

Pitch Doc

Project Title:

Woodsmen/Forester?

Game Overview:

You are one of the few remaining robotic beings left, and after serving forever your purpose of cutting down trees, you notice a billboard about your manufacturer, and it piques your curiosity.

Features:

The final product will be a game that focuses mostly on exploration and discovery, with a minor focus on combat. It will all be first person and single player, and the main method of progression will be collecting new abilities and powers, which will let you go to new areas.

Project Goals:

Learn Game Development with Unity, and how to make 3d games and do 3d modeling with texturing.

Team Members:

Elliott Maw: Modeler, Assistant Coder

Emil Gruenwald: Coder

Edgar Williams: Art/Animation, Music, Lore, 3d texturing, 3d modeling

Colter Schiwal: Lore

Finn Thompson: Graphics, sound

Roan Hardin: Project Manager, Sound