

## **Project Meeting #1 - Baba Yaga - Alexa Moldovan & Kestrel Misfeldt**

(0.5 mark) Tentative title of your computer game.

Baba Yaga

**(2 mark) A short description, including the game genre and motivations of your computer game design (around 250 words).**

*Baba Yaga* is a 3D fantasy adventure puzzle game. It follows the story before the infamous witch from Slavic folklore has made the walking magical house that she is associated with. In our game the witch, who is controlled by the player, must explore different environments to find the magical critters she needs in order to build her fantastical house. Each critter will resemble different parts of a house, such as a door or a staircase. However, there are other magical creatures that are running about and the witch must be careful to only capture the right type of critter. Once the witch/player has cornered a critter, they must subdue it by throwing a potion at it. There are different types of potions the player can use in order to capture and critter, such as a sleep, confuse or happy potion.

The motivation behind *Baba Yaga* is to create an original game with a different conclusion despite having similar game mechanics to *Pokemon* (1996-2024). We also wanted to explore the environment and character design within a video game. The fantasy genre is a great video game category which will allow us to add originality to the different design elements within the aesthetic layer of the game. Our aesthetic layer then blends with our narrative layer with the witch concept. We also decided to use 3D technology for our game because it is technology we both have some experience with, but not with game development and we wanted to push these skills.

**(0.5 mark) Github repository link to the project.**

<https://github.com/alexacmoldovan/BabaYaga/settings/access>

**(1 mark) Project timeline with steps.**

May 23rd - Have initial ideas discussed and write out plan

- Meeting 1 PDF

May 23rd - Project Meeting #1

May 25th - Have a shared unity project file (will need to figure out)

- start creating main characters and main environment
- Iron out storyline
- Have all objectives recognized

June 4th - Have storyboard completed

- Have dialogue ideas jotted out
- Identify the vibe of environment, characters, and story we wish to portray and make sure they work together

June 4th - Storyboard due

June 5th - Have basic skeleton of game created without textures and basic code

- Gray objects
- Very little detail work at this stage
- Basic coding for movement
- Basic Audio
- If further at this stage and have textures added in, that's great! We can work ahead of this guideline

June 6th - Project Meeting #2

June 8th - Have textures and Audio completed

- Detail work such as aesthetics

June 10th - Have coding completed

- Objects are interactable
- Interface is completed
- Movement is done on both sides of the game (Environment and Character)

June 13th - Have game completed

- Have a playable and nice looking game that could stand alone

June 13th - Presentation

June 17th - Have any last bugs ironed out and detail work

- Get rid of any bugs in the coding
- Add more fine details to the game
- Further polishing

June 18th - Game is due

**(1 mark) Assignment of responsibility (overall project responsibility, subtasks breakdown).**

Kestrel

Character Design

- Art
- Dialogue
- Movement Coding
- Witches and Critters

Alexa

Environment Design

- Textures
- Lighting
- Environmental Coding
- Terrain Design
- Objects and Buildings