

Solo

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Unity game project. This project has only been briefly conceptualized, but there is an idea that will be prototyped once I have learned the basics of using unity.

Game Concept

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The goal of this project is to limit the scope to a small platformer game so I can spend more time delving into different parts of unity. For this game, I am going to define some simple mechanics that can be used in first person. This will not be a shooter. It will be a first person puzzle platformer. The current mechanics I have conceptualized can be found below.

- Teleport: Shoot at an enemy with a hit scan weapon and the player teleports to that enemy's position and maintains their original velocity. The enemy will be teleported to the player's original position and will also maintain their velocity.
- Jump Jet: The player is given a large velocity boost in the upwards direction.
- Push: The player shoots at a surface and they are sent away from that surface. The surface can be "any" distance, but there will be a limit.

How these simple mechanics mesh together has not been determined. This will require prototypes of the mechanics so I can begin testing them in certain scenarios. I have considered the cool down system that will be needed for mechanics like this, but I can't really be certain of what those will be until I can test it.

I have drawn out a few simple levels, but it is completely up in the air whether these will work. The levels will combine these three basic movement mechanics into more complex challenges. Limiting the game to something simple like this will help keep the scope low.

Brief Plan Outline

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I will be graduating by the end of this semester. Due to this, I am already very focused on my job search. I will be doing this while working on my project, but I am already in the process of lining up a position. Because of the skills I need for the position, I am tailoring my project to build up those skills. The major skill I need to develop is my knowledge of unity.

The schedule is meant to be as terse as possible to provide a loose overview of my plan. There are many places where I listed "Polish and buffer zone." This is for either polish or accounting for things that did not work out. Let's say I implement these mechanics and the Push mechanic just doesn't work out the way I am hoping it will. I have the buffer zone times built in to account for the time needed to develop new mechanics or fix other issues. I have also listed week 8 as a dead week. I will not be here for a majority of this week and the end of week 7. I want to make sure to list an entire week as a dead week so I know that work will not get done this week, even if I want to.

Schedule

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:1:
- Job search.
- Portfolio polish.
:2:
- Portfolio polish.
- Job interview.
:3:
- Learn unity.
- Begin constructing mechanics.
:4:
- Finish building main mechanics.
- Build test levels.
:5:
- Build test levels.
- Polish and buffer zone.
:6:
- Polish and buffer zone.
:7:
- Begin level design and playtest.
:8:
- Dead week.
:9:
- Level design and playtesting.
:10:
- Level design and playtesting.
- Menu construction.
:11:
- Menu construction.
:12:
- Menu construction and polish.
- Polish and buffer zone.
:13:
- Polish and buffer zone.
:14:
- Polish and buffer zone.
- Installer and final testing.