

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 determine 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 projects main aim and objectives will be. Explain how you will achieve the aim through the selected objectives. You should look to provide 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 summarize your progress and achievements through the first 12 units, and the knowledge, skills and understanding you have acquired. 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 provides 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 clearly explain the concept and aims of your personal project, and what you anticipate producing, making reference to the critical and contextual perspectives within which your own work is situated.

Section 3 – Evaluation and reflection

(Approximately 150 words)

This section provides an opportunity for you to explain how you will reflect on and evaluate your work, both as an ongoing activity and at the conclusion of the project.

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 in collaboration with others you should comment on how this may impact 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 initial 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 in the form of 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	Morgan Campbell
Candidate Number	10628073
Pathway	Creative media extended diploma
Project Title	Animal rescue game
Section 1: Project Concept and Rationale (approx. 150 words)	
<p>The concept of the game is that it is about deforestation, and I am doing this because I love to play games and I know that kids love to play games. I also want to do this project because I want to be a game designer and want to make my own games. The aim of the game is to show the effects of deforestation and bring awareness to the kids. We also are going to show different Charites in the game to bring support to them and show what they do for the environment. I also like to play challenging games and platformer games so I have the info on what the level design should be and where all the enemies are going to be and what they look like and what the animals look like. Our end goal is to at least get 1 or 2 level done. The game is a 2d side scroller game like the super Mario bros from 1983.</p>	
Section 2: A Review of Your Progress and Achievements to Date (approx. 150 words)	

Skills I have unlocked during my time in the course are how to use adobe illustrator to make a map for a game for a project I also used pixil art to make character designs as well as different weapons and buildings. The photoshop skills I have used to make posters for movies and could also be used to make the game poster. I also have gained skills in coding games when I used construct 3 and unreal engine. The other skills I have gained are confidence skills and leadership skills so I can be confident when presenting my work. I have also developed dedications skills, so I don't get distracted easily from the project. I also can keep working while listening to music or watching shows.

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

To evaluate the work, I am going to say what I could have done better and to review my work I am going to keep a Weekley check book and keep track on what I have done wrong and what I could do to improve next time. I will reflect on the project by making a weekly booklet on the work and describe what I did until I present the project.

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

Woodland Trust (April 2019). ["Report and Accounts 31 December 2018"](#) (PDF). www.woodlandtrust.org.uk. Woodland Trust. Retrieved 26 April 2019. (Wikipedia 2023)

Pokemon.com. (2020). *Pokémon Red Version and Pokémon Blue Version | Video Games & Apps*. [online] Available at: <https://www.pokemon.com/us/pokemon-video-games/pokemon-red-version-and-pokemon-blue-version/>.

The official home for Mario - History. (2023). *The official home for Mario - History*. [online] Available at: <https://mario.nintendo.com/history/>.

Wikipedia. (2020). *Side-scrolling video game*. [online] Available at: https://en.wikipedia.org/wiki/Side-scrolling_video_game.

Wikipedia. (2022). *RPG Maker*. [online] Available at: https://en.wikipedia.org/wiki/RPG_Maker.

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	Feb 20 th	Proposal- deadline	finish my proposal
2	Feb 27 th	Making the story and making the characters	Mind map, story board we would also use pixel art to make the characters.

3	Mar 6th	Creating the level draft	We would use paper to make the level and using illustrator to make a better visual level design
4	Mar 13th	Creating the base of the game	Using the rpg maker to make the level and add the different platforms
5	Mar 20th	Putting the characters in	Using rpg maker to make add the different characters into the game
6	Mar 27th	Coding the game and testing it	Using rpg maker coding all the characters and testing the game to make sure that all the mechanics work
7	Apr 3rd	Easter half term	
8	Apr 10th	Easter half term	
9	Apr 17th	Checking if there is anything wrong with the game	We check for any bugs and fix them and make sure we got it all
10	Apr 24th	Testing the game for a final time to make sure nothing needs fixing	We do one final check of the game and fix any bugs that we find and make sure the characters work
11	May 1st	Production and showcase week	Finished the game and showed it
12	May 8th		Start the evaluation
13	May 15th	Evaluation (task 4): 19 th may	Finish the evaluation
14	May 22nd		

15	May 29th	Half term	
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