



THE 25 BEST SURVIVAL GAMES

BY BRITTANY N/A VINCENT

Final
Major
Project:
Pitch

Introduction

Good Morning, My name is Rayees Khan.

Today for my presentation I will be going over my F.M.P Pitch.

Theme

My project will be an open world survival game. A celebration of different cultures from different areas of the world. You will be able to explore through it and the environment changes you will see man made changes such as villages. As you travel across the unknown land meeting many people. They may help you along your journey or block your path.

You may find farmers, tribesman or even monsters.

Age range



My game will primarily be for children in ages around 8-12.
It will be aimed to look entertaining yet unrealistic. This will be to ensure parents that their children won't try and copy or learn from any violence while ensuring the user gains the best experience. This game will also aim to be educational with a crafting system teaching people what is required survive.



Inspirations

My inspirations for this game have mainly been around both The forest and Minecraft. These two games are both survival games with both culture and creativity being key roles with it.

Both games use their own UI system, which merges inventory with crafting.

Both games have been nominated for awards.

Both have building features.

Both can interact with the environment.

My Role

PRE-PRODUCTION

- Game Designer
- Game Artist
- Game Level Designer

PRODUCTION

- Game Programmer
- Game producer
- Sound Engineer

Timetable



Week 4 – Pre-
production



Week 5 – Pre-
production



Week 6 –Production
(Building)



Week 7 – Production
(Building/Scripting)



Week 8 – Game
creation (Scripting)



Week 9 - Evaluation

Timeline

I would have completed my proposal and pitch and have made a start on my pre-production.

Within these 2 weeks I will create a map with enemies and pickups.
I will also start scripting the damage input.

Within the final week I will finish off what is left and write down my final evaluation on the project's overall performance.

Week 1-3

Week 4-5

Week 6-7

Week 8

Week 9

During these 2 weeks I will be prioritizing my concept art and level designs, and game plan.

I will finish the Game Development by creating the UI for my character.

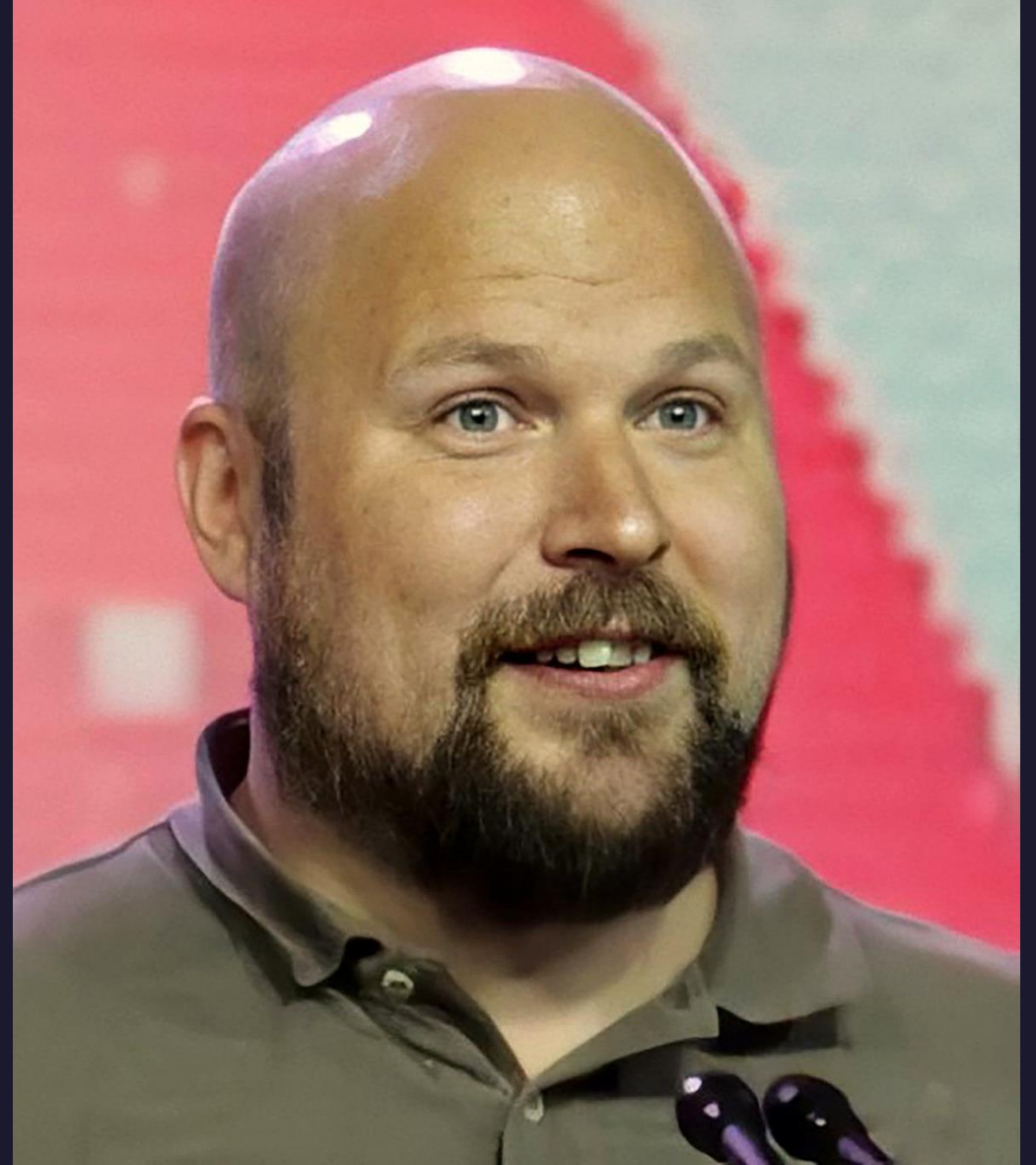
Summary



My project will be an open world survival game. It will have a 3rd person perspective and be used for by individuals' and groups in a multiplayer split screen or online experience. My goal is to create an open world game, which can be developed by the players.

“I think the only way I can make something fun and big is if I didn’t expect it to be.”

Markus Persson



Thank You

Rayees Khan

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