



TED UNIVERSITY

CMPE 316 – Game Programming Project Proposal

“Survive Titanic” Game

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Introduction

In this project proposal, we outline our strategy for leveraging C# and the Unity Game Engine to create a survival game. Popular survival games like "The Forest" and "Stranded Deep" will serve as inspiration for our game, but we'll make our own special touches to make it stand out. Our five-person team is eager to work together to develop a compelling and immersive gaming experience for users.

Our Team

Our team is named "**Unitintin Team**" and consists of 5 members. We all have different skill sets and game development experience. Programming, game design, art, and music are just a few of the individual skills that each team member contributes to the project. Our team consists of:

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Our Purpose and Goals

Our goal is to make a captivating survival game that offers players an engaging and difficult experience. For this project, our objectives are:

- Creating a realistic and eye-catching gaming environment.
- Implementing fun gaming elements that encourage resource management, exploration, and survival.
- Creating a weather system and dynamic day-night cycle that have an impact on gameplay.

- Including a special story that set our game apart from other survival games.
- Enhancing performance for fluid gameplay.
- Delivering a professional and finished game that satisfies our target audience's expectations.

Short Summary of Our Game

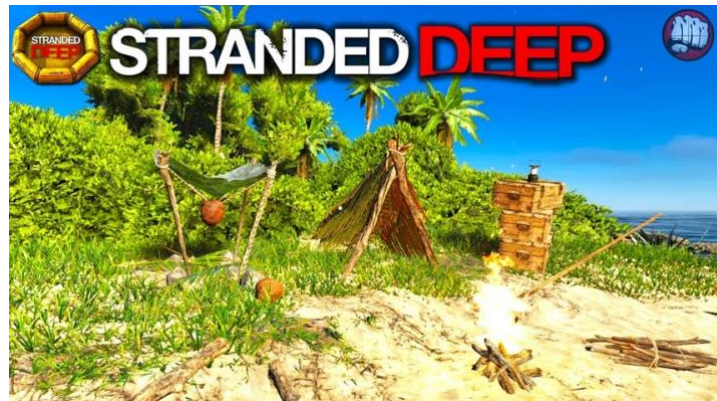
A deserted island is the setting for our first-person survival game. Following a shipwreck, the player's character is left abandoned and must survive in the hostile environment of the island. To survive, players will need to gather resources, erect a home, get food, and make tools. They will also face a variety of difficulties, such as ferocious wildlife, unfavorable weather, and other surviving conditions. Player will solve the island's puzzles and learn its secrets as they advance.

Gameplay

With few resources at the beginning of the game, the player must scour the island for food, drink, and shelter. To protect themselves from the elements and threatening creatures, they will need to gather resources from the environment, make tools and weapons, and build shelter. In order to survive, the player will also need to manage their hunger, thirst, and health as well as make wise choices. They will gradually learn the island's history through exploration, encounters with other survivors, and finding undiscovered secrets. The game will offer an immersive and difficult gaming experience that calls for resource management, survival skills, and strategic thinking.

Here is a sample of how our game is planned to look like:





Features

The following features will be present in our game:

- Hunting, fishing, farming, and construction are all forms of resource collection and crafting.



- With a dynamic day-night cycle and weather system, the game environment is realistic and immersive.
- Players can make personalized tools, weapons, and shelter using the game's innovative crafting system.



- Realistic interactions and behaviors with AI.
- Interaction with the NPCs, including decision-makings that affects the plot.
- Story growth driven by the player, with riddles and hidden information to discover.
- System for character growth and skill improvement.
- Polished sound and graphic design to improve the player experience as a whole.

Technical Details

The Unity Game Engine and C# programming language will be used to create our game. The game will be initially developed for PC platforms, with the prospect of later extending to other platforms. To improve performance on diverse hardware setups, we will support various screen resolutions and offer options for graphics settings. To create a believable and engaging gameplay experience, we'll also use animations, sound effects, and physics-based interactions.



Conclusion

Finally, our team is eager to start this game development process and produce a distinctive and engaging survival game. We are convinced that we can provide players with a polished and enjoyable gaming experience thanks to our combined abilities and knowledge. Throughout the development process, we are receptive to input and recommendations, and we will cooperate to meet the project's objectives. We appreciate your consideration of our request and look forward to realizing our dream.

Resources

- https://www.google.com/search?q=stranded+deep&source=lmns&bih=789&biw=1440&rlz=1C5CHFA_enTR1028TR1029&hl=tr&sa=X&ved=2ahUKEwiOksW985f-AhXS6aQKHTg3A8QQ_AUoAHoECAEQAA
- https://www.google.com/search?q=the+forest&rlz=1C5CHFA_enTR1028TR1029&oq=the+f&aqs=chrome.0.35i39i355j46i39j69i59l2j69i60l3j69i65.1634j0j7&sourceid=chrome&ie=UTF-8
- https://upload.wikimedia.org/wikipedia/commons/thumb/c/c4/Unity_2021.svg/1200px-Unity_2021.svg.png
- https://global-uploads.webflow.com/6097e0eca1e875de53031ff6/61bb05edca00197f2e7a19cf_Csharp_Logo.png