



Project Proposal

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Project Goal

Design and develop a narrative-driven horror game that explores psychological and societal themes.



Scope of the Game

Utilize its narrative with the environment and interactive elements to convey a core message about unsettling topics.



Project Goal and Scope

Game Size and Complexity



Game Size

Designed for an immersive storytelling gameplay experience.

Single player



Estimated Gameplay Length

Approximately 30-60 minutes of engaging content.



Narrative-Driven Horror

Focuses on psychological and societal themes through storytelling.



3D Visuals and High Complexity

Incorporates 3D graphics with high complexity due to full-stack engineering and the need to learn new material.

Motivation and Justification



Motivation and Justification

The indie horror game 'Mouthwashing' by Wrong Organ serves as a key influence for this project.

Games that delve deeper than being just a game have always captured my attention and inspire me.

I want to push the medium

Project Abstract

Aim of the Game

The project focuses on developing a horror game that blends psychological horror with thought-provoking themes.

Narrative-Driven Approach

A narrative-driven design will be utilized to convey a compelling message through the game's unsettling environment and interactive elements.

Compelling Experience

The goal is to deliver a horror experience that transcends mere entertainment, engaging players on a deeper level.

End Product



Functional Horror Game

Playable on PC
Estimated gameplay duration of 30-60 minutes



Final Presentation

Showcases gameplay and development process
Includes thematic analysis of the game

Project Schedule and Timeline

Week 1: Pre-Production

- Research
- Finalize game concept
- Design document



Week 2: Narrative Development

- Create and finalize narrative



Weeks 3-4: Prototype Development

- Build movement and interaction mechanics
- Implement placeholder assets
- Develop core horror mechanics



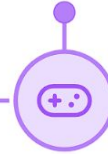
Weeks 5-10: Asset Creation and Refinement

- Design environments
- Design characters
- Design UI elements
- Implement sound design & music
- Refine animations & visual effects



Week 11: Playtesting and Iteration

- Conduct playtesting
- Gather feedback
- Bug fixing



Resources Required

Resources Required

Game Engine: Unity for game development

Art Tools: Photoshop, Figma, and Blender
for asset creation

Sound Tools: Audacity for sound design

Testing Resources: Access to testers
(friends) for feedback

Budget Considerations: Utilize free tools
where possible to manage costs

Solo-Development Responsibilities



Full-Stack Software Engineering

Develop and maintain the game's backend and frontend systems.



3D Modeling

Create and refine 3D assets for characters and environments.



UI Design

Design user interfaces that enhance player experience and engagement.



Level Design

Construct immersive game levels that align with the narrative and gameplay mechanics.



Graphic Design

Produce visual elements that support the game's aesthetic and thematic goals.