

Extended Diploma in Music Performance & Production

Project proposal template

In producing the project proposal, and in preparing for the project realization, you should familiarize yourself with Unit 13 of the qualification. You should understand the assessment and grading criteria, which will be used to decide standards of achievement.

Unit 13 requires you to produce a project proposal of 500 words, excluding the project action plan and bibliography. Project proposals should not be so succinct that they do not address the requirements listed, nor should they be excessively long and unfocused.

Your project proposal should include:

- *Centre name and number*
- *Candidate name and number*
- *Project proposal title and date*
- *Main area of activity/ pathway.*

The project proposal must be word processed and presented under the headings listed here:

Section 1 – Project concept and rationale

(Approximately 150 words)

This should outline what your project's main aim and goals will be. Explain how you will achieve the aim through the selected goals. You should look to supply a detailed rationale on why the project will help you in your progression or future work.

Section 2 - A Review of Your Progress and Achievements to Date

(Approximately 150 words)

This section provides you with an opportunity to reflect on, review and summaries your progress and achievements through the first 12 units, and the knowledge, skills and understanding you have bought. What you know now, and what it means to you, compared with what you knew and could do before you started the course, and how this has influenced your choice of pathway and your project proposal.

It also supplies an opportunity for you to explain your reasons for choosing a particular pathway and to outline both your immediate and longer-term aspirations. You should use this section to explain the concept and aims of your personal project and what you expect to produce, referring to the critical and contextual perspectives within which your own work is situated.

Section 3 – Evaluation and reflection

(Approximately 150 words)

This section allows you to explain how you will reflect on and evaluate your work as an ongoing activity and at the project's conclusion.

You should describe how you intend to record your decision making, and how you will document changes to your ideas as work progresses.

The evaluation should be referenced to your stated aims and be reflective and analytical rather than a description of actions completed. When working with others, comment on how this may affect either positively or adversely and steps you can take to minimize disruption to your own progress.

Section 4 – Bibliography

(Approximately 50 words)

This section gives you an opportunity to record the first research sources you intend to use, both primary and secondary, and the ideas that will support and inform your project's development. Your sources of research should be as wide as possible, including libraries, museums, and galleries; books and magazines; theatre and live events; film, TV and radio, and websites and digital sources.

You should include references to print or digital media as a bibliography presented using the Harvard system of referencing, within the template provided.

Extended Diploma in Creative Media Production and Technology
Unit 13 Project Proposal

Candidate Name	Kyle S Murphy
Candidate Number	10605605
Pathway	Creative media Lv3 Extended
Project Title	Animal Rescue Game
Section 1: Project Concept and Rationale (approx. 150 words)	
<p>The concept of the game is a game about spreading awareness about deforestation, and I am doing this because I love to build level for games and, I like to play game that have proficient level, because I want to be a level designer so I when I finished my course. "There is 76.9% of UK gamers play video games at least one a week" (Clement, 2022) shows that most UK people play video games. I also like to play games that have good concepts and levels and sometimes the levels can be challenged, which I like because it improves my brain and helps me think how to beat the game, so I can move on the next level or game because I like to hundred percent games, I play to feel better about completing a game.</p>	
Section 2: A Review of Your Progress and Achievements to Date (approx. 150 words)	
<p>The skills that I learn throughout the course is how to use photoshop with the puppet tool which makes your character or level change, how to use the pen tool as will and I know how to use illustrator as well show how to make the level I made before and the map layout as well. I also use pixilart to show what my characters and all the level as well. And the other skills I learned are teamwork because I need to work as a team for the project I am doing and when I am working as a group. Leadership skills I learned from the one project I did throughout the course because I learned my group finished the project and communication skills. In my last project the character and I got the idea of playing a game with Morgan and I was applying to the same place, so we thought about working to get it.</p>	
Section 3: How the Project Will be Evaluated and Reviewed. (approx. 150 words)	
<p>For every time we finish a task or week, I will use the Gibbs' reflective cycle on what I did and how we can improve it because we need to have description for the thing we did and what it is, how do I feel whilst do the characters design or the level design, I will have to evaluated on the character or the level and see what went well or what can improve, the conclusion for what I did have how I can improve the character or level and for the action plan I will try and improve the character or the level to match the brief and who it will work.</p>	

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

Cycles, T. text supplies general information S. assumes no liability for the information given being complete or correct D. to varying update and Text, S.C.D.M. up to Date D.T.R. in the (2022). *Topic: Video gaming audiences in the United Kingdom (UK)*. [online] Statista. Available at: <https://www.statista.com/topics/8281/video-gamer-demographics-in-the-united-kingdom-uk/#topicOverview> [Accessed 18 Oct. 2022].

There is 76.9% of UK gamers play video games at least one a week that plays game just in one week

Brackeys (2018). *How to make a 2D Game in Unity*. YouTube. Available at: <https://www.youtube.com/watch?v=on9nwbZngyw>.

It is how to make a 2d game in Unity and what to do it as well

Gamefromscratch (2022). *RPG Maker Coming to Unity! -- RPG Maker UNITE Announced*. www.youtube.com. Available at: <https://www.youtube.com/watch?v=Usajm2WAgbw> [Accessed 8 Mar. 2023].

It shows how to use RPG maker to unity and how to use it and what it will be like.

Yang, R. (2023). <https://book.leveldesignbook.com/introduction>. [online] Leveldesignbook.com. Available at: <https://book.leveldesignbook.com/appendix/about> [Accessed 8 Mar. 2023].

It tells us how to create a game and how to make a game as well and it also shows us what to do in the book.

Juegostudio (2020). *Key Principles of Character Designing in Video Games*. [online] Juego Studio. Available at: <https://www.juegostudio.com/blog/key-principles-character-design-video-games> [Accessed 8 Mar. 2023].

Its show how to make the characters and how to make the characters as well.

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	20 th Feb	Proposal deadline	Finish the proposal
2	27 th Feb	Making the story and the characters	For making the story for the game will reading different story to see what our game will look it and how we going to do it by doing the storyboard with it as well so, I will be doing the storyboard on paper and Morgan will be do the story for the game.

3	6 th Mar	Creating the level as the map	For the level I need to find different maps or level that are base on a forest, and how their made as well, I will be drawing first to get where everything is and then I will make the level lay out in illustrator in college, I will be working we Morgan for where everything should do and he will help me with the story for the game, I am going to achieve it by reaching any level that will look familiar to what I'm going for the project.
4	13 th Mar	Creating the base of the game	Using the RPG (Role Playing Game) Maker for the game so the game layout for the game by have a software for out game and we will be coding as well so me and Morgan will get our level that I created on paper to come level. How I am I going to achieve by getting the level set up and how I do some coding and I will be recorded down everything I do.
5	20 th Mar	Put the assets of the game	We will put everything for the game on like Characters and the levels. – Me and Morgan will to the story in the game, the characters as well and seeing if their work and how it will play as well so we will the testing it as well so see if it works and see and we will be putting the main menu it as well to show the level is work and it will be like a demo for the game, how am I doing to achieve it by doing everything slowly to show what we have do and make what we could be better next time
6	27 th Mar.	Testing the game/ Fixing the bug for the game	We will have someone test the game and have them find the bugs for the game and try to fix the bugs, we will get their feedback on what me and Morgan can change and how we could make it better and we will be recording it as well, we will not put their names on the feedback

			because their might not like so be seen so we will asked if their want to be named or not.
7	3 rd Apr	EASTER	EASTER
8	10 th Apr	EASTER	EASTER
9	17 th Apr	Getting a different person to play the game/ fixing the more games	We will have different person to play the game and have them find the bug and we will have to go back through the game and fix the game. So how we going to achieve we will going back into the game and change the bugs what we got from the first group of people and we will also have different people play it and have their feedback on what could we do better and try to fix it
10	24 th Apr	Export and compressed	We will export and compressed the game the n replay to make that everything works. We will have our finished touch of the game and playing it for the finial time so it works well and everything and we will record everything we have heard and seek and we could make a paragraph for what we could change if we do it again
11	1 st May	Production and Showcase	Finished touching of the game and the project
12	8 th May	Evaluation	Starting the evaluation of the project

13	15th May	Evaluation (task 3- 19 th of May is hand-in day)	Finishing the evaluation for the project
14	22nd May	Deadline – 26 th May	The finished work.