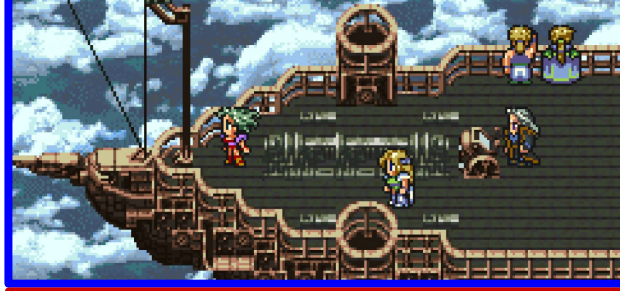
Cosmonarium

Pitched by Tim Herrmann, Luis Garcia and Joe Maiocco

Overview

- Project description
  - Brief summary
  - Technologies involved in project development
- Rationale behind the project
  - Application of LMU curriculum
  - Extension of personal skills/interests
  - Passion of team members
- Challenges and expectations



Summary

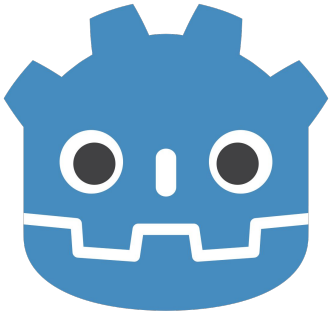
- ‘90s styled turn-based RPG
- Inspiration for development
- Projected Length: 3-5 hours.

- A boy from 20XX wakes up from a simulated reality only to realize he has been living out the same few moments of his life over and over again for eons, carefully preserved as a living exhibit in a Space Museum.
- He must travel through the museum’s exhibits in search of answers.
- Teaming up with the Curator’s daughter and a fellow exhibit, they must find out if it is possible to prevent the total extinction of life while floating aimlessly through the shadow of a dying Universe.

Technologies Involved

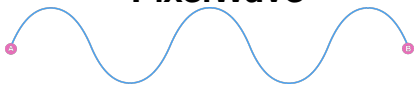
Pyxel Edit;
Pro Motion NG

Famitracker;
MuseScore;
FL Studio



Godot Engine (ver. 3.2.2)

PixelWave



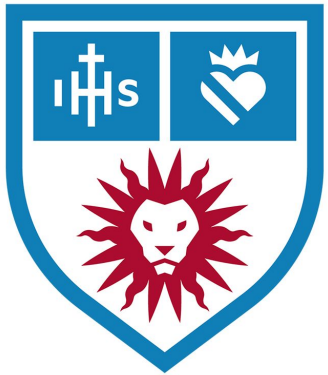
Metalogue

Technologies Involved (ctd.)

- PixelWave
  - Pixelated wave spectrum generator
  - Written in Python
  - Currently in the research and design phase!
- Metalogue
  - Text-editing interface for writing game dialogue (compatible with Godot)
  - Written in Vue and plain JavaScript
  - Built and maintained by Christian Bortolotti (Purdue University)

Application of LMU Curriculum

- Builds upon fundamentals learned in class
  - CMSI 281: Data Structures
  - CMSI 282: Algorithm
  - CMSI 370: Interaction Design
  - CMSI 371: Computer Graphics
  - CMSI 375: Game Design
  - CMSI 386: Programming Languages
  - RECA 398: Video Game Sound
  - CMSI 498: Video Game Development
  - ANIM 250/450: Intro/Adv Interaction Design



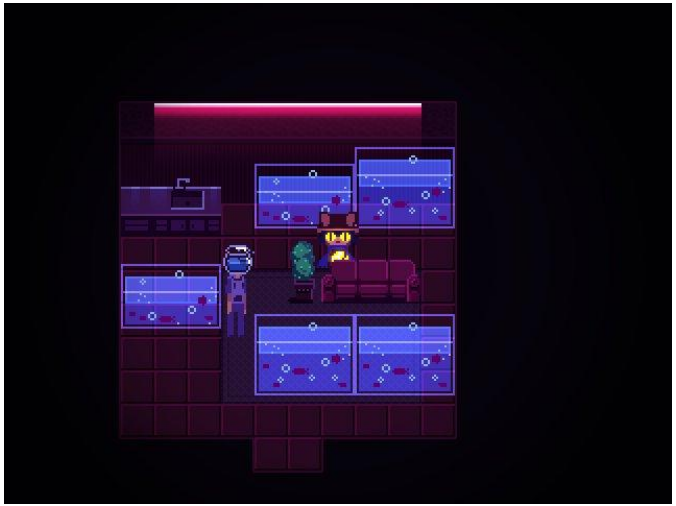
Extension of Personal Skills/Interests

- Creative alongside technical
  - Art and animation
  - Music theory, composition, editing and implementation
  - Narrative crafting / Storytelling

Passion of Team Members

- Passion for video games (especially RPGS)
- Desire for a comprehensive end product
- Planned development throughout curriculum.

Earthbound



OneShot

Challenges and Expectations

- 8-month-long development plan (CMSI 401 and 402)
- Learning curve(s) for implementing technologies
- Smaller team size
  - Advantages and disadvantages
- Interdisciplinary
  - Melding Computer Science with Art and Entertainment

Thank you for your attention!

(Development on *Cosmonarium* will begin soon)