

Unit 13 Project Proposal

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Pathway	Extended Diploma in Creative Media Production and Technology
Project Title	Bradzorg!
Section 1: Project Concept and Rationale (approx. 150 words)	
<p>My project concept is a solo production of a 3rd person, action shooter called 'Bradzorg'. My target audience is 12+. I have chosen to develop this small game as it will help me develop skills and expand my portfolio for the future. I will be developing this idea in Unreal Engine. This may sound like a lot to complete by myself especially with this being my first project I will be developing in Unreal Engine; However, I am keeping everything simple and using secondary research such as tutorials to guide me through how to develop this project affectively.</p> <p>This project will help me with future work as I will be learning to effectively use the software I will be using in the future. Along the way it forces me to investigate every element that goes into games design, From audio to textures.</p>	
Section 2: A Review of Your Progress and Achievements to Date (approx. 150 words)	
<p>Through my past projects (short film, documentary and 2D game) I have mostly developed pre- and post-production skills.</p> <p>I have developed a range of skills from my past projects that I will be carrying over into my Final major project. I will be using planning skills, such as setting multiple weekly deadlines to ensure I have enough time to include and showcase everything that I have planned. I will also be using a schedule to structure what</p>	

should be prioritized. for example, base game mechanics will be complete before texture and modeling.

I will be progressing with the use of my secondary research (video tutorials). This allows me to easily section out chapters of my development and review the progress on how much I have got done and in how long it took. This will help me stick to my schedule and deadlines as I can change what I need to prioritize as I come to the end of development by judging what has and has been achieved.

Section 3: How the Project Will be Evaluated and Reviewed. (approx. 150 words)

I will periodically evaluate the production of Bradzorg. I will also reflect on how effectively I am sticking to weekly deadlines. Therefore, when I reach the end of production, I will have a conclusion evaluation and reflection detailing the main problems I encountered and if I am satisfied with the finished product that I have been able to develop.

To evaluate the entirety of my project I will be sectioning key developments into chapters of production. I will then talk about each chapter individually. To evaluate each chapter, I would detail if it took longer or shorter than I thought and if it took longer, I would explain why I thought it was going to take a shorter time than what it ended up taking and what problems I encountered.

Proposed Research Sources and Bibliography - Harvard Format (approx.50 words)

Primary: A survey. <https://forms.gle/SeQaD74TuVGHM3jd7>

Secondary:

I will be using online video tutorials as the main source of structure as I come to develop my project.

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Aspland, M. (2021). Setting Up the Project | Shooter Minigame Part 1 - Unreal Engine Tutorial. [online] www.youtube.com. Available at: <https://youtu.be/95oz8V5U8GQ> [Accessed 8 mar.2023]

Blender, G. (2021). Blender Beginner Tutorial – part 1. [online] www.youtube.com. Available at: <https://youtu.be/nIoXOplUvAw> [Accessed 8 mar.2023]

3DGreenhorn, 3DGreenhorn (2021). *Learn Blender 3.0 in 20 minutes | Blender 3D Basics in 2022 for Absolute Beginners*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=Rqhtw7dg6Wk> [Accessed 22 Mar. 2023].

Newton, P.L. and Feng, J. (2016). *Unreal engine 4 AI programming essentials: create responsive and intelligent game AI using Blueprints in Unreal Engine 4*. [online] *Library Catalog (Koha)*. Birmingham: Packt Publishing. Available at: https://bcol.koha-ptfs.co.uk/cgi-bin/koha/opac-detail.pl?biblionumber=53384&query_desc=kw%2Cwordl%3A%20unreal%20engine [Accessed 22 Mar. 2023].

Plowman, J. (2016). *3D game design with Unreal Engine 4 and Blender: combine the powerful UE4 with Blender to create visually appealing and comprehensive game environments*. [online] *Library Catalog (Koha)*. Birmingham: Packt Publishing. Available at: https://bcol.koha-ptfs.co.uk/cgi-bin/koha/opac-detail.pl?biblionumber=57631&query_desc=kw%2Cwordl%3A%20blender [Accessed 22 Mar. 2023].

PV, S. and Askews & Holts (2016). *Unreal Engine 4 game development essentials: master the basics of Unreal Engine 4 to build stunning video games*. [online] *Library Catalog (Koha)*. Birmingham: Packt Publishing. Available at: https://bcol.koha-ptfs.co.uk/cgi-bin/koha/opac-detail.pl?biblionumber=82022&query_desc=kw%2Cwordl%3A%20video%20games [Accessed 22 Mar. 2023].

Walkerdine, V. (2007). *Children, gender, video games: towards a relational approach to multimedia*. [online] *Library Catalog (Koha)*. Basingstoke: Palgrave Macmillan. Available at: https://bcoll.koha-ptfs.co.uk/cgi-bin/koha/opac-detail.pl?biblionumber=34286&query_desc=kw%2Cwordl%3A%20video%20games [Accessed 22 Mar. 2023].

king, ryan (2021). *Blender Complete Beginner Tutorial Series - Introduction*. [online] www.youtube.com. Available at: https://www.youtube.com/watch?v=gyPHCDPvkoI&list=PLsGl9GczcgBtK0EKjiHyM_86DIFrHocF1 [Accessed 22 Mar. 2023].

3D, P. (2021). *MODELLING For Absolute Beginners / Blender Human Tutorial*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=9xAumJRKV6A> [Accessed 22 Mar. 2023].

track, C. fast (2022). *Blender 3.4 Beginner Tutorial - Part 1*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=3QAGpxV36wM> [Accessed 22 Mar. 2023].

RoBuilder, R. (2021). *ABSOLUTE Beginner Basics.. Blender For Noobs*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=Z8sg0nHNTTo> [Accessed 22 Mar. 2023].

RoBuilder, R. (2021b). *More Blender Tips for Noobs!* [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=Nj0zgJ1HUCY> [Accessed 22 Mar. 2023].

Bash, B. (2021). *All 54 Modifiers in Blender Explained in 10 Minutes*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=idcFMhoSdIc> [Accessed 22 Mar. 2023].

Bash, B. (2021b). *Procedural Window with Geometry Nodes in Blender 3.0 - With Download Link*. [online] www.youtube.com. Available at: <https://www.youtube.com/watch?v=lGk-kWJJVR0> [Accessed 22 Mar. 2023].

Project Action Plan and Timetable			
Week	Date Week Beginning	Activity / What you are intending to do - including independent study	Resources / What you will need to do it - including access to workshops
1	27 th February	I will be creating Base game mechanics such as player and camera movement, combat and animations in unreal engine.	Access to unreal engine.
2	6 th March	I will be creating 3D weapon models in Unreal Engine or blender.	Access to Unreal Engine and or blender.

3	13th March	I will be creating 3D buildings. These will be replicas of the buildings in Bradford city park. I will be using Unreal Engine or Blender.	Access to Unreal Engine and Blender.
4	20th March	I will be taking reference photos Of the buildings and streets of Bradford town. I will then be using these reference images to layout the level design.	Access to Unreal Engine. College equipment: <ul style="list-style-type: none"> • college camera. • Tri pod.
5	27th March	I will be taking pictures that I intend to use as textures on the 3D models of Bradford buildings. I will be using Unreal Engine to apply them.	College equipment: <ul style="list-style-type: none"> • college camera. • Tri pod.
6	3rd April	I will be applying all texture images to the 3D models in unreal engine.	Access to Unreal Engine.
7	10th April	I will be Adding my community aspect. (Pipeline productions) I will do this by modelling their own building assets in Unreal Engine or blender. I will then have their music coming from that building as a DJ booth	Access to Audacity and Unreal Engine and Blender
8	17th April	I will record various Sound effects though the foley process. I will then add these to the game to add immersion through sfx.	College equipment: <ul style="list-style-type: none"> • College Microphone/audio recorder. College camera
9	24th April	If there is any time left, I will be adding Extra features such as health bars, ammo count and score in Unreal Engine.	Access to Unreal Engine
10	1st May	I will be writing my Evaluation	Access to my project

11	22 nd May	I will be writing my Evaluation	Access to my project

