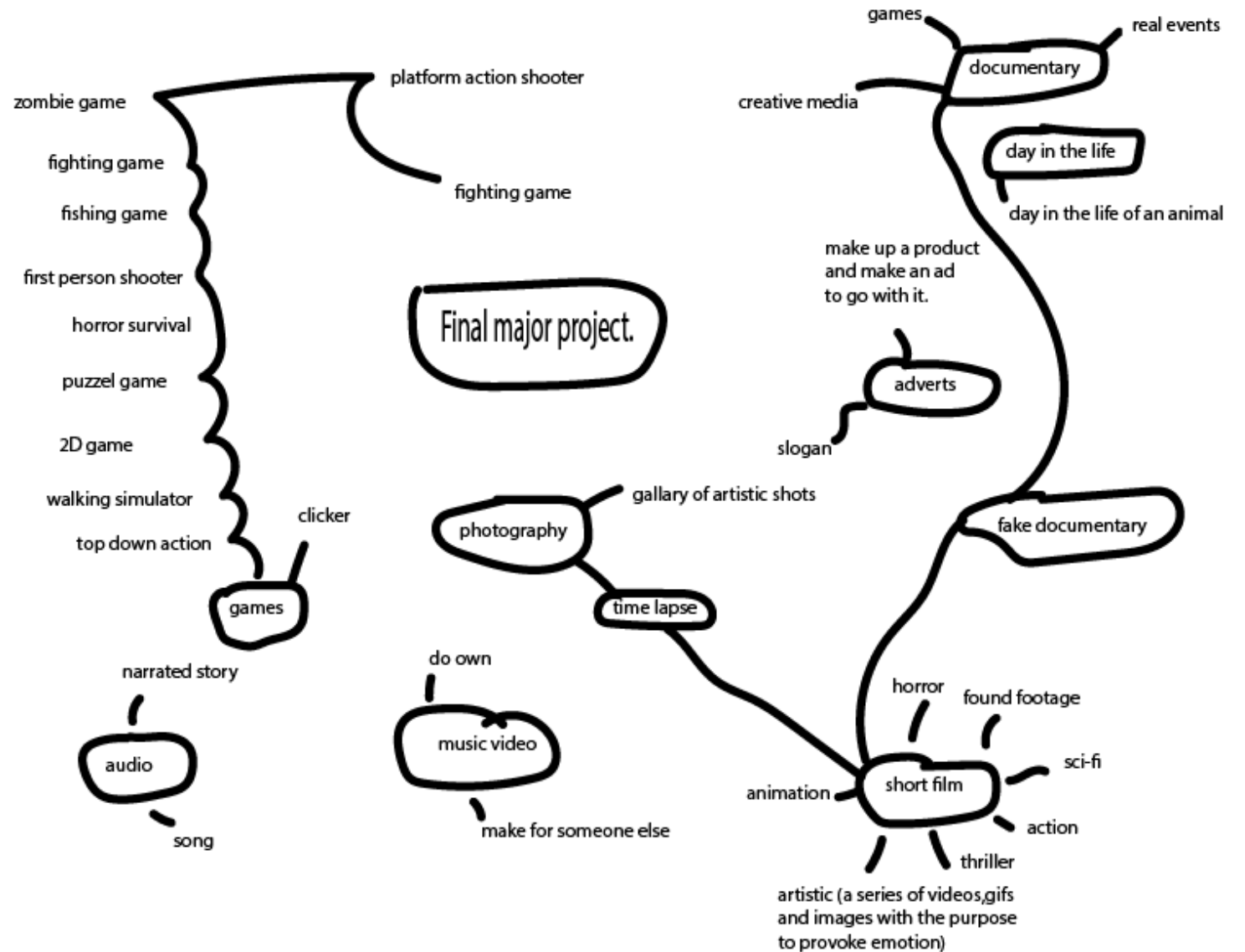


3 creative media ideas

Mind map

- This mind map showcases my thought process when thinking about potential projects I could carry out for my FMP.
- I made sure to keep an open mind and explore potential ideas in all forms of media.



Subway surfers type game (unreal engine)

- Soft ware: unreal engine, photoshop (textures), maya (3D model's) and after affects (Trailer for finished game)

Strengths, weaknesses, opportunities, threats (swot)

Strengths:

simple mechanics.

Can be made with limited assets.

Do-able independently.

Weaknesses:

Boring.

Simple.

I am unfamiliar with unreal engine.

Opportunities:

To learn a new software.

to get experience with different types of games.

Threats:

I am unfamiliar with unreal engine.

Wave based shooter

- Soft ware: unreal engine, photoshop (textures), maya (3D model's) and after affects (Trailer for finished game)
- Zombies (enemy without gun)
- Enemies with guns/projectiles

Strengths, weaknesses, opportunities, threats (swot)

Strengths:

Flexible (can do more with it).
More potential to be added to.
Only one level/stage needed.
Do-able independently.

Weaknesses:

Generic
Unfamiliar with unreal engine.

Opportunities:

To learn a new software.
To expand on my existing skills.

Threats:

Unfamiliar with unreal engine.

Interactive movie.

- Software: adobe captivate, after affects, premiere pro.
- It would be horror.
- Every time the player decides an action to take there will be 2 options.

Strengths, weaknesses, opportunities, threats (swot)

Strengths:

A mix of creative media.

Very little complex coding.

Weaknesses:

Would need actors at least.

Less independent friendly.

Needs a lot more planning.

Opportunities:

I would be able to showcase game design skills and tv/movie skills.

Threats:

Production teams schedules.