

Project Proposal

For

Tomb of Khaud'ghur

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Team Members:

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Cycle: Cycle 1

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Grading Rubric – Project Proposal

This rubric outlines the grading criteria for this document. Note that the criteria represent a plan for grading. Change is possible, especially given the dynamic nature of this course. Any change will be applied consistently for the entire class.

Achievement	Minimal	Exemplary	Pts	Score
Content	Section(s) missing, not useful, inconsistent, or wrong.	Provides all relevant information correctly and with appropriate detail		
Project			30	
Team			10	
Timeline			30	
Grammar and Spelling	Many serious mistakes in grammar or spelling	Grammar, punctuation, and spelling all correct	10	
Expression	Hard to follow or poor word choices	Clear and concise. A pleasure to read	10	
Tone	Tone not appropriate for technical writing	Tone is consistently professional		
Organization	Information difficult to locate	All information is easy to find and important points stand out	10	
Layout	Layout is inconsistent, visually distracting, or hinders use	Layout is attractive, consistent, and helps guide the reader		
Late Submission				
Total			100	

Project Proposal

This report documents the initial definition of the project. It includes an abstract and project overview. It also includes a summary of issues related to the project and to the team.

Project

Project Name: The Tomb of Khaud'gur

Abstract

The project that our group plans on making is a game. The name of the game has been determined to be *The Tomb of Khaud'gur*. The game is a “choose your adventure” type of game. It is a roguelike game (a game where each playthrough is a new experience either through the changing of rooms, setting, enemies, and loot) that aims to stand out from the rest of the games of the same genre. The game is also a dungeon crawler, where the protagonist--or the character the player plays as--roams through a mysterious and unknown dungeon that suddenly was undiscovered through a fateful earthquake. As the player makes their way through the dungeon and explores, they will be encountered monsters of all kinds ranging from slimes to trolls to warlocks. Some monsters are common to a lot of games while other monsters will be more unique to our game. The combat system features a turn-based style of fighting. There will be options for the players to choose from, either help defend against a monster's attack or go on the offensive sided and attack. There will also be items the player can use that will take up their turn such as health potions. The game is suitable for mostly teens since the game also requires a good amount of strategy in order to survive and make it through the dungeon. We hope to produce a game that will fulfill any gamer's desires of an enlightening game to kill time or to spend hours being enthralled by the game. The game will also be suitable for new gamers since there will, hopefully, be a brief tutorial at the start of the game.

Project Deliverables

There is a lot that our team wants to deliver by the deadline. We hope to be able to deliver a beta version of the game. The beta will be missing details that we may not have time to implement into our game. Within the beta, we'll include a storyline that carries throughout the game. That's something that we feel is crucial to the entirety of the experience that the player takes away from the whole game. This will be included along with the beta to give a taste of what the game is offering. Once the final product is complete, the players can look back and see how much the game has changed. By the time the beta hits, there will be basic fighting mechanism where the player can choose to attack/defend/run from a fight. The whole combat system will hopefully by then, be done. We planned to have around 20 floors for the final product but for the beta depending on

how smoothly things go, there will be around 5-10 floors. Weapons and armor will also be included with the beta version. Albeit not all the weapons and armor will be implemented by then; most of it will be included with the content released with the beta. But all of this is not that useful unless we also developed an UI (User Interface). The UI will be user friendly in order to not make the player stressed about what to do. The game will have options, a new game option, the ability to enter a name for the protagonist, load a previously saved game, save game, an inventory where loot is stored, and background images to set the mood and setting. Finally, we will have artwork. The artwork is basically everything that is pixelated in the game that is visually presented to the player. We might even have a gallery containing images of what some battles or situations may appear to look like.

Resources

The only resource that we need is Unity Engine in order to make the game. It goes without saying that we all need a PC or laptop to develop the game. We may also need Photoshop to edit images.

Expertise

Everybody on our team needs to learn at least the basics of C# programming language. Unity uses this language and it is crucial to our success that we learn it as quick as possible. But that is the only major obstacle that we face as a group. We can be dedicated when the situation calls for it. There's always YouTube videos online to help guide us through as well. Communication wise, our team has the best of that. We have worked together before on smaller projects and homework assignments and have always managed to help each other through our times of need. This project should be the same in terms of communication, but maybe a bit more difficult. Of course, we need to learn the basics of Unity itself but we have YouTube videos and, if it comes to it, the TAs to help us with that.

Team

Team Members and Roles

Figure 1, below, identifies all the team members and the initial role assigned to each person.

Name	Role
Kaifeng Zhou	Project Manager
Lester Chacon-Posada	Developer
Peter Chong	Developer/Scribe
Jacky Chen	Developer

Figure 1 - Team Members and Roles

Timeline

The figure below shows the initially identified set of activities for this cycle.

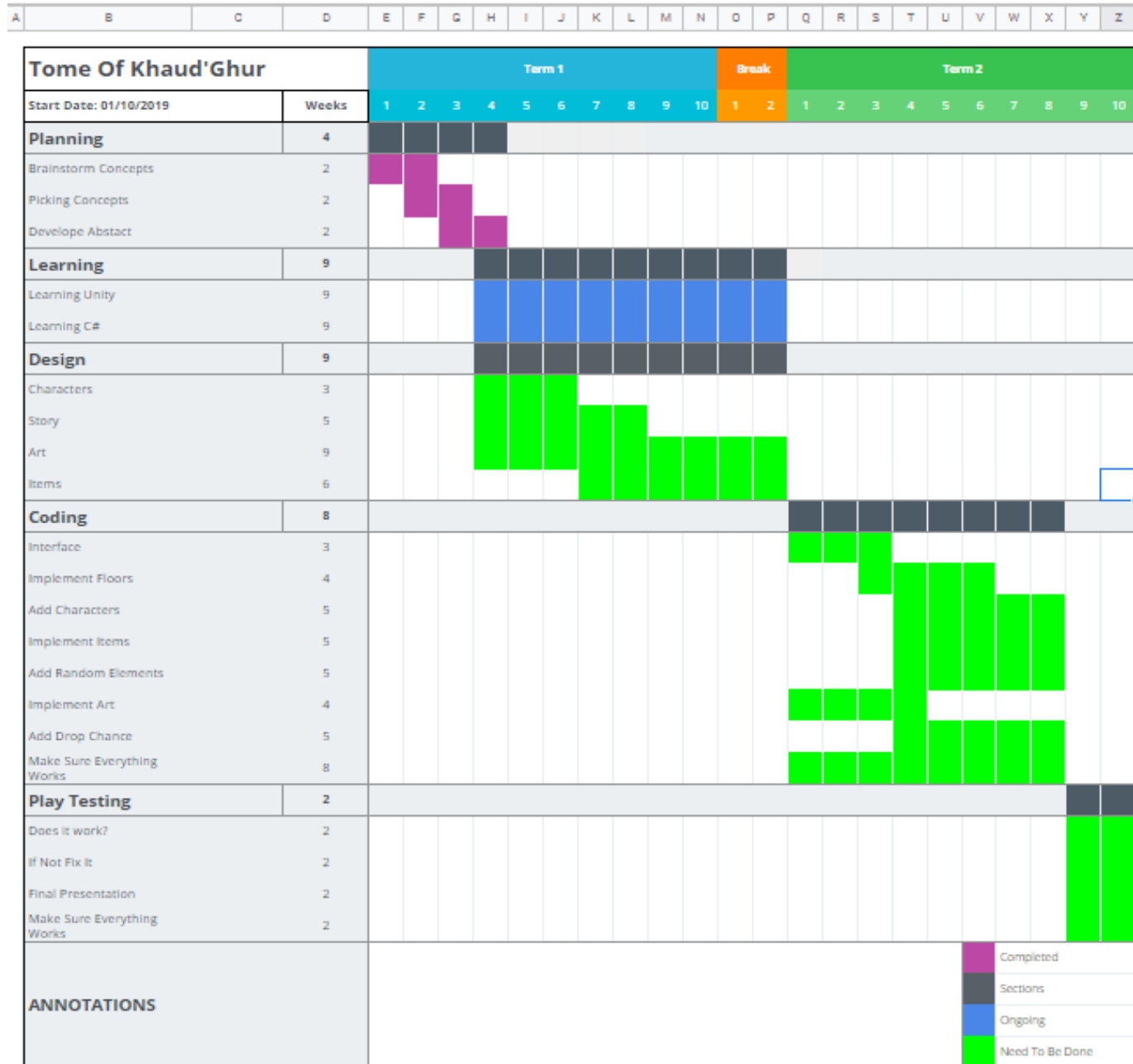


Figure 2 – Project Timeline