Documentary proposal

*What is my idea?*

I have decided to make a documentary about the history of call of duty zombies starting with when it was made in call of duty world at war which came out in November of 2008 and talking about the progression each zombie's map made throughout the months and how overall the mode evolved over the year.

This documentary is supposed to show how a small and basic bonus mode which became and gathered its own exceptionally large community around it, and it seemly could not stop growing up until after black ops 3, which is regarded as the peak of the zombie's mode which afterwards it seemed to degrade in quality quite quickly. I will be covering the start of this amazing mode and how it had many massive changes just in the first year of its release. The first idea for this project was to talk about all about the call of duty games featuring zombies but this original was way too big and would have not only taken a lot longer but also would not have been able to fit it into the 5-to-10-minute time frame which we were given.

*Why did I choose to do this?*

I chose to do this because I have always been passionate about video games, and I have also personally grown up with the call of duty series and was a massive zombie's fan so this kind of adds a personal element where I can express my own personal feelings about how in the past few years there seemed to have lost direction with the mode and strayed away from what made the mode so good and enjoyable to play

*What mode is my documentary?*

The mode of my documentary will be expository because I am going to be commentating over the top of footage which I will have captured myself, but I will also be using some footage from trailers and other social media sites to address changes over the years. By using this mode this helps me get information across easier which will help make sure that the audience understands better, but it also helps me as it will be a lot easier for me to edit over the top of afterwards and make sure whatever the subject, I am talking about is also displayed to the viewer by cutting up my gameplay into only the relevant parts that I am speaking about at that time which can be more difficult than it seems sometimes.

Who is my target audience

My target audience is for teens and above as the game that I am covering does contain blood and violence in it but overall isn't massive violent as it is only a video game and even though the game does contain sensitive topics, I will not be discussing any of them in my documentary as the zombie's mode doesn’t contain anything extremely dark or sensitive as it is only an arcade type mode at best.

How did I conduct my research

I will conduct my research by looking around online for trailers that I could use in my documentary and wiki pages to find out what time the game was released and when also its DLC launched post launch.

How will the documentary be produced

My documentary will be produced using a variety of different software's first I will be using OBS to record the gameplay that I need, then I will also actually need the games themselves to be able to record it, I could have used other people's footage and credited them but I didn’t want to go this route and also I thought it would be a lot easier to edit my own footage rather than someone else's. I also will be using Audacity in which I will write a script beforehand then use it to record my audio and be able to edit it afterwards so I can improve the quality. Finally, I will be using premier pro to put together and edit my documentary.

What is the schedule for the project

Over the next few months, I will start with finishing this proposal then collecting all the research that I need for my documentary, then I will begin by first recording all the gameplay that is required, afterwards I begin writing my script which will be voiced over the gameplay and then edit the recordings to hopefully sound much better, finally I will put everything together and begin the long process of editing it all and then once it is finished I will render the video in premiere pro and then upload said video to YouTube for it to be reviewed.

What problems will I run into during my project

So, of the problems I may run into in my project are that I will be recording my audio separately from my footage, so in post-production I will have to make sure that they sync up well and what I am talking about appears on screen, I also we need some sort of transitions as my video is cut up into 5 small sections and pieced back together in premiere.

Conclusion

In conclusion I believe that my project will mostly go well with minimal issues as I already have previous knowledge with the software's that I will be using, and I already have a great passion with what I chose to do which is games so this helps me in avoiding getting stuck on ideas as I already would know what I wanted to create. Hopefully with this I will be able to showcase this work in the future as a part of my portfolio work for university along with other projects I have completed