Student Initiated (SI) Project Proposal

Name of Student:	Kelvin Lim			**Admin No.:**	2404900i
School:	☐ASC ☐BUS ☒IIT ☐DES ☐ENG ☐HSS	**Current Year of Study:**	☐1.1 ☐1.2 ☒2.1 ☐2.2 ☐3.1 ☐3.2	**Diploma:**	Applied AI
Project Category:	☐Entrepreneurship & Innovation ☐Health & Fitness ☐Sustainable Development ☐Arts ☐Language ☐Cultural ☐Social Issues ☐Technology & Science ☐Media Creation ☒Others			**If you have chosen others, please specify:**	Game Development
Project/Competition Name:	N.A.				
Personalised Project Title:	2D Rouge-like Casual Game				
Target beneficiary/ beneficiaries (if applicable):	For casual gamers who like rouge-like 2D games				
My Learning Goals	Learning how to develop a 2D roguelike fighting game using a game engine like Unity.				
	Deepen my knowledge in game creation, development process				
	Strengthen my ability to manage and complete a full game development project from planning to prototyping.				
What is my project about?	What am I going to do? (50 words)				
	I am going to design and develop a 2D roguelike casual fighting game. The game will consist fast-paced combat, different type of enemies. Players will fight through waves of enemies using different abilities/buffs the player picks up, each run will be unique to encourage replayability and experience casual gameplay.				
	How am I going to do it? (100 words)				
	I will first look online for game programming basic/fundamental tutorials to learn from. I would then craft out my GDD (Game Design Proposal) that includes core gameplay loops like how the gameplay would be like and the mechanics of the game and include important details. I would then find assets for the game such as character, sound effects and background music suitable for the game. Throughout the project, I will document the process after each iteration.				

What will I show as evidence of my learning in my project portfolio?	*E.g. Report, prototype, checklist, glossary of terms, reflection, draft designs, surveys, survey analyses, interview transcripts, etc. (50-100 words).*
	I will include the working prototype of the game, a short YouTube video of the core gameplay or a trailer type video, game design proposal (GDD), a checklist of tasks to complete the project. If time permits, a website that briefly describe the game and allowing people to play from it.
What else would I like to say about my project?	Share how this project is important or meaningful to you personally. *E.g. I have never done marketing before. Now I have a product which I would like to market. I really hope to pick up some useful skills and ideas on how to market my product and get opportunity to meet some industry expert to mentor me.*
	Being a fan of rouge-like games like Brotato and Vampire Survivor, I have always wanted to create one myself and this is a chance to do it. I would like to build a game that reflects my personal taste while also learning technical skills in game development and understanding how developers work in game creation.