

**Unit 13 - Project Proposal**

<b>Candidate Name</b>	Troy Morris
<b>Candidate Number</b>	1406799
<b>Pathway</b>	<a href="#">10 Unit 13</a>
<b>Project Title</b>	Soldier's Heart
<b>Section 1: Review (Approx 150 words)</b>	
<p>My project genre is typically for mobile games however I want the game to be of the quality of an indie game on steam/pc. As many people would believe that this genre is for mobile games to be able to generate lots of levels with some mechanics using procedural generated assets to be able to keep the player engaged without the levels being the same every time. For example, temple run uses the environment and the demonic monkeys to force the player to keep moving forward, this gives the player a sense of fear, while also trying to avoid the environment that could be their demise. Also due to the limitations of technology in 2011, the design of the game is limited giving the look of the game as a mobile. While this game was 3D when most games were 2D as this required less technical design and development, the game performed well on all devices in sales however the game wouldn't be as successful on pc due to the game being so used to being on mobile. For this project I want to create a game similar however people will see it as a game that is on pc then a port on mobile.</p>	
<b>Section 2: Project Concept (approx 250 words)</b>	
<p>My project is based on the first world war and will be narrated through the eyes of Wilfred Owen. The main gameplay would be based on an endless runner, meaning that the character will always go forward. However, I want to add different game types which would allow the player to explore different modes without the game being too repetitive, giving the player more variety. While learning about the unknown soldier and his backstory through the pause menu and the environment. Through the tile system I have implemented, the game will have randomized stories through different game tiles.</p> <p><b><u>Story concept</u></b></p> <p>You are a soldier whose face, and soul were lost and never found. As you journey through each realm you claim each part of your soul through treacherous lands and trials. As you become whole again, you start to remember your family, friends, and places you once enjoyed.</p> <p><b><u>Goal</u></b></p> <p>I intend to develop the mechanics for this game concept and additional features to have a playable demo. I would base my genre mainly on mobile and bridge the concepts of what worked well on mobile and how to implement this with game design on PC. I will have the finalized version packaged and playable. I want a story integrated into the game for example the longer you survive the more about the soldier's story will be told to you.</p>	
<b>Section 3: Evaluation (approx 100 words)</b>	

Overall, this project is achievable while giving me knowledge of mobile game design as well as pc game design. I am happy with the concept of war as my great grandad served in the War and I'll be my immense pleasure to teach and show people the effects of what happened during the world war. My project concept allows me to experiment with different concepts and expand while not being limited to one set idea. I believe this project will expand my creative thinking through the narration and game design to create a game that the player will be invested in.

I know that this project, is not that easy to achieve as due to time limits and deadlines. However, I know I can achieve some aims that I have set out for myself and have a unique game playable for the deadline.

## Proposed Research Sources and Bibliography (Harvard Format)

Wikipedia contributors. (2011). *Temple Run*. Available: [https://en.wikipedia.org/wiki/Temple\\_Run](https://en.wikipedia.org/wiki/Temple_Run). Last accessed 24th Mar 2022.

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### WILFRED OWEN | POETRY FOUNDATION

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Bl.uk. 2022. *British Library*. [online] Available at: <<https://www.bl.uk/people/wilfred-owen>> [Accessed 14 April 2022].

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Imperial War Museums. 2022. *Firsts of the First World War*. [online] Available at: <<https://www.iwm.org.uk/history/firsts-of-the-first-world-war>> [Accessed 16 April 2022].

The Library of Congress. 2022. *Timeline | Echoes of the Great War: American Experiences of World War I | Exhibitions at the Library of Congress | Library of Congress*. [online] Available at: <<https://www.loc.gov/exhibitions/world-war-i-american-experiences/timeline/>> [Accessed 16 April 2022].

HISTORY. 2022. *World War I*. [online] Available at: <<https://www.history.com/topics/world-war-i>> [Accessed 16 April 2022].

## 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
0	12/04/22	Proposal/Game Concept	Laptop/Pc Word/PowerPoint

1	19/04/22	Finished Proposal and concept for game (Reflective Dairy)	Laptop/Pc Word/PowerPoint
2	26/04/22	Start Research & Dev (Reflective Dairy)	Laptop/Pc Word/PowerPoint
3	3/05/22	Finish Research & Development	Laptop/Pc Word/PowerPoint
4	10/05/22	Start Pre-Production	Laptop/Pc Word/PowerPoint Software – Unreal Engine Photoshop
5	17/05/22	<b>INTERIM SUBMISSION WEEK</b>	Laptop/Pc Word/PowerPoint Software – Unreal Engine Photoshop
6	24/05/22	Finish Pre-Production Start Wix Page/Trello Planning	Laptop/Pc Word/PowerPoint Software – Unreal Engine Photoshop
		<b>Easter Holidays</b>	
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7	31/05/22	Bank Holiday Monday Interim Submission Week Start on Production	Laptop/Pc Word/PowerPoint Software – Unreal Engine Photoshop
8	7/06/22	Finish Production/Evaluation Finish Wix Website/Trello Upload work to OneDrive	Laptop/Pc Word/PowerPoint Software – Unreal Engine Photoshop
9	13/06/22	<b>PROJECT DEADLINE WEEK</b>	N/A
10	N/A		

11	N/A		
		SUMMER HALF TERM	
12	4/07/22	Prep for end of Year Show	
13	N/A		
14	N/A		