Proposal

For our senior final project we decide to make a 3d third person platform game, right now I'm working with Alexis and we both thought how last year there were two seniors who made a horror game and everyone just love it. I thought maybe we can do something like that but instead of a horror game how about we just make a mario 64 like game with a third person shooter instead of first person shooter. Since we only have about 20 weeks left I thought we should make a demo of our game something we can do for our last 20 weeks.

What's unique about our project is going to be the 3D animation with the third person view and well frame animation. Yes, we are using unity, javascript and material from unity assess store. The Challenge part of this project is procrastination I think we can do it as long as we just don't side track. We wanted to created a game that can be just as good as mario 64.

1. Milestone 1: basic character design and movement.

2. Milestone 2: different animation (jumping,standing or walking)

3. Milestone 3: The 3D environment (the ground and the hitbox)

4. Milestone 4: The 3D environment (walls, building and the objects)

5. Milestone 5: Enemies and danger objects(anything that kills the player)

6. Milestone 6: pick up items/mission or objective

7. Milestone 7: catch up week where we work on anything that we having finished yet.

8. Milestone 8: title screen basic opening screen with flashing title screen

9. Milestone 9: buttons for screens same as title screen adding game option like new game or continues button

10. Milestone 10: pause screen or to stop the character movement and the environment

11.

12. Milestone 11: multiplayer/ 2 player. We can try to connect this game to another game with different unity.

13.

14. Milestone 12: dialogue / story. Simple character interaction or some Demo objective and story line.

15.

16. Milestone 13: music or sound effect that fits the game (youtube music)

17. Milestone 14: basic art that we can use photoshop and turn it into sprite

18. Milestone 15: error check or check up/catch up for our game

19. Milestone 16: controller configuration/ we have to config different keyboard control.

20. Milestone 17: export to console. This should be pretty simple if we can finish in on time. All we have to do is to build and run

21. Milestone 18: setting screen/options. If we can ever get this far than we can step up a setting screen or different control.

22. Milestone 19: final check/ check if anything we can to catch up and we can improve this game.

23. Milestone 20: deadline/ preparing this demo game and setting up and save this game.