

[Proposal Slideshow](#)

1. Description

Untitled Speed Game is a 3D first person platformer game. MVP features include basic first person controller, wallrunning, sliding, grapple hook, and a tutorial level. The game will be for PC (potentially MacOS as well). The game will be built in unity, with the scripts written in C#.

Some features I would also want to include are additional levels, saving scores (potentially to a Firebase or AWS scoreboard), and as a stretch goal, animations for the player to clarify what action they are taking.

In terms of Game Design, the game should focus on speed and incremental improvements, rather than precision. Some ideas I want to implement are level designs with multiple routes and terrain that encourages different mechanics.

The intended users are people who like first person platformers and people who like speed games. Ideally, players would replay levels several times to get better times, and compete with each other to see who has the fastest time.

2. Justification

1. Applies and demonstrates what you have learned in your other classes

Applies the skills learned in Game Development, Unity, C#, and Game Design skills.

2. Gives you the opportunity to extend what you have learned in other classes

I have not polished a Unity project to a level I am satisfied with so far, mainly making prototypes and unfinished games. I hope to make something that is more 'finished' this semester.

Additionally, this project covers some Unity physics manipulation that I am not familiar with yet.

3. Technical difficulty is appropriate (not too easy, but not too hard either)

I have the basic skills necessary for the technical elements, but will need to research some mechanics that I want to add (In an attempt to not reinvent the wheel).

4. One semester is a reasonable amount of time to develop the project

My initial plan is to spend about half the time polishing, tuning and testing this project. I think this is an appropriate amount of time for polishing for this project because a game requires these elements (especially playtesting) to be successful.

5. You possess the tools and skills required to complete the project

I have a computer with Unity installed at home, and plan to use it to develop the game.

6. Project is interesting to you, your classmates, and the instructor

Games are fun. Additionally, tuning the interactions of the various mechanics so that they feel satisfying is an interesting technical challenge that I have not yet challenged and I would like to share my experience with it.