

Proposal

For our senior final project we decide to make a 3d third person platform game.

About the game, it would be a mario like game which anyone can pick up and play, heavy reference towards games and anime. A fun basic run of the mill puzzle/action game. Nice smooth graphics, cartoon inspired, questionable themes(maybe).

The inspiration came to us when we watch our seniors' horror game, so we thought maybe we can do something like that but instead of a horror game how about we just make a mario 64 like game (or a third person shooter game). 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 that it's in 3d, using the unity engine. We did buy some assets so most is done. One other thing what makes it unique is that it made by our self. 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.

I think what's unique about our game is that we pay our asset from steam so if we can finish this game on time this project can even be publish if we have all

the copyrights. What I'm saying out of all the senior app academy project our gaming project is going to have the best visual, popularity and performance.

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: basic Enemies movement animation and hitbox(kills player)
6. Milestone 6: Enemies with animation
7. Milestone 7:danger objects, props (explosion barrel, man eating hole and els..)
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. In our title screen we are think adding basic button that can give this game more opinion.
10. Milestone 10: pause screen or to stop the character movement and the environment
11. Milestone 11: multiplayer/ 2 player. We can try to connect this game to another game with different unity.
12. Milestone 12: dialogue / story. Simple character interaction or some Demo objective and story line.
13. Milestone 13: music or sound effect that fits the game (youtube music) or we make our own music
14. Milestone 14: basic art for title screen, ending screen, Loading screen and any screen. (will use photoshop and illustrator)
15. Milestone 15: photoshop art and RPG cut scene with different NPC interaction
16. Milestone 16: controller configuration/ we have to config different keyboard control. Or playable on a ps4 controller.
17. Milestone 17: creating different sound effects and background music/sound.

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

19. Milestone 19: 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

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