Environment/Battlefield
- Bug-testing, Quality Assurance

Sam

- Main Developer
- Bug-testing, Quality Assurance
- Graphics Design
- 3D modelling
- Music Development

Mingxuan

- Art Director
- Sketches
- Design Props
- Design Characters and Soldiers
- Applying Texture in the Project

Sun

- Develop environment
- Develop Environment/Battlefield
- Storyboard
- Bug-testing, Quality Assurance
- Developer

9 Sketches

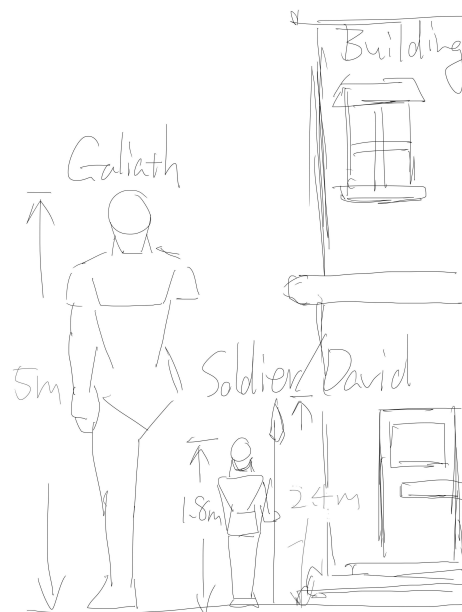
Figure 1: Rough Sketch of David's face model

Figure 2: The height models sketch for Goliath, David and Soldiers
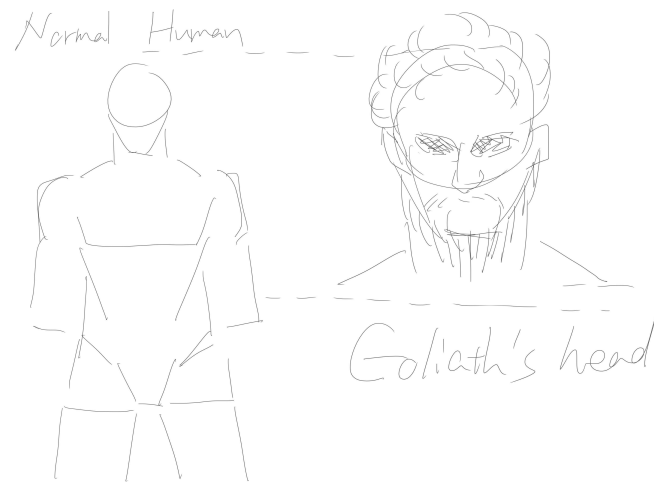
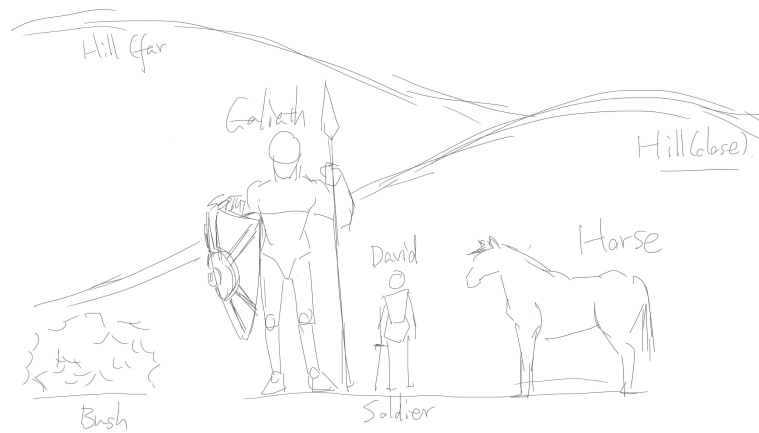Figure 3: Rough Sketch of Goliath Head model

Figure 4: Basic Sketch of items present in-game. The battlefield will be modelled after
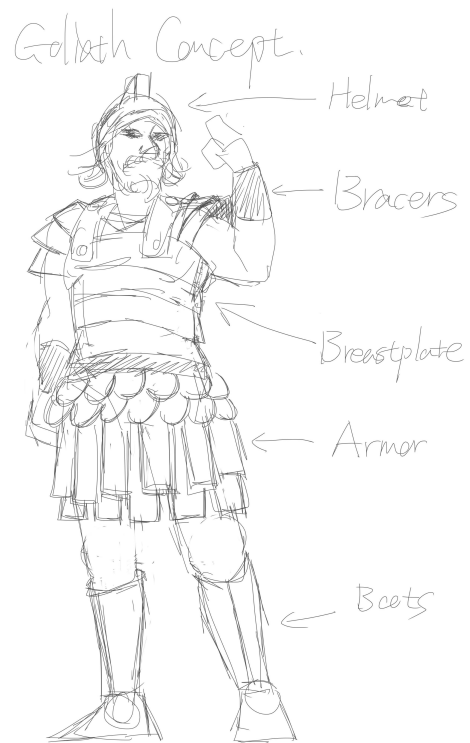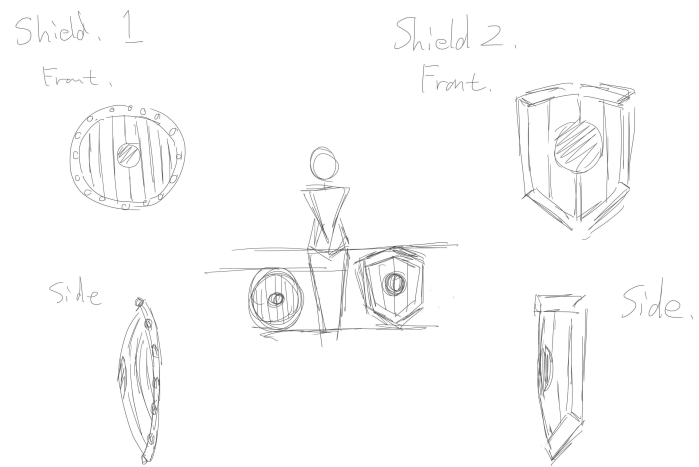
Figure 5: Full body concept art of Goliath
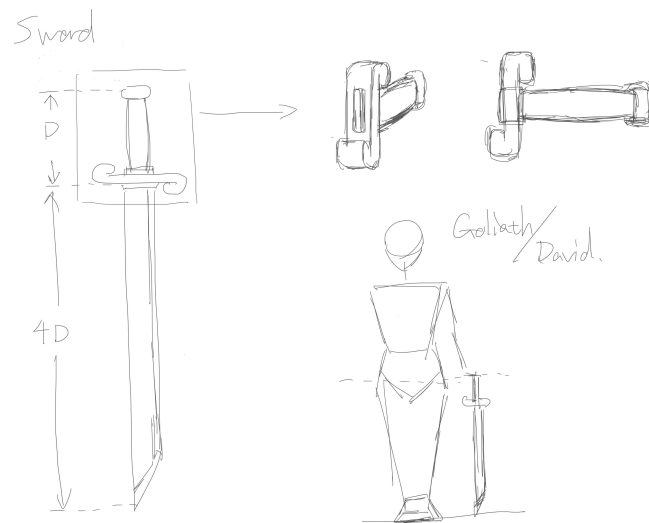
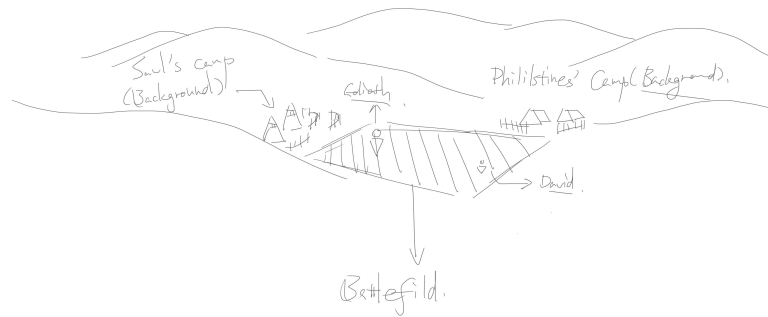Figure 6: Sketch of Shields

Figure 7: Sketch of Swords

Figure 8: The battlefield will be modelled after Elah Valley, which is believed to be the historical site where the battle took place in.
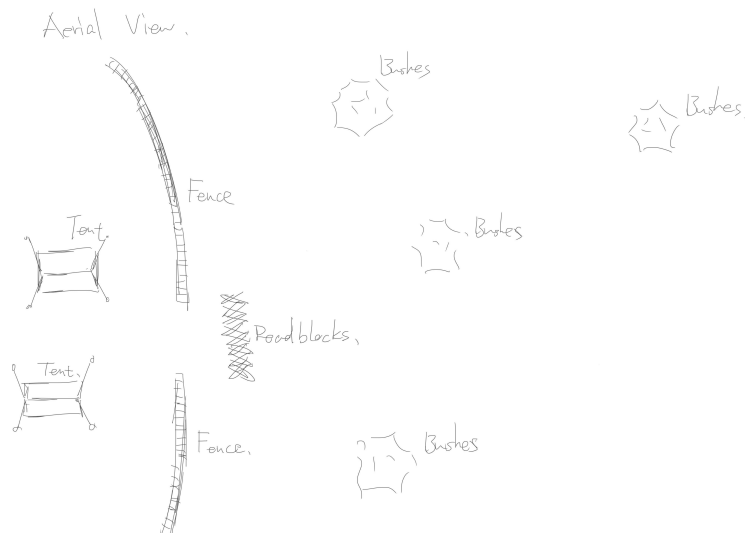

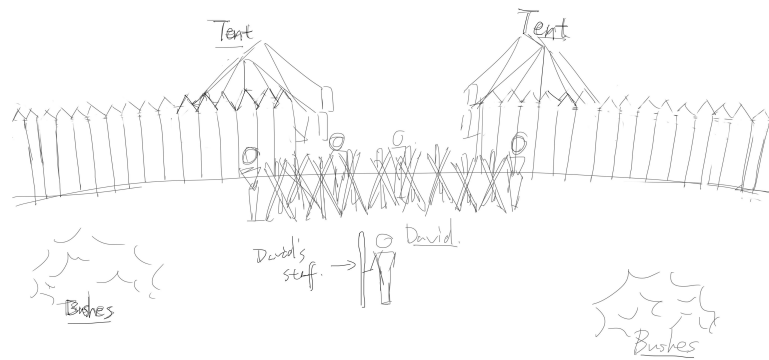Figure 9: The Aerial view of the battlefield/map

Figure 10: First person view from Goliath's perspective in-game

10 Script

10.1 Intro:

4 A champion named Goliath, who was from Gath, came out of the Philistine camp. His height was six cubits and a span. 5 He had a bronze helmet on his head and wore a coat of scale armor of bronze weighing five thousand shekels; 6 on his legs he wore bronze greaves, and a bronze javelin was slung on his back. 7 His spear shaft was like a weaver's rod, and its iron point weighed six hundred shekels. His shield bearer went ahead of him.

10.2 At start of game:

8 Goliath stood and shouted to the ranks of Israel, "Why do you come out and line up for battle? Am I not a Philistine, and are you not the servants of Saul? Choose a man and have him come down to me. 9 If he is able to fight and kill me, we will become your subjects; but if I overcome him and kill him, you will become our subjects and serve us."

10.3 During game:

24 Whenever the Israelites saw the man, they all fled from him in great fear.

10.4 At end:

43 He said to David, "Am I a dog, that you come at me with sticks?" And the Philistine cursed David by his gods. 44 "Come here," he said, "and I'll give your flesh to the birds and the wild animals!" (Could also maybe have these type of boasts during the game)

45 David said to the Philistine, "You come against me with sword and spear and javelin, but I come against you in the name of the Lord Almighty, the God of the armies of Israel, whom you have defied. 46 This day the Lord will deliver you into my hands, and I'll strike you down and cut off your head. This very day I will give the carcasses of the Philistine army to the birds and the wild animals, and the whole world will know that there is a God in Israel. 47 All those gathered here will know that it is not by sword or spear that the Lord saves; for the battle is the Lord's, and he will give all of you into our hands."

48 As the Philistine moved closer to attack him, David ran quickly toward the battle line to meet him. 49 Reaching into his bag and taking out a stone, he slung it and struck the Philistine on the forehead. The stone sank into his forehead, and he fell facedown on the ground.

50 So David triumphed over the Philistine with a sling and a stone; without a sword in his hand he struck down the Philistine and killed him.

51 David ran and stood over him. He took hold of the Philistine's sword and drew it from the sheath. After he killed him, he cut off his head with the sword.

When the Philistines saw that their hero was dead, they turned and ran.

11 Storyboard
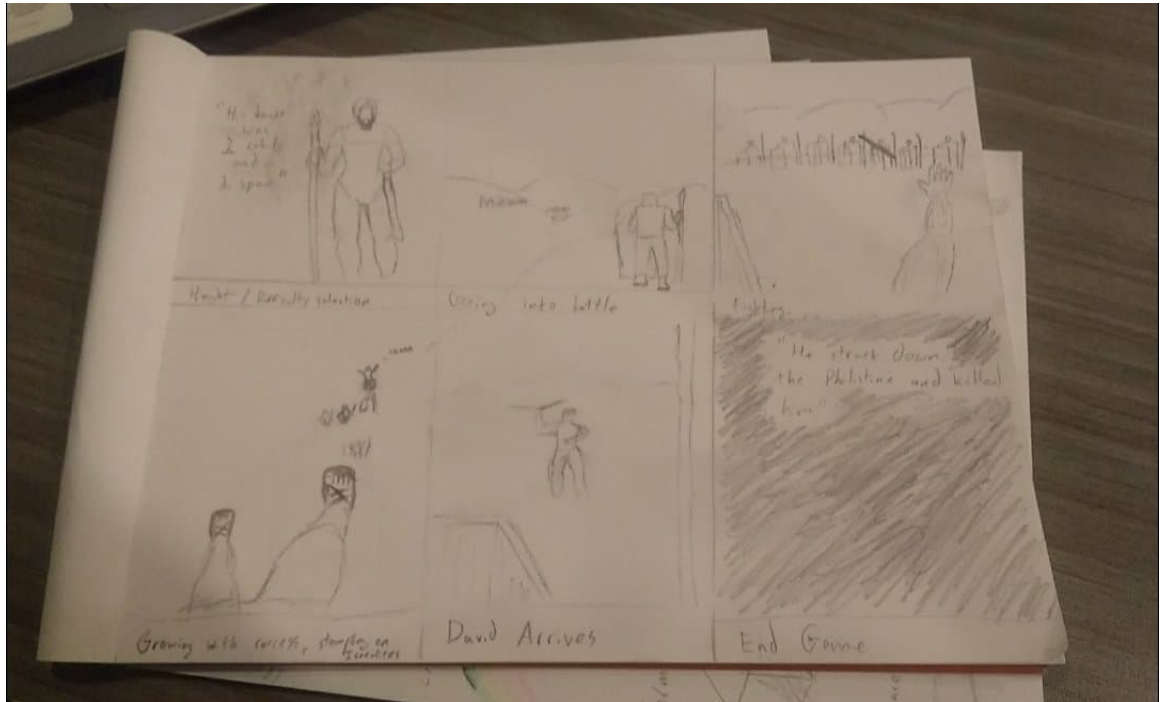
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1 Samuel 17 v4-51