Maw of Puget Sound is a first-person adventure RPG using an MMO inspired character controller in a dinopunk setting.

### Known Risks:

* Development is focused on the development of the player controller, and depending on the time it takes to complete the player controller, the content may be light.
* Developing vaporwave dinosaurs may overwhelm the art budget and time.
* Public may be sick of cyberpunk genre.
* Anti-capitalist themes may scare investors.

### Limitations of Developer:

#### Kevin Strengths: Programming

Unity Implementation

#### Kevin Capabilities:

VFX Graph  
Shader Graph

UI

#### Kevin Weakness:

Producing and Project Management

Modeling  
Texturing

Animation

### Planned Audience

* Teen+ largely male gamers interested in Action RPGs and Dinosaurs
* A blending of Elder Scrolls and Vampire the Masquerade Bloodlines audience

### Examination of IP Genre:

Cyberpunk focuses on a dystopia high-technology future where human inequality is furthered by capitalism as technological advance outpaces societies’ ability to act against greed. An important aspect of Cyberpunk is the Punk aspect, the act of rebellion against an oppressive status quo.  
  
Dinopunk is that, but there are dinosaurs.

### Examination of Game Genre:

Maws of Puget Sound is a first-person hybrid RPS Shooter in the style of Bioshock or Vampire the Masquerade Bloodlines. Focused more on theme, storytelling, and player horror than on making a replayable or challenging combat experience.

### Competitive Analysis:

Bioshock and its sequels are the key competition. While they are not noted for outstanding or challenging gameplay, they are noted for thorough execution of theme, solid visuals, and a deep sense of horror. Much like Maws of Puget Sound, they are focused on technology outpacing human ethics, with the fallout of unchecked technological growth destroying society as a whole. Unlike Maws, instead of trying to change or disrupt the system, the protagonist of Bioshock games is often focused on completing personal objectives against a backdrop of conflict, often making things worse for everyone else in the process.

### Tools used:

Unity 2019.3 (Or whatever the school version is)  
VFX Graph  
Shader Graph  
Maya for models?  
Dialog System for Unity  
TextMesh Pro