***Project Ideas:***

Overview:

**Topic:**

the main idea of our project is to create a 2d survival/space shooter game with unity engine. In order to create this game we will need to make some preparations. First and the most important things is to learn about how unity engine works since each separate game engine has their own unique way to follow, therefore further research on the matter is required for the project. The next things is also very essential for out project, which is the phase of creating game’s graphics as well as sound track for the game.

These ideas above are the basic and fundamental elements that have to be considered when it comes to game developing. However, how could you enjoy a game without understand about the world and the character, so because of that, the very first thing that we will do is to come up with a suitable and intriguing story for our game.

But still in order to create a game that share some similar idea with the typical game in the past, we also have to make some research about the games that are the same category to learn more about the important elements when it comes to creating games this type so as to attract OG players

**Motivation:**

There are two main motivations behind the reasons we choose this as our project, we want to recreate the old fashion 2d space shooter game which was one very popular a few decades ago, so our main audience for this game will mostly be the veterans and the OG players from the decades ago, who want to live again their child hood days, playing this type of game

In this modern IT industry, the game developing industry has always been an important part in this industry and it has been making huge budget in the following decades, therefore our group believe that making a game is that best option to approach in order to thrive in this industry. Furthermore, our group is composed of passionate and dedicated people who have been wanting to create a game for everyone to enjoy, so due to this, we think this is the right decision.

It will show that we capable of doing whatever the job we will be doing in the future since we have already had experience in this type of project.

**Landscape:**

Nowadays, there are also people who are trying to recreate the classical game and most of them have succeed in doing so, but the creator of those game all mainly the people who have made the previous game and now they just created a newer version of it, so it can’t be counted as competitors for our project. The main difference is that they are recreating their game, giving their game a new looks and variations, however, our project is to create a whole new game, based on an old classical gameplay in the 90s.

**Plans and progress**

The concept of our project is rather simple. But everything has their own back’s story to be told.

At the early stage of our group project, creating a classical game is not our first idea but instead we were intended to create an e-commerce website platform that allow users to upload the information of the items that they want to sell on the platform to sell it to buyers. Unfortunately, the project has to be stopped because we are lacking to much knowledge regarding to economic and as well as business matter. Taking on a project that is not related to our main field can be risky.

So after some research as well as information that we have gathered from each members of our group(goals, future job,…), we have found out that everyone share the same interest in game developing, and thanks to that the idea of creating a game for our project formed.

But even when we have known that we want to create game, what is exactly the game that we are aiming for, is it a 3d multi player fps game, or a 2d pixel art survival game,… the things here is that we are all newbies, and when it comes to creating a game when you are a newbie and you don’t have any prior experience in doing any kind of these stuffs, you just want to make your game as cool as possible because you have not known what is achievable and what is not yet, so in your planning phase, everything will be such as mess because you have so many features that you want your game to have and having not known what should be the main feature that emphasize your game, you will just simply add everything you can think off without having thought about the consequences. And the result is a total mess.

After a while of struggling with what kind of game to make, in order to prevent us from wasting any more of our precious time(2 weeks has pasted since this point), our leader organized a serious group meeting to solve the problem. So the first things that we do in order to find out what exactly that we need to make, before the group meeting day, the leader ask all member to look on the internet about information related the gaming trend, what kind of game are popular, what people enjoy playing with the most,.. Having not thoroughly believed that this is going to help us in the case but I and every others member still try to spend our time to make the research about the topic and surprisingly, on the meeting day, the result of the research for each member is exactly the same, most people nowadays prefer playing classical type of game and the information is gathered from a variety of sources, some find out that the view of the video that showing content involve gameplay of classic style game received a surprisingly high amount of viewer, other evidence that others members gather also shown that the game that imitate the old traditional style of gaming in the previous decade also attract a lot of attentions from the community as well as receiving many positive comments. So base on the research that we have conducted, we have finally decided the main idea for our project, which is to create an old classical 2d game.

But problems just keep on appearing one after another just like rains in the early autumn, even if you have been ready for it, it is still get you wet and make you exhausted, that is exactly how we fill when we have to deal with the upcoming problems.

After we have finally finished identifying our project, we have to start thinking about making a plan for this project, and it is definitely no easy task. The first plan that our group come up with the project is rather very simple and plain. With everyone in their own roles, and for each role everyone has to find information about their roles and what should they prepared for their parts. For example, the graphic designer has to know how to draw a space ship model for our character and in order to that that person have to prepare him-self by watch online tutorial or read book that have drawing guild.

We will being prepare our self with necessary skills for the project for a few weeks, while the idea and gameplay designer try to come up with an idea that will make this game fun to play.

After everyone has been prepared well enough and the idea of gameplay for the game has been detail oriented, everyone going to follow the instructions of the gameplay designer and work according to his idea.

After having done half way through the game developing stage, we will have to start to find a suitable platform for our game to be downloaded like steam or create our own website for people to download our game as well as ways to advertise the game to the community, so that when it come out their will be people who eager to download the game.

When the game has finally been 70% completed, as have mentioned above, we might release a prototype for people to play it as a beta version to collect the thought of player on our game in order to improve it quality.

Upon releasing, the remain time will be spent on debugging our code and if there are less bug than expected, we will create an interview to collect the player idea on what features do they want to see on our game on release day, we will be choosing the best one and start working on that feature 2 weeks before release day and if it possible to make it in time, the feature will be added into the game.

And at this point we will try to find some company to sponsor for our game if possible and at the same time checking for many others things to prepare for the release day such as is the platform we use upload our game to still working properly, or find more unique ways to advertise our game.