A black background with purple text

Description automatically generated

|  |
| --- |
| Staffordshire Games Institute |

GAMES DEVELOPMENT PROJECT

PROPOSAL

**Name: Cassette Costen**

**Enrolled Course: Computer Games Programming**

**Student Number: 23025180**

***Working Title Here***

Contents

[What Problem are you trying to solve? 2](#_Toc1220841192)

[How does this Project help your employability? 3](#_Toc1321169767)

[Areas for Research, Investigation and Methodology: 4](#_Toc1732226503)

[What are the deliverables? 4](#_Toc415797927)

[Planning Documentation 4](#_Toc1283197408)

[Sample of work you have completed to this date (relevant to project): 5](#_Toc1209177441)

# What Problem are you trying to solve?

*When answering this question, think about the specific challenge or gap in your field of study that your project aims to address. Whether you are focused on games art, games design, or games programming, consider the following points to guide your response:*

* *Games Art, Concept Art, and Animation:* 
  + *Think about visual storytelling, style consistency, or technical challenges in creating game assets. Are you trying to solve a problem related to character design, environment creation, or visual effects? For example, you might focus on designing characters that reflect cultural diversity or creating a visually cohesive game world.*

* *Games Design:* 
  + *Consider how gameplay mechanics, level design, or player experience could be improved. What issue are you addressing within the game’s structure? For instance, you might explore ways to create more engaging puzzles, balance difficulty levels, or enhance narrative flow through design.*
* *Games Programming:* 
  + *Focus on the technical aspects that influence gameplay or performance. Are you tackling a problem related to AI (Artificial Intelligence) behaviour, multiplayer networking, or graphics optimization? You might work on improving enemy AI to create more challenging interactions or develop efficient code for a seamless multiplayer experience.*

*Think about the impact of your solution: e.g. how will addressing this problem improve the game or the player's experience? Your goal is to clearly define the problem so that your project has a clear direction and purpose.*

*Consider that idea that the "goal" of the project is to evaluate something (e.g. The animations produced), rather than just the production of them.*

*You can find more examples here:* [*2025\_GPD\_Example problems & projects.docx*](https://staffsuniversity.sharepoint.com/:w:/s/TheVault/EXRqsRvo6jJAh3cH5oRLFrQBJFpWwBzkhTTlFSUCIcgYlg?e=YYv0BE)

# How does this Project help your employability?

*What will you learn from completing this project and how will this project orient towards future career paths?*

*You must link to several industry jobs and/or career opportunities. Highlight specific requirements on the jobs listing which would be answered by your project.*

*The job, requirements and details should be linked an annotated. A link the online posting should be included. If using more general guidance, links should also be included and annotated*

# Areas for Research, Investigation and Methodology:

## 

*The areas for investigation should be specifically defined and highly relevant to the project. It should demonstrate that you’ve spent time considering the problem you’re trying to explore. Here you should demonstrate your initial understandings and insight and how your research will help you realise the project’s objectives.*

*Here it should be clear that you will explore new avenues in pushing beyond the content covered in previously studied modules.*

*You should clearly discuss how you plan to approach your research and the methodology that will be used throughout the project. It should be clear that you understand your investigative process and its application to the project. It should be clear if, and when, you plan to complete any primary research.*

# **What are the deliverables?**

*What are you specifically going to deliver by the end of the project? Do you have any specifications to adhere to or comply with?*

*The deliverables should be well-defined and align with the project’s objectives in exploring or solving the problem. They should be detailed, demonstrating a clear vision of the project’s likely outcomes.*

*Note. This is not asking you give a specific answer to the problem. You have not completed your research and development yet. This is asking you to define what format that outcome will be delivered in. E.g. A playable game, an application from code, a set of animations, a 3D Character etc*

# **Planning Documentation**

*This must include any necessary time/task planning e.g. Asset lists, Kanban Boards, Trello Boards etc*

*This should also include as such things as (but not limited to):*

* *Any concept art (used as the reference for a 3D Piece)*
* *Drawn top-down level sketches*
* *Specific design requirements.*

# Sample of work you have completed to this date (relevant to project):

*Please provide evidence that you will be able to complete the project as intended.*

*You can highlight your experience through links to the following portfolio locations or by including images into this document*

* *GitHub*
* *Artstation*
* *YouTube*
* *Personal Website*
* *Digital Academy forum threads*
* *Any other examples of previous development experience.*