

SULFUR MINES 1.0

PROJECT PROPOSAL FOR A PROTOTYPE GAME LEVEL IN UNITY

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EXECUTIVE SUMMARY

The game i have chosen to create is called “Sulfur Mines”.

The main purpose of this proposal is to show that not all games in this world have to be about pointing to a target and shooting something. I wanted to create a game/level where I could navigate and explore a scene as well as use strategy to get to the 20 mines that are suffocating the environment.

The level of knowledge required to play the first level of the proposed game is not that difficult. The difficult part is remembering that you have 12 minutes to start with, to deactivate 20 mines, so it is a race against time.

Since this is a proposal for a game and not a fully fledged game, i have only created the one level. So it is a prototype.

Within the creation process I admit I struggled with and learnt a hell of a lot of C# scripting as well as dealing with low polygon counts and learning how to create a level from scratch within a 3D game engine. I initially started using UDK game engine but I realised that it would be too time consuming to learn another game engine within the time allocated which was 13 weeks. So I decided to create the game level in Unity v4.2 in which i had some prior experience to the task at hand.

The procedure that i used was varied and I suppose with any application of the modern era in computer software all of the assets that were created that made up the game were created using a multitude of 3d and 2d software. Here is a list of some of the software that i used:

- VUE
- Photoshop
- Maya
- Unity and C#
- Audition

The research that i uncovered was simply a matter of me getting examples of vehicles, terrain maps, level maps and then coming out with a flow-chart, mind mapping process and eventually the creation of concepts for the game. Having finished the graphics part to the game literally in week 11 the process continued with creating sounds for the character or in this case the front person controller as well as environmental background sound.

The marketing and price of the game are subject to investors coming on board but as a general standard, the game will be sold at app stores, online across the world for 99 cents per purchase and if you buy the cd-rom version you will have to pay \$10. The product will be promoted through online advertising at strategic gaming and 3d portals as well as e-mail server distribution.

As a conclusion, the experience has been a worthwhile and beneficial one to me and it proves that if you are determined enough, you can achieve something that you desire and given the right time, no doubt that the game will be fully completed with as many as 50 levels to weave through.

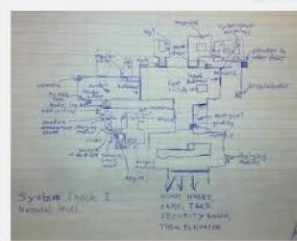
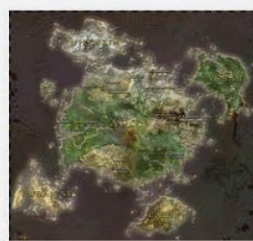
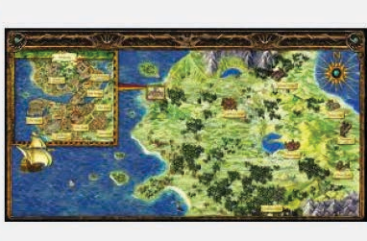
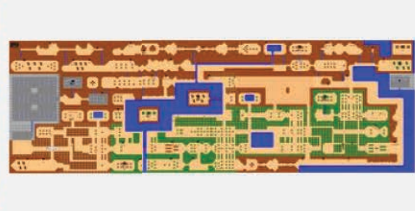
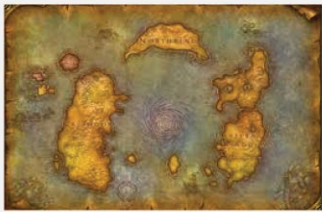
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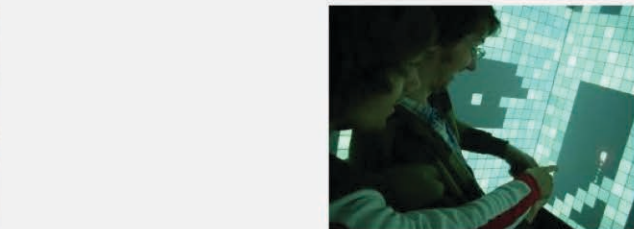
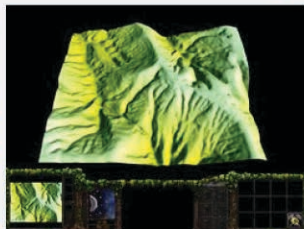
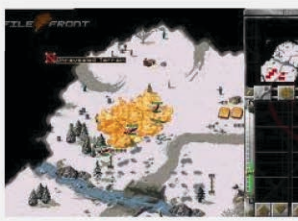
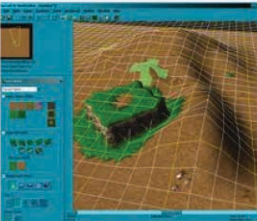
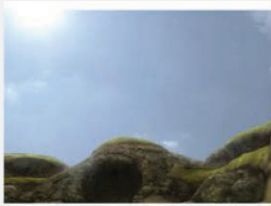
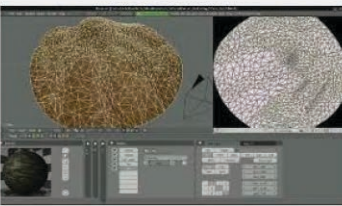
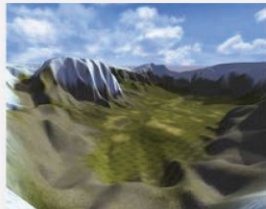
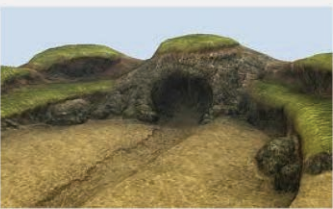
Sulfur Mines 1.0

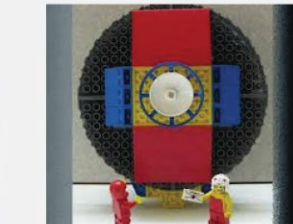
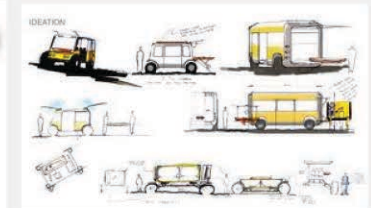
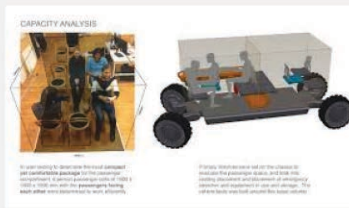
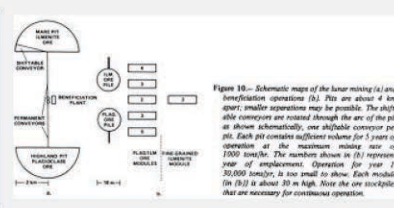
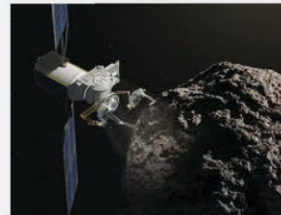
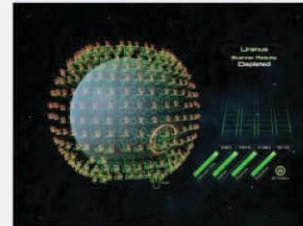
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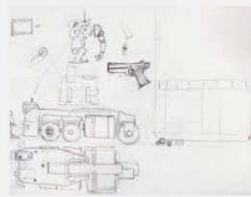
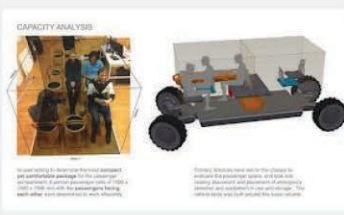
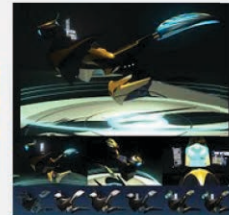
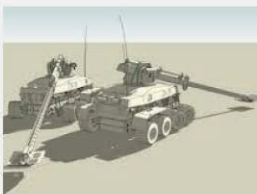
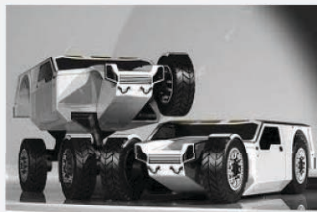
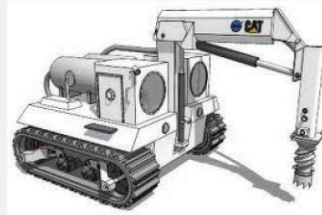
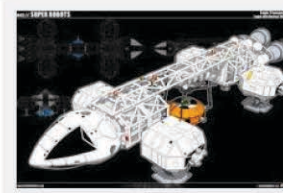
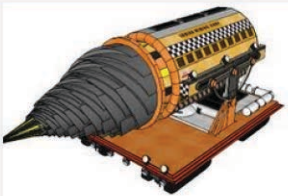


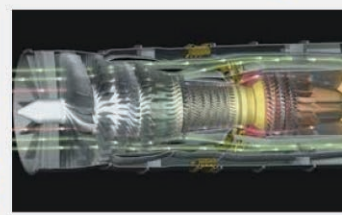
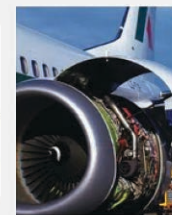
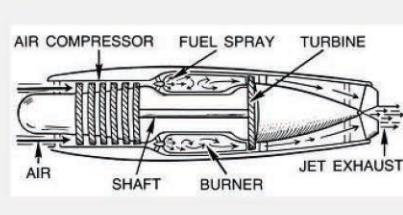
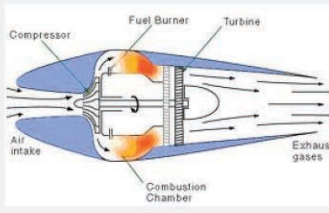
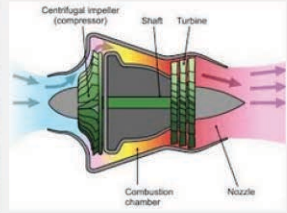
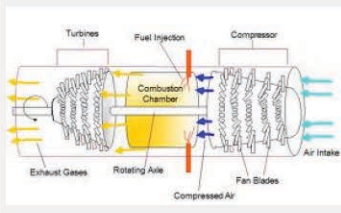
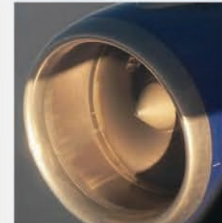
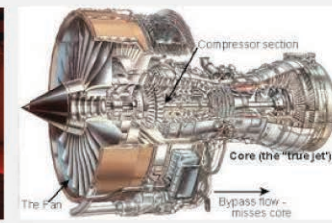
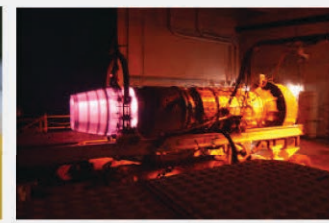
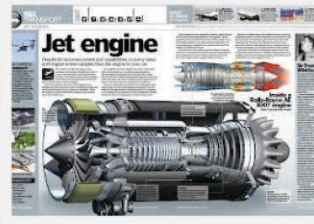
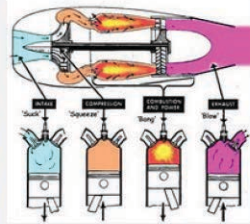
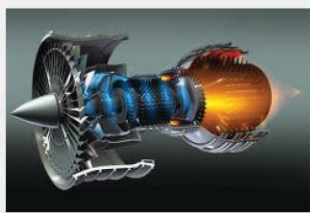
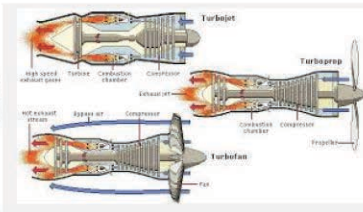
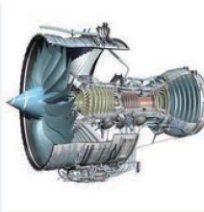
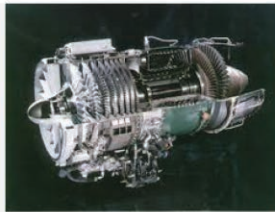
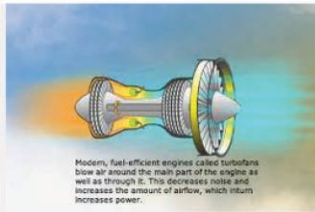


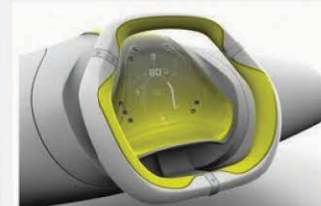
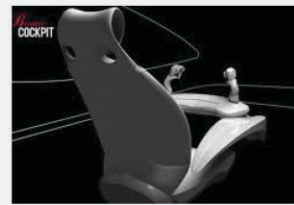


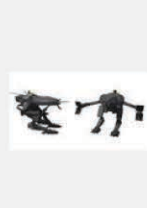
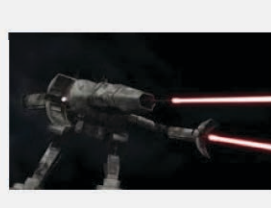
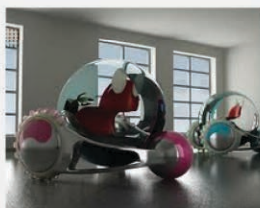
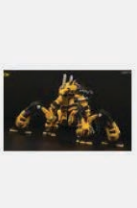
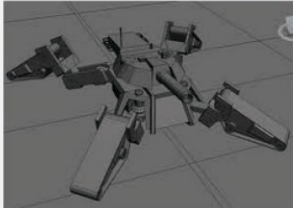
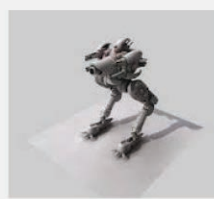
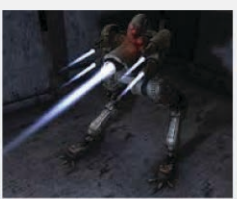


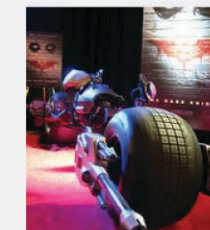
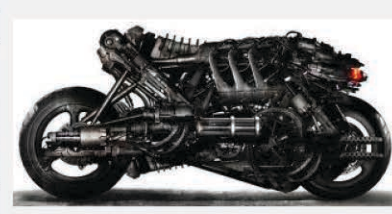
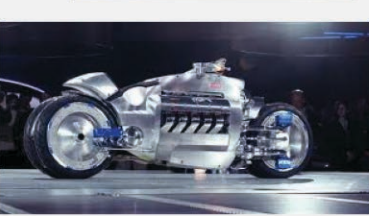
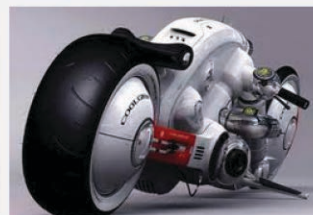
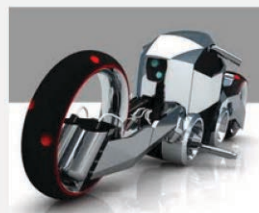


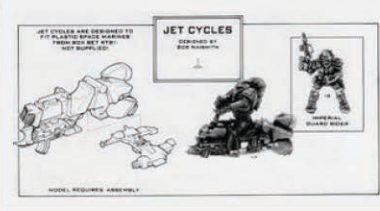
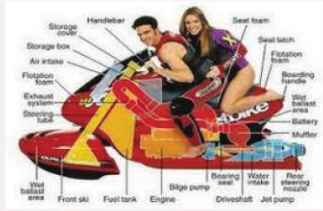


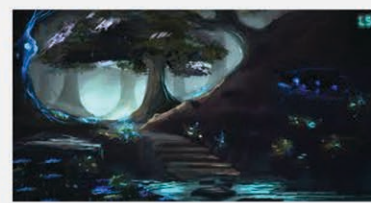
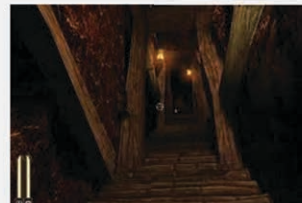
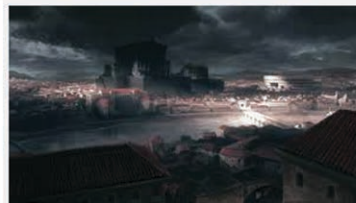
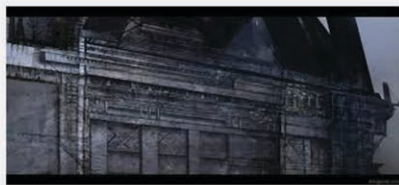
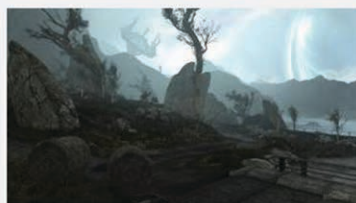
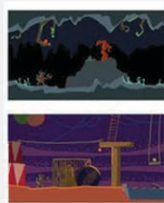
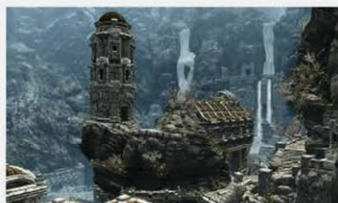
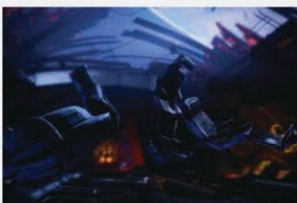
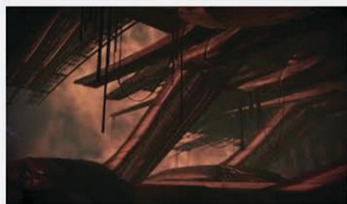
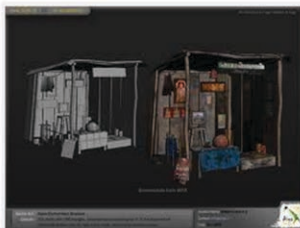


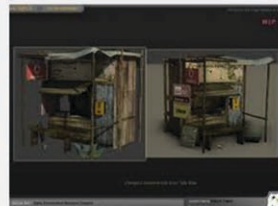
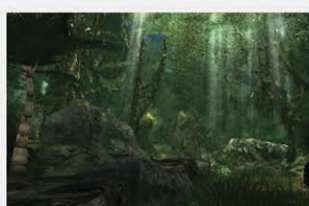
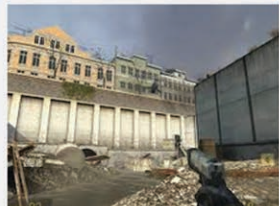
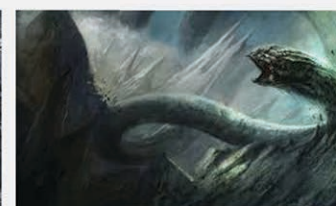
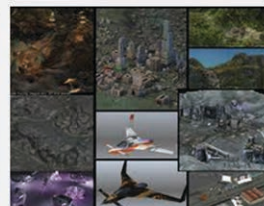
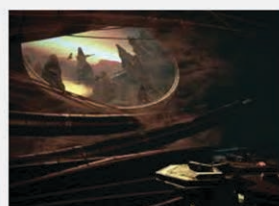
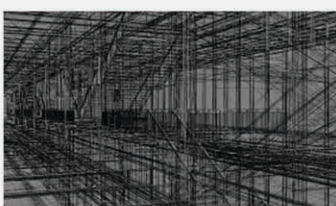
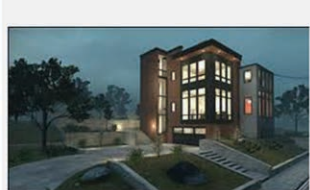
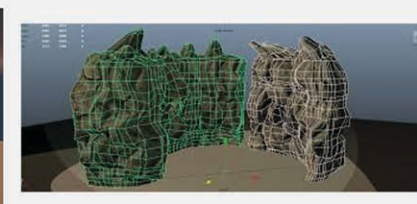
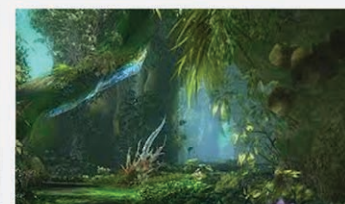
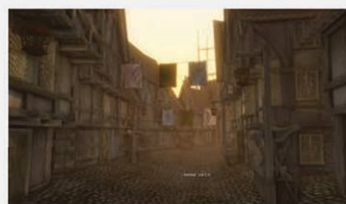
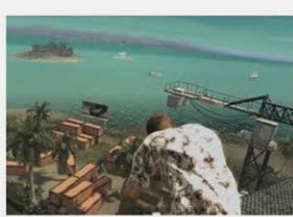
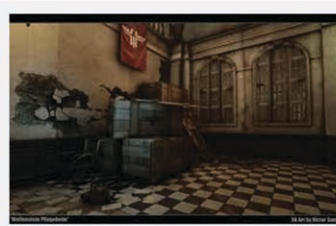
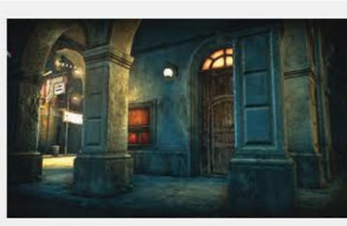
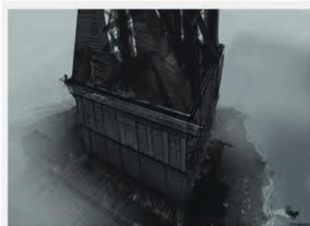












STORY:

- It is the year 2257, the human race needs to look at other planets to survive, apart from Earth. 50 years ago, we sent five space shuttles to MARS in the hope that we could colonise the planet. We searched and mined the planet for minerals and signs of life, and we discovered that Mars was inhabitable.

HIGH CONCEPT - A BRIEF DESCRIPTION OF THE GAME:

The game will have just the one level at the moment. Let's be clear about this, it is a prototype. Your objective as the main character is to locate the spherical mines that let off sulfur into the air. You will die in the harsh environment if you do not complete the level within the designated time. The environment will have been completed once all sulfur mines are found for that level. So this game will be a puzzle game with a discovery element about it.

MARKETING, SELLING POINTS AND PROFITABILITY:

- PRODUCT

- Sulfur Mines is a game that people will play on their personal computer, their tablet and their mobile.

- PRICE AND PLACE

- Sulfur Mines will be sold for 99cents within app stores including windows and apple stores online as well as being sold at PC stores within specific physical shopping centre stores such as EB games for a price of \$10.

- PLAYER MOTIVATION

- the landscape of the game will be exploratory as well as the want to find the mines and you will be given a score, which inadvertently gives you the thrill to carry on by going on the next level.

- GENRE

- Puzzle game

- LICENSE

- There will be some restrictions based on ratings and software distribution.

- TARGET AUDIENCE

- Consumers that want to be educated on mining practices including the age range of 8 - 25 years old.

- COMPETITION

- My proposal is an puzzle/environment discovery style game. The idea of the game is not new.
- Other independent developers/gaming enthusiasts that want to remake older style games.

- UNIQUE SELLING POINTS

- make it playable on all modern idevices.
- game will be sold very cheaply compared to other games that are made for playstation and pc editions.
- the target market is truly only for enthusiasts of the puzzle game genre, but others will be introduced to the game through newer portals in today's market.

- TARGET HARDWARE

- iphone and android app, ipad app, pc-game and x-box360, playstation, wii.

- DESIGN GOALS

- I am trying to create an experience for the user with tension and suspense. Sound effects and music will set the tone for the tension and suspense within gameplay. The strategic challenge will be to navigate all the levels to find the mines.

- PROMOTION

- Promotional mediums include word-of-mouth and free and paid advertising including the internet, outdoor, TV, radio, print, direct mail, event sponsorship and more.

THE CONCEPT:

- EXPLANATION OF THE GENRE

It is a maze game which a player must navigate through the environment or in this case the level. The player must complete the level within a certain time or they will lose a life. It does require a certain logical approach and sequential approach. It is also a role-playing genre in that the player has to go through or progress through a pre-determined storyline and get educated along the way about mining for minerals.

- GAMES PREMISE

Sulfur Mines - will be a game where i navigate through a maze like a detective trying to find mines that are in the air which pollute and suffocate the atmosphere in the planet.

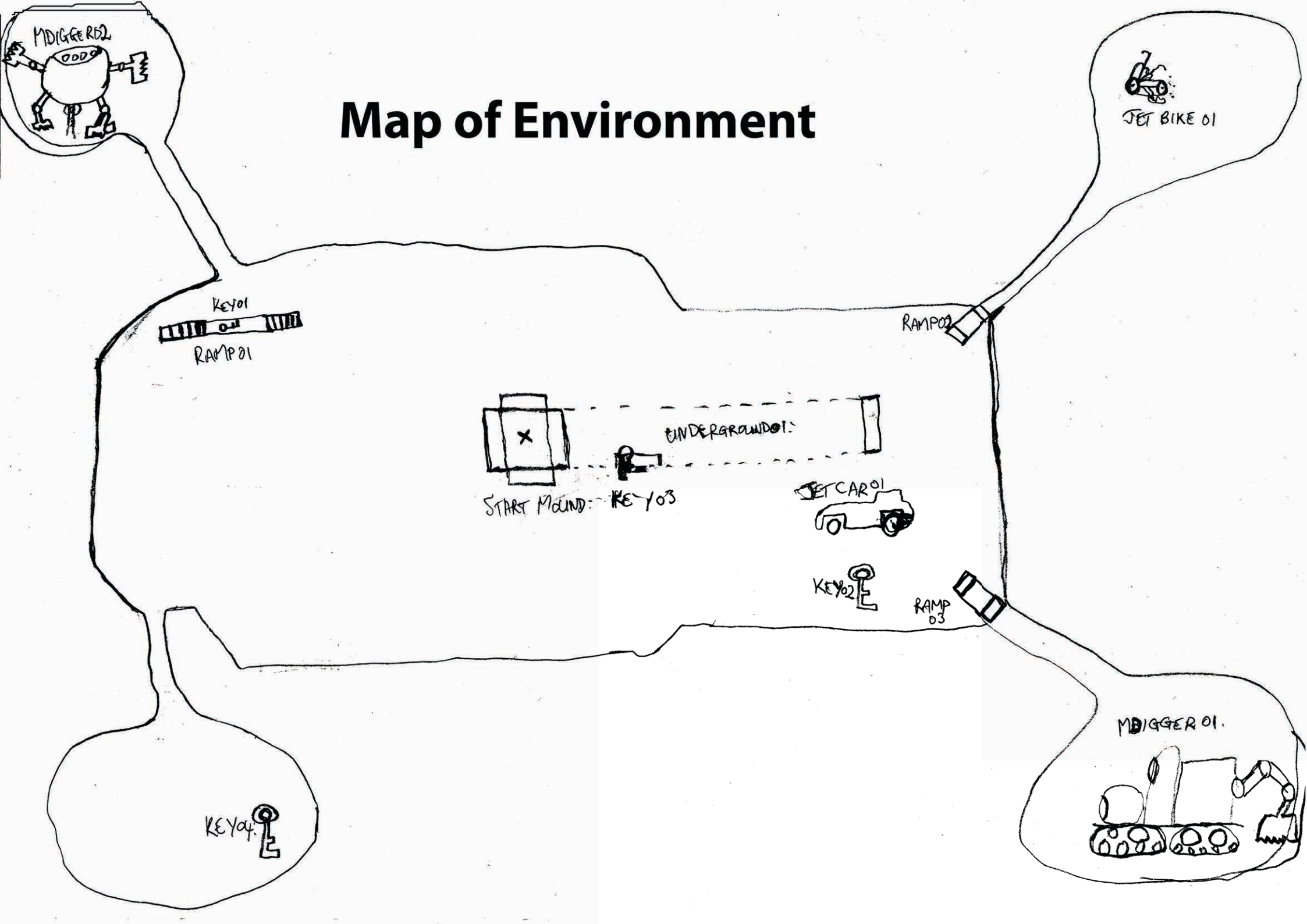
- PROJECT SCOPE AND LEARNING OBJECTIVES

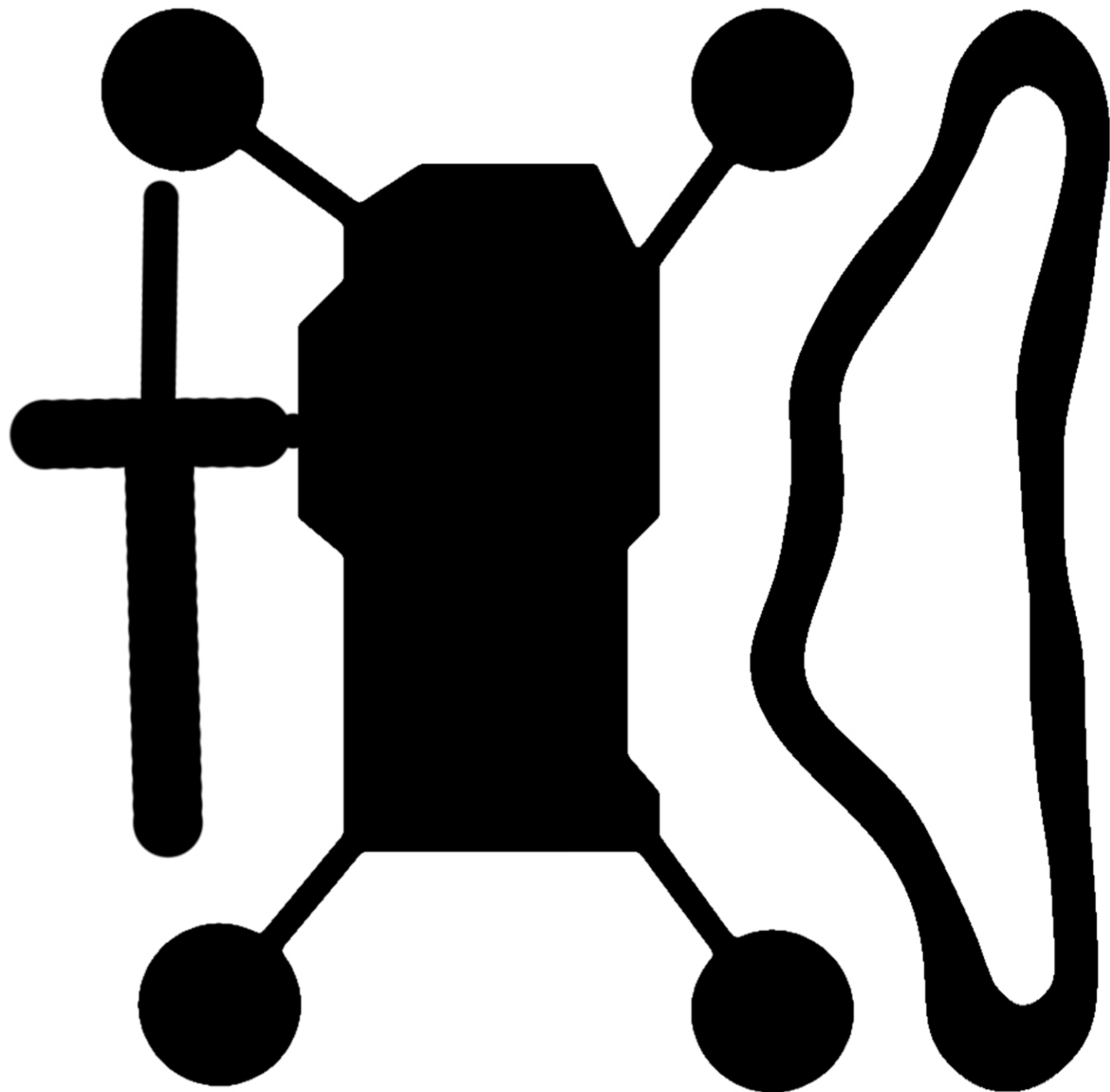
During the game the player will learn all about;

- What machinery and vehicles are used to mine for minerals in the near future.
- Facts and figures about Mars.

MAP OF THE PROPOSED LEVEL:

Map of Environment





**Map:
Final
Environment**

GAME MECHANICS:

A timer will be set for each level - countdown.

The player must find all mines and deactivate each one before progressing to the next level.

The player wins the game only when they have successfully completed all the levels.

When they win they will be transported to Earth to celebrate their victory and given a pension from the government. (This will be animated.)

There will be an online component to the game where you will post your times taken to discover each level.

- THEMATIC CONCEPTS

The theme here will be education of the mining industry and its processes.

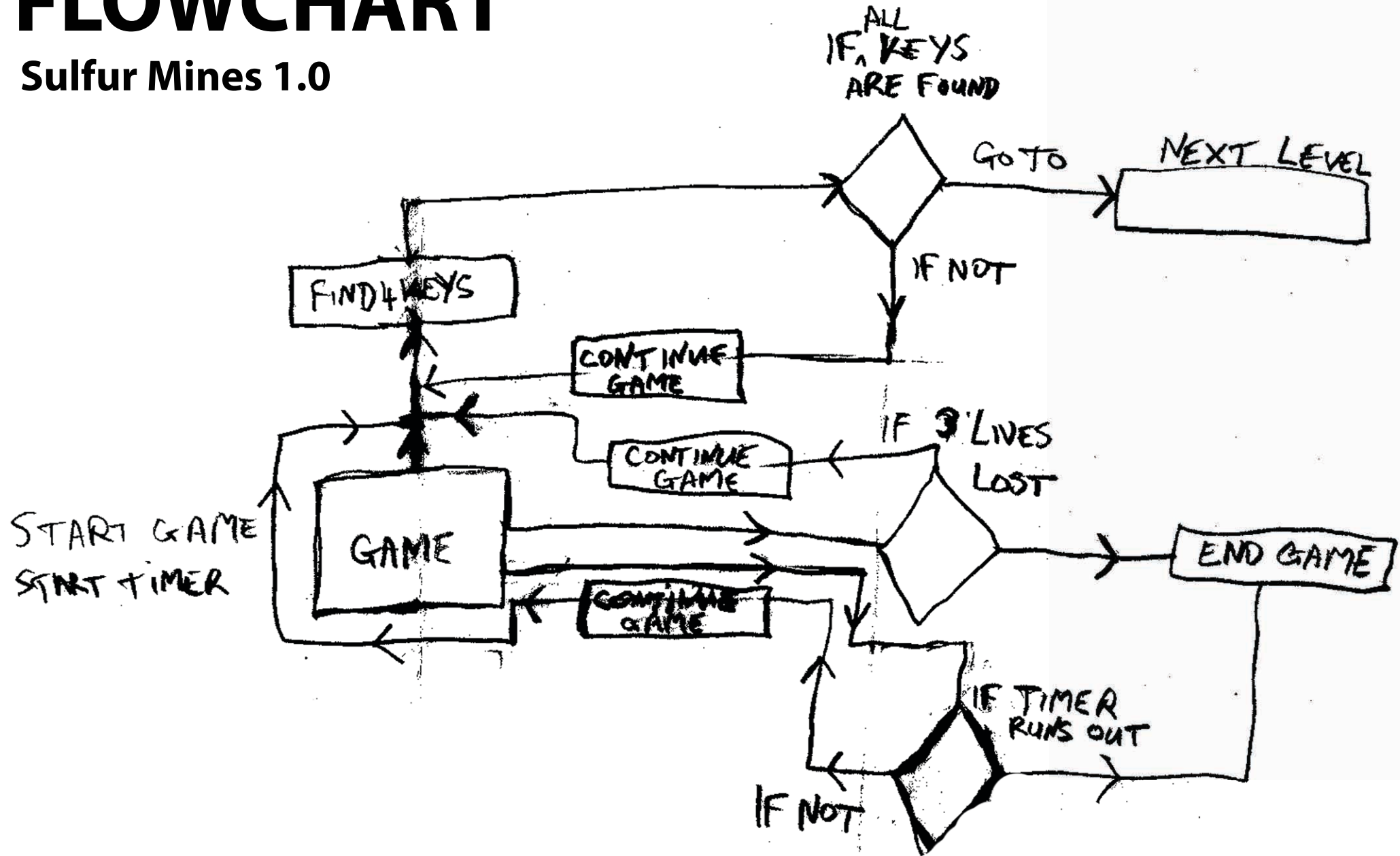
- THE GAME ENVIRONMENT

The one environment for the one level, but I will give the player a choice: there will be an underground level area and a dystopian society outside area, The player will need to go to both area's of this level to discover the mines.

FLOWCHART:

FLOWCHART

Sulfur Mines 1.0



TREATMENT:

I will create a prototype game level that will involve me investigating, researching, and concepting art that will show how this game will work. No doubt everything i do will be original and creative. Unity is a game development engine which enables the game artist to test immediately what they would see in game, ie. realtime game engine. I will use this gaming engine as a basis for my prototype game level. I will be using a variety of software to get the task done:

Vue for editing and exporting a terrain map to Unity Game engine.

Illustrator and Photoshop for the Graphical User Interface.

Autodesk Maya for modelling the vehicles and exporting them into Unity. (4 detailed models)

Photoshop for the textures/UV maps that will be placed on to the models. This may include a couple of plugins called xnormal or nDo to create the normal surface shader for each model.

Speedtree which creates 3d fractal based trees that will be exported into OBJ format to be placed within the game.

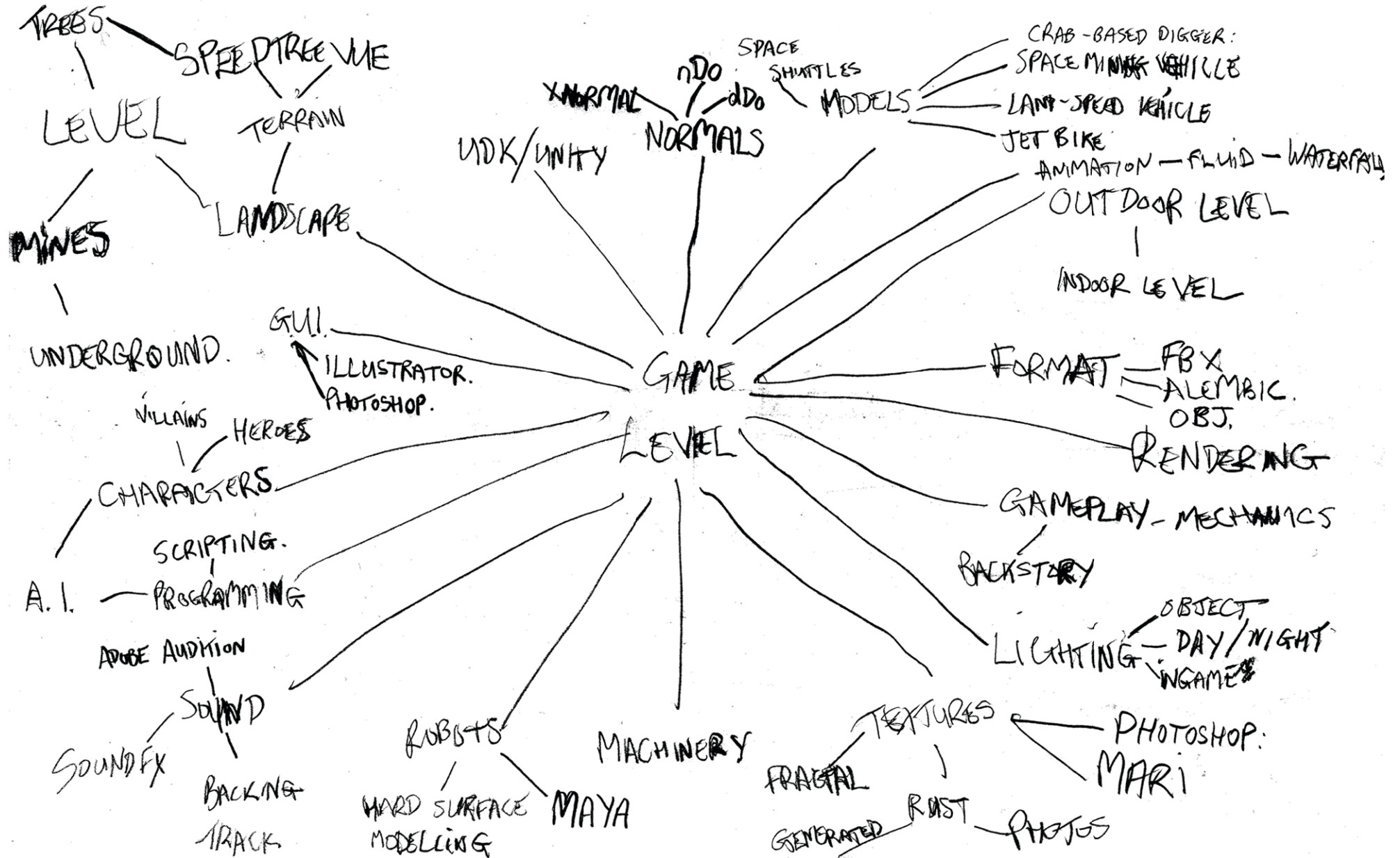
Adobe Audition to edit the sound and sound fx that will be present ingame.

I will use Unity to create the playable environment for the game.

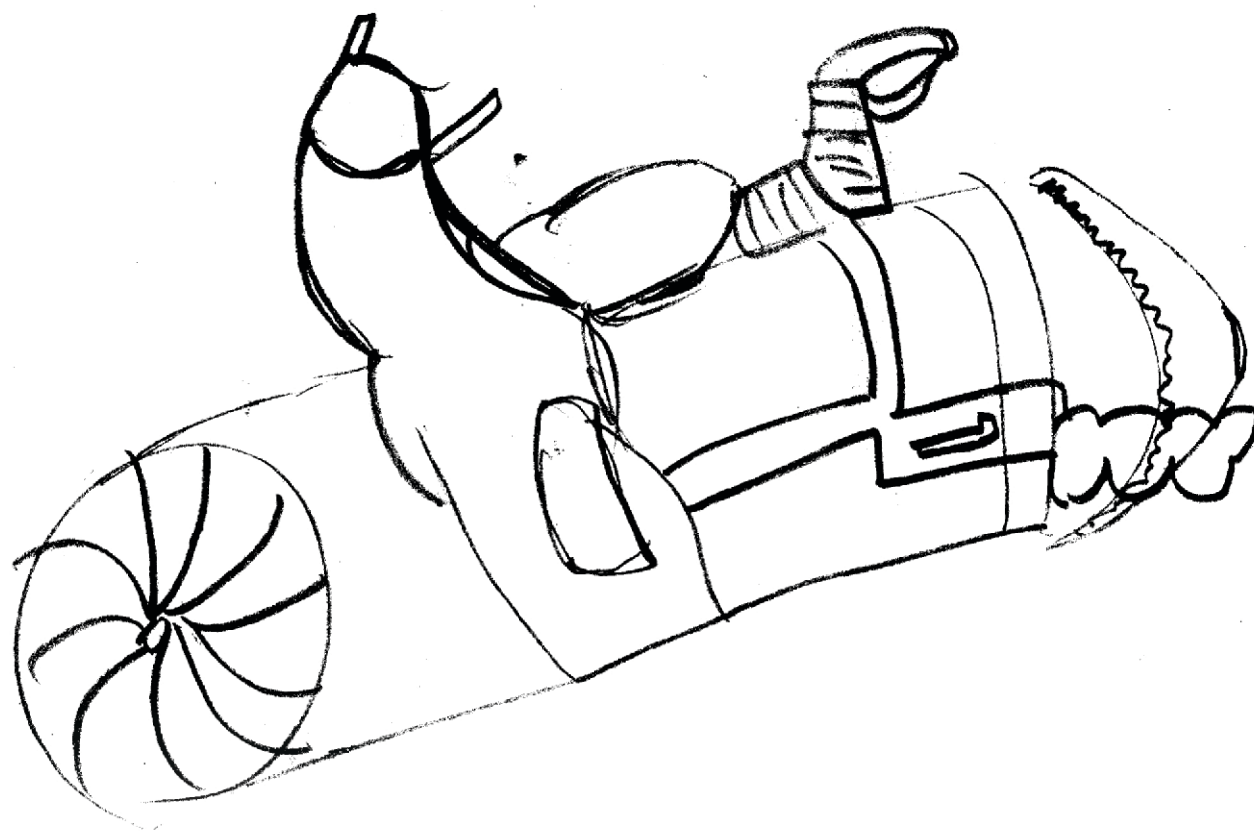
Programming or scripting will have to be done using C# in Unity.

MIND MAPPING:

MINDMAP:

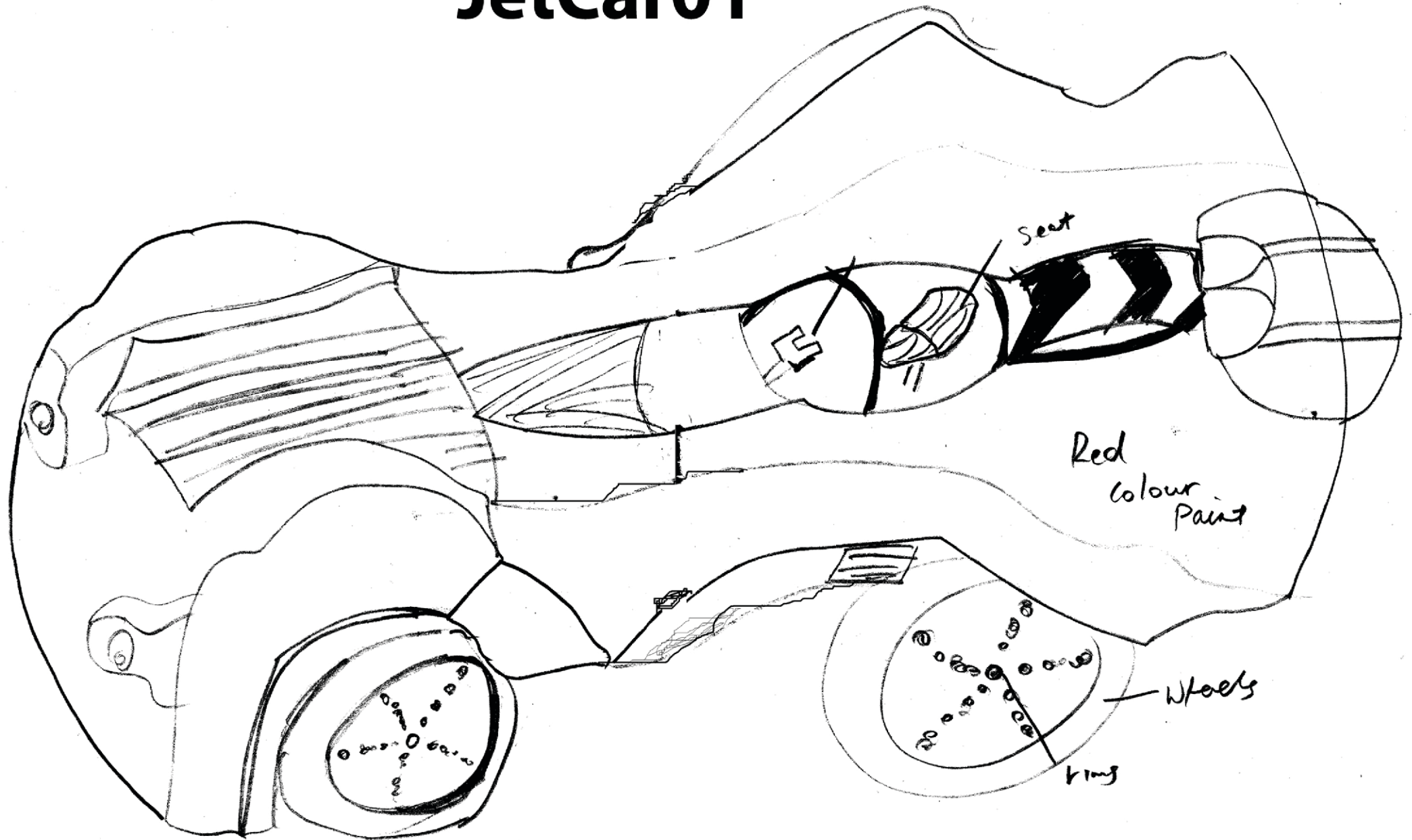


ARTWORK - VEHICLES, MACHINERY & STRUCTURES

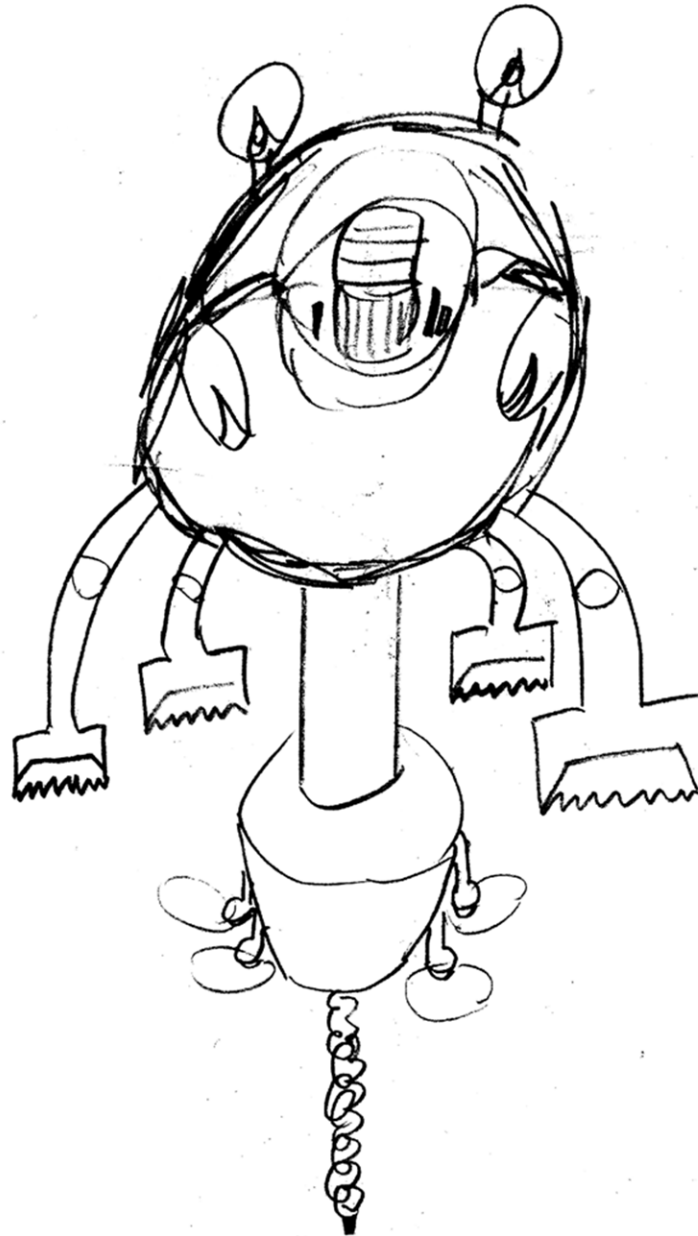


JetBike01

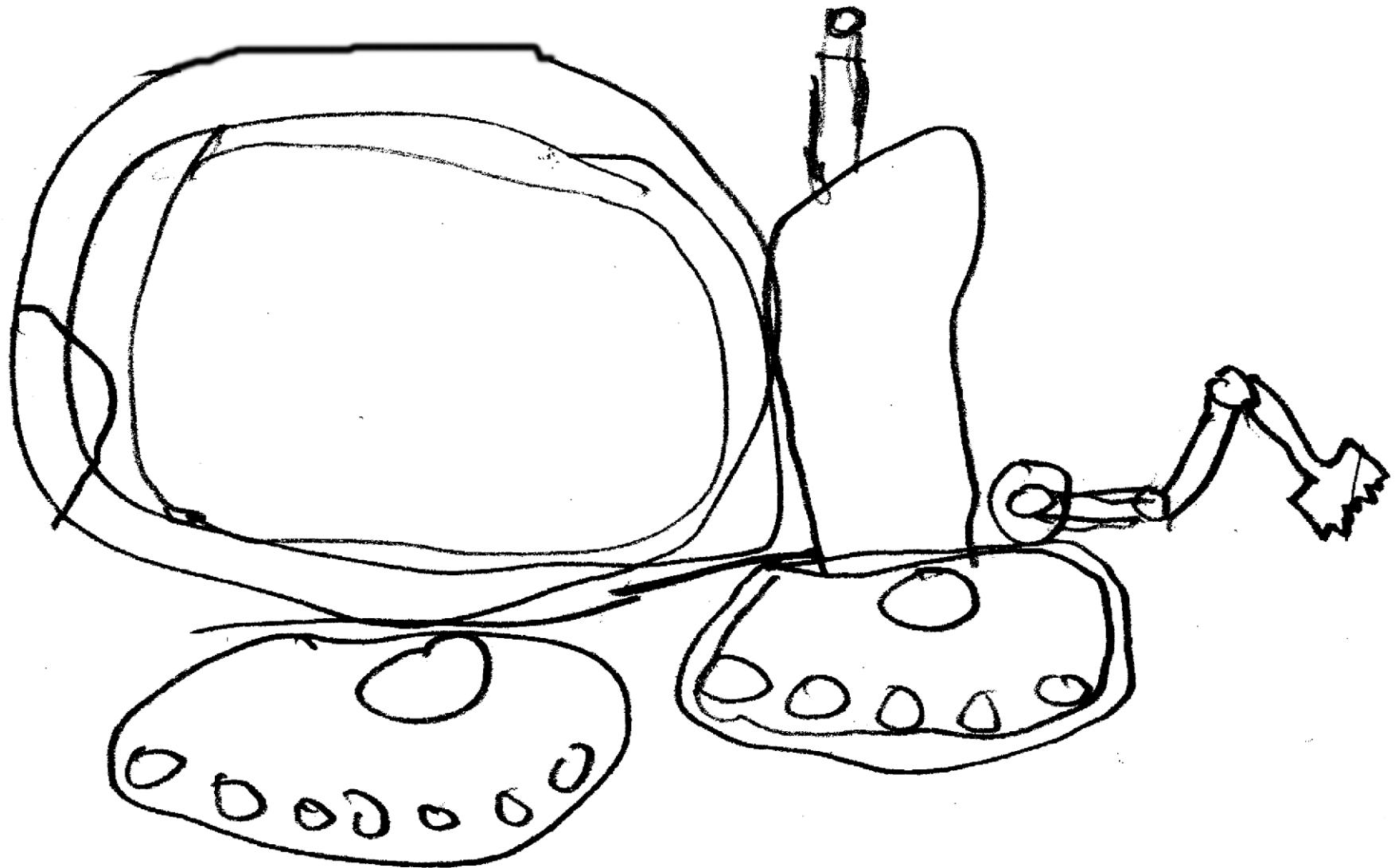
JetCar01

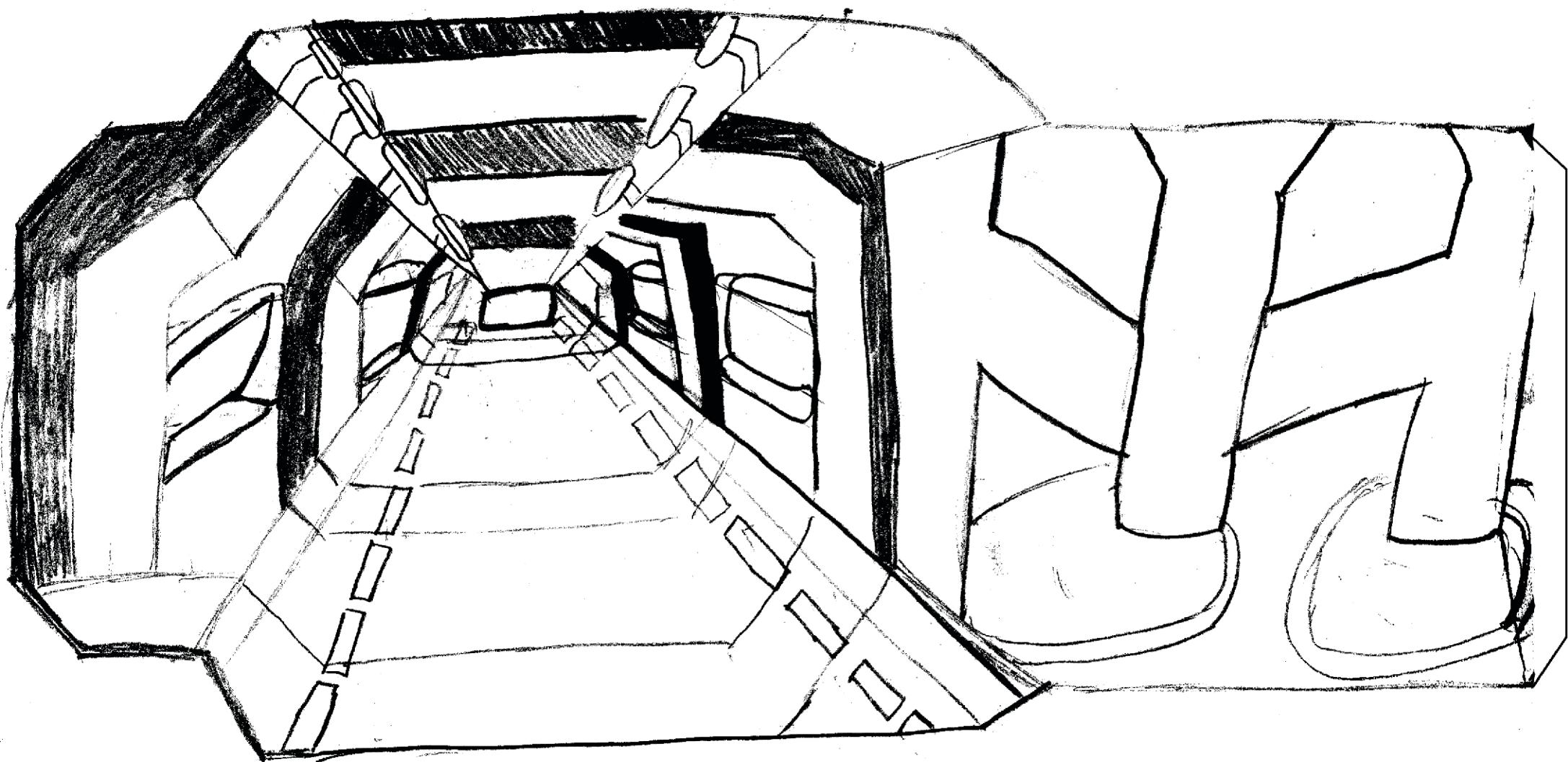


MDIGGER01



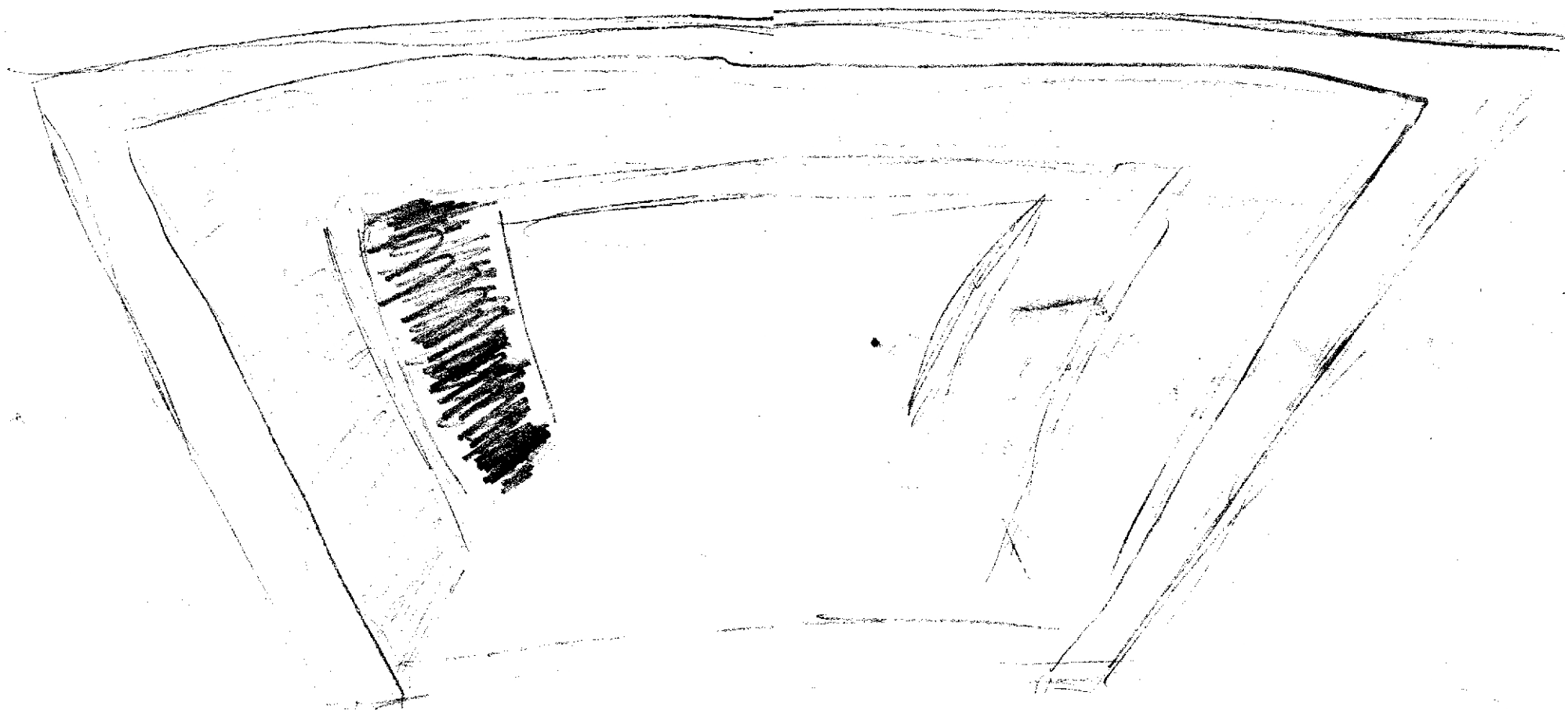
MDIGGER02

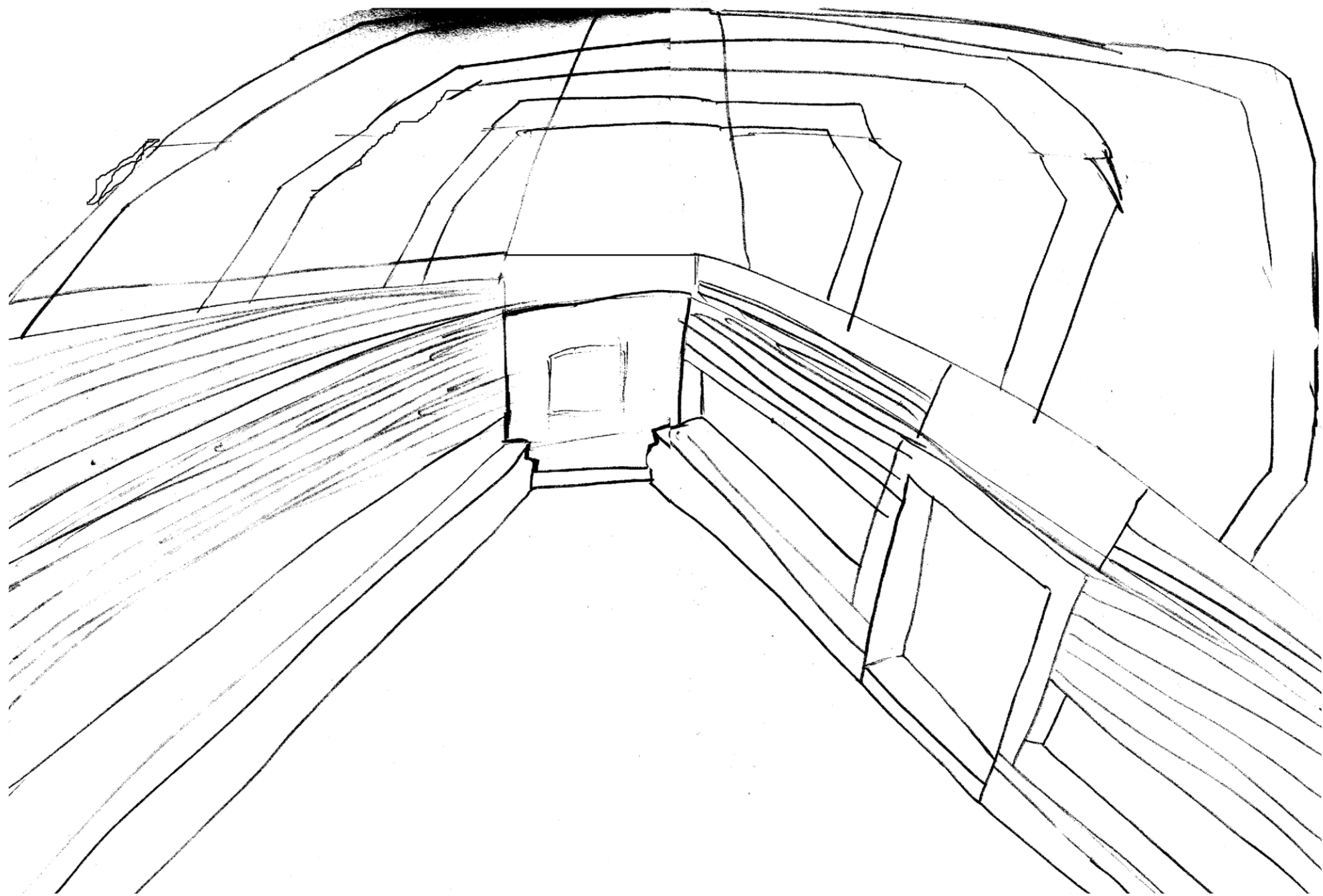


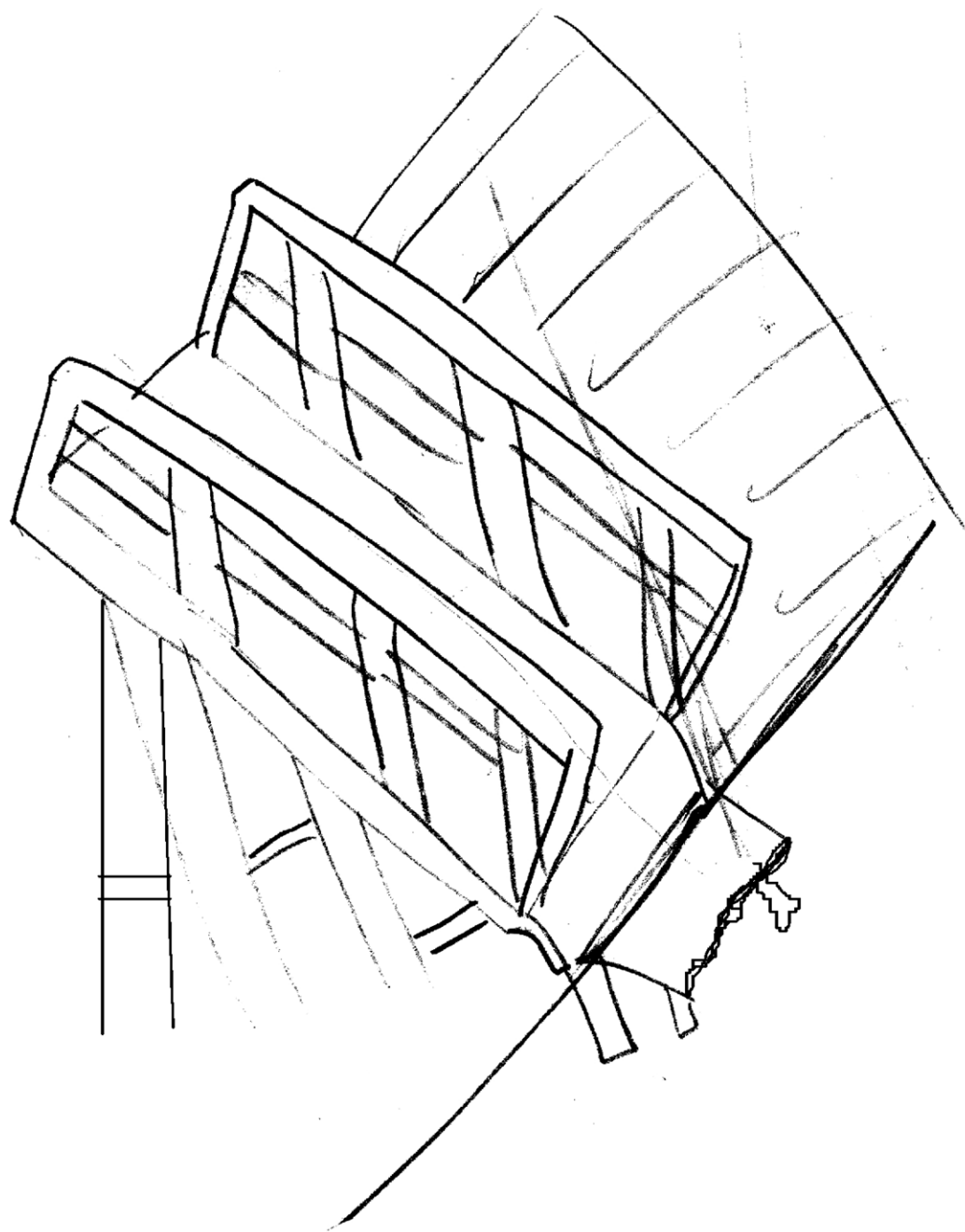


UNDERGROUND01

Underground Entrance







TIMELINE:

WEEK 01: AUG 12

Received Brief: decided half heartedly at that stage to do something where i was modelling in 3d.

WEEK 02: AUG 19

Decided definitely that i wanted to create at least a prototype for a level in a 3d game.

I was asked to present a proposal of the game in class for next week.

Research and game proposal writing investigated.

Create blue prints for environment.

WEEK 03: AUG 26

Presentation of the proposal !

This week I will start modelling environment for game. Block model.

Present concept and playable environment in week 4 or 5.

start thinking about flowchart for level in the game(programming).

Have blue prints ready for mining machinery.

WEEK 04: SEPT 02

Start modelling underground part to the level.

Present concept drawings or rough sketches to class.

Show progress to supervisors.

Texture the environment.

WEEK 05: SEPT 09

Start on modelling machinery for in-game graphics.

Critique and feedback.

WEEK 06: SEPT 16

Start thinking about background sound and sound fx.

Keep on modelling and enhancing environment.

SEMESTER BREAK SEPT 23

Research on programming code within Unity ie. Global Timers, character de-activates mines, update lives, update score variables for mines, invoke display info with gui, etc, etc, etc.

WEEK 07: SEPT 30

By week 07 you must have finished modelling and texturing for the environment.
Show a workable environment in udk including collision detection.
Almost completed mining machinery by this stage.
Individual consultations.

WEEK 08: OCT 07

Start texturing mining machinery.
Start thinking about user interface for ingame graphics.
Start programming if you can...if you can't, hire someone that can!

WEEK 09: OCT 14

By week 09 you should have everything modelled and textured.
Run it in Unity engine.

WEEK 10: OCT 21

Implement sound.

WEEK 11: OCT 28

Implement code if time permits.

WEEK 12: NOV 04

Print off Proposal and demonstrate product by running the game as an executable within class.

WEEK 13: NOV 11

Any late edition , post here...