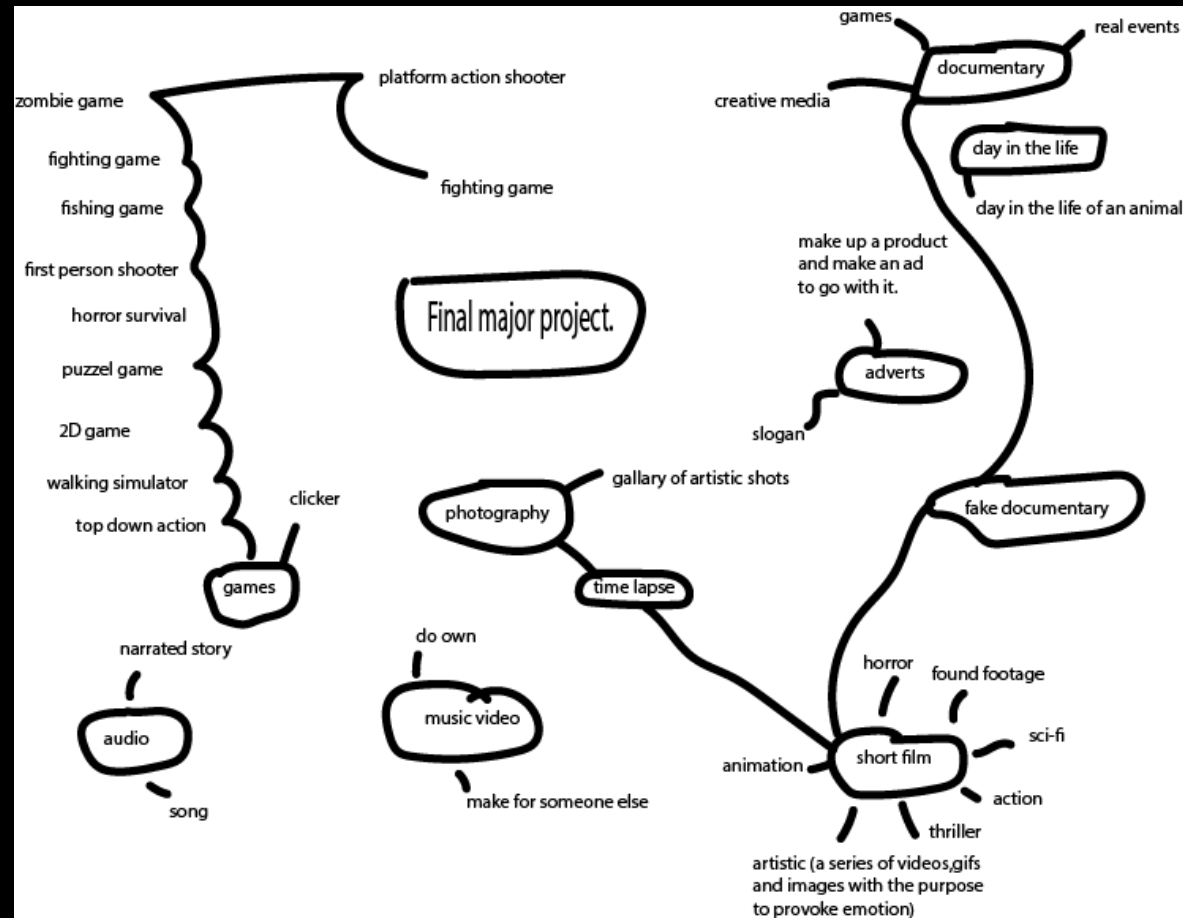


Final major project

Mind map.



What is
my final major
project?

Wave based shooter

- Set in a future Bradford.
- aliens.(Here for the radiation levels)
- Protagonist (advanced soldier sent from mars to collect resources for further development on mars) , space junk will crash into him resulting in a wrecked ship after he crash lands in Bradford.
- Protagonists goal is to repair his ship while surviving alien hordes (This is what the level will entail)

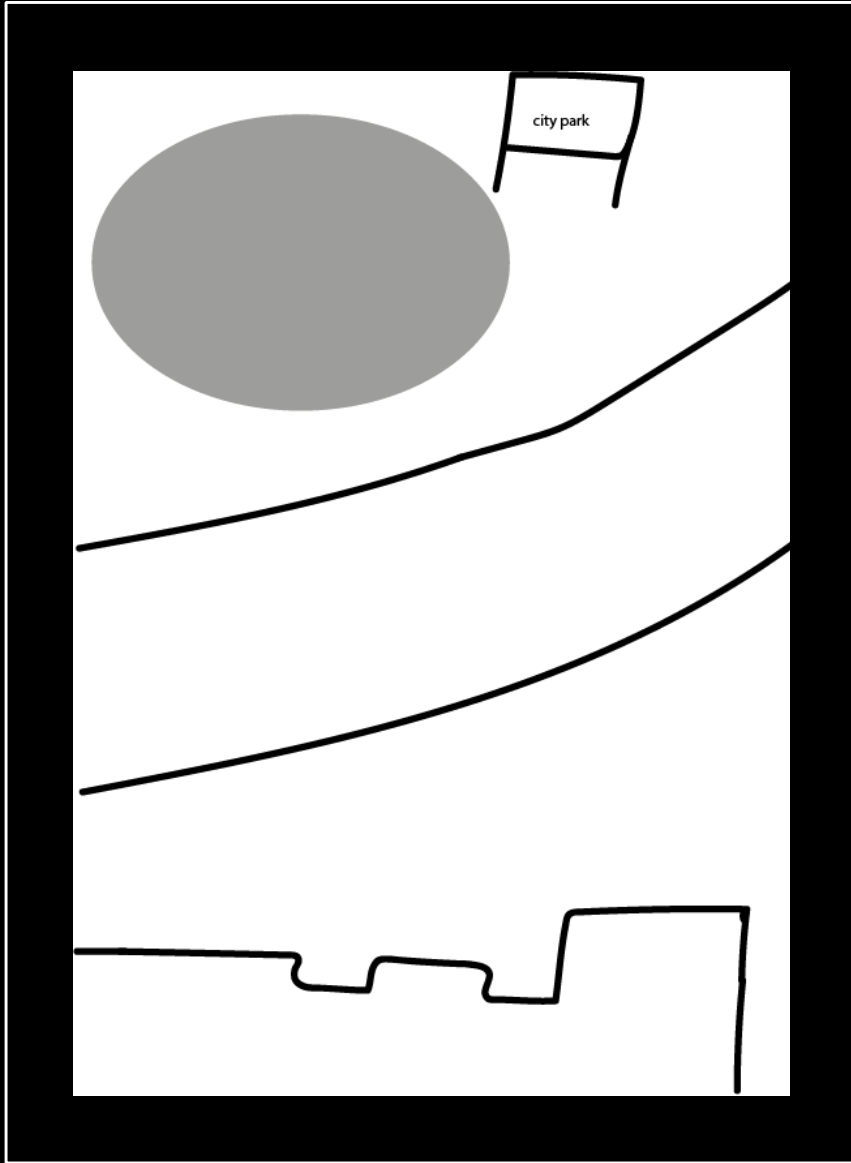
Target audience

- My game would be targeted towards 12+
- I would do this by keeping the gore down but keeping the combat impactful enough to be entreating for everyone.

Community.

- I would collaborate with Pipeline Productions. I would do this by including at least one song/track created by them.
- In return I would advertise them in the game.
- My game would also be set in Bradford
- Backup: survey people on the types of games they like and make a game based on the results.





Where in Bradford

- City park and expands as far as I have time for.

Why am I doing this project.

- Software
- Portfolio
- Enjoyment!

what are the goals of my final major project.

- I aim to have a fully functional game:
- Animations
- Textured
- 3D models
- Music
- Quality
- Replay-ability.

Plan

- First two weeks will be base game mechanics.
- Then assets (buildings)
- Then creating Bradfords layout as accurately as I can in unreal.

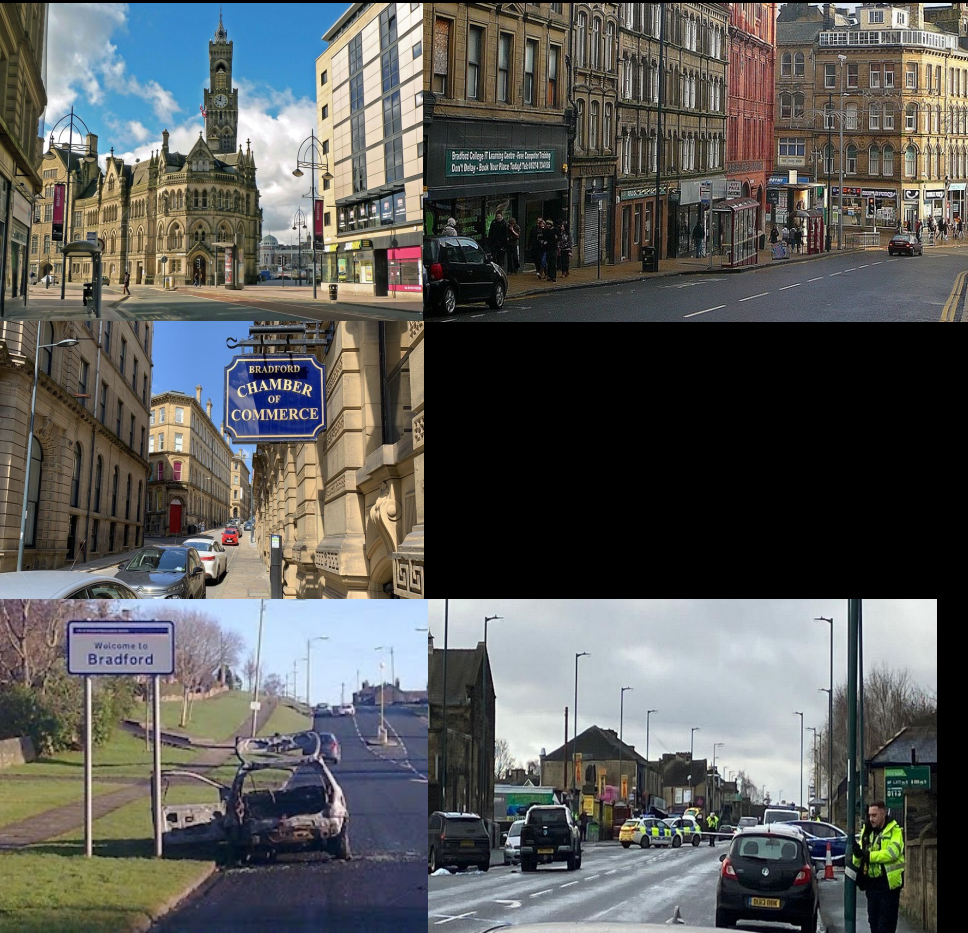
Problem solving

- To keep the game from being overly buggy:
 - I will be testing everything as I add it.
 - Will have a bug report every fortnight.
-
- Extra: special buildings
 - Healing
 - Ammo
 - Variety of guns.

Reasearch

- Ongoing.

Mood board 1 (location, colour photo-realistic)

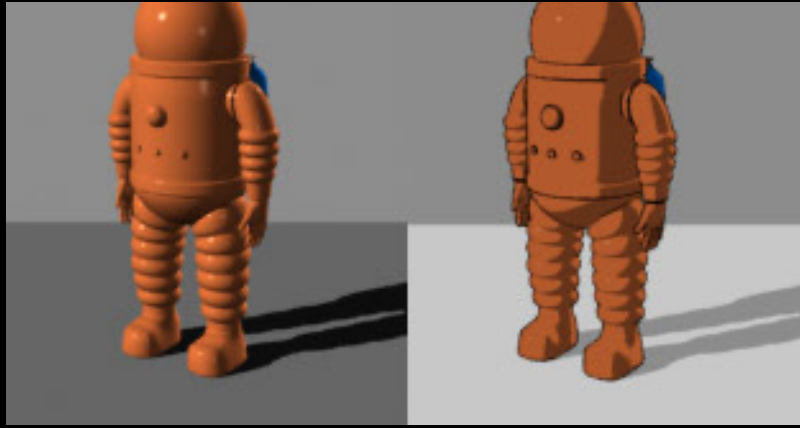


Realistic textures.

- How?
- Stay involved in the project!
- Take head on pictures of things like:
- Brick
- Glass
- Metal
- Nature(trees and grass)

Atmosphere.

- Sky
- Audio
- Emersion



Mood board 2 (Cel shaded/cartoon)

If realistic fails

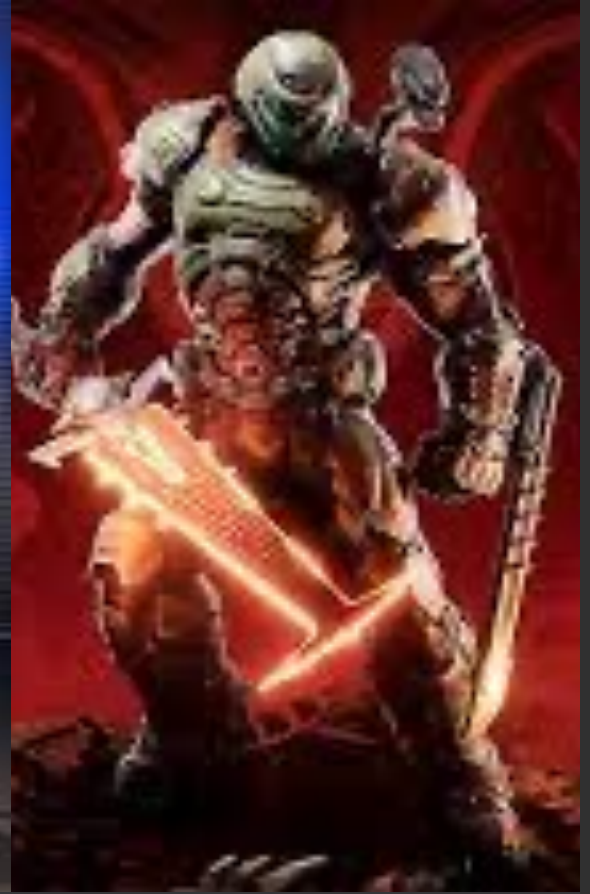
- I will be using premade textures on unreal engine but instead of using realistic textures off there, I would make vibrant cel-shaded/cartoonish graphics instead.

Mood board 3 (enemy)



Aliens (zorps)

- Variety
- Projectile
- Melee
- Slimy
- Exoskeletons
-



Mood board 4 (protagonist)

Ethan (place holder name)

- Has grown up on mars
- The state of earth makes him question humanity.

Any questions?

