

Our project is to create a "Choose your adventure" type of game. It is available on PC and will be in 2D. The game includes re-playability, loots/treasure, dungeons, quests and bosses etc.

Our team consists of passionate, hard-core, crazy gamers and we just love playing games. We want to explore more in depth about how game works and the engine that makes the game, we want to make a game together, as a team. As technology advances, there is a steady growth of gamers especially from young kids and young adults. Thus, creating a "Choose your adventure" game will create some profit opportunity for us. The game will not be as great as Call of Duty, rather it's a game that our team will put a lot of effort into making because we want our players to get the most fun experience out of this game (hard benefit). That's our purpose of this project and through this experience, we hope to learn a lot of core materials in the making of our game.

Some components of the project that requires funding (time or money wise) is the learning of Unity and understanding how to program game codes. Another component of the project that requires funding is Adobe Photoshop. Photoshop is required especially since the game needs a ton of artwork. There is also an alternative route instead of using Photoshop, which is the use of GIMP. However, the problem with that is we don't know which is better to use for character/environment art design.

People could play this game to escape reality or whenever they are bored from work, stressed from school (soft benefit). The main point of this game is to entertain other passionate gamers, to have them enjoy the game and have fun!

Some anticipated challenges will be learning how to make the game and learning the fundamentals of Unity. Other challenges include: artwork, music, engaging dialogues. Another challenge that may be hard to solve would be our team's class schedule because our developers all have different time schedule which can affect our project. Making the music will be a tough aspect to do especially since we must make the background music ourselves. Music will take some time to go through every single scenario and implementing different background music to it. Another major subject that is important in our game is the artwork. Drawing different characters/NPC/weapons/physical environment/items in the game will be difficult and time-consuming. We also need to implement these drawings into photoshop/gimp and implement them into the game.

The major tasks will be the actual coding of the game, designing characters/weapons/scenery and the dialogues. Most importantly, our major task is to try to learn Unity as much as we can.

The final deliverables will be a DEMO ver. of our game. It will include components such as background music, character designs, storyline of the game. A PowerPoint slide may also be provided to present our game in a more business-like way covering things like "How to promote our game?", "Why we decided to make a game?", "Difficulties along the way".