

Level 3 Diploma Unit 8 Project Proposal pro forma

Name	Ethan Ashcroft
Pathway	Games Design
Project title	Bilgerat
Section 1: Rationale (approx. 100 words)	
<p>Throughout the year, I have done a lot of work doing the programming in construct 2 which has helped me get a good understanding of the software. For the production of our game for project 2, I did most of the work on the mechanics and making the game work the way it should. This should contribute to the role I want to do for this final project which is to be the engineer which means I do most of the work in Construct, making sure the mechanics work how they should.</p>	
Section 2: Project concept (approx. 200 words)	
<p>The player controls a pirate who runs around the ship and has to fix parts that has been broken by the rival pirate ship. When the player reaches an area that needs to be fixed, they will need to complete a short quick time event to fix that part of the ship. If they fail to complete the quick time event within a certain time then that part of the ship will break and the player will receive a strike from the captain. If the player receives 3 strikes from the captain then it is game over. My job as the producer is to oversee the production and make sure everyone gets on with what they are meant to be doing and make sure the production flows smoothly.</p>	
Section 3: Evaluation (approx. 50 words)	
<p>Each week we will reflect on our work for that week by writing up a blog post which reflects on the progress we have made for that week, giving details on what is going well or what problems are coming up. These blog posts may also include screenshots of the current progress so we can look back at the development the game has gone through once it is completed.</p>	
Proposed research sources and bibliography (Harvard format)	
<p>Since our game is pirate themed, we will have to do research into what the pirate era round about the 1500s so that we can make our game as realistic as possible when it comes to information about the pirate times. We could conduct secondary research from sources such as the internet, books or even pirate films.</p>	

Project action plan and timetable			
Week	Date week beginning	Activity/what you intend to do - including independent study	Resources / what you will need to do - including access to resources
	25/03/19	Presentation	
1	01/04/19	Planning/Prototyping	
2	08/04/19	Easter Holidays	
3	15/04/19	Easter Holidays	Blog check - Feedback
4	22/04/19	Planning/Prototyping	
5	29/04/19	Alpha Development	Blog check - Feedback
6	06/05/19	Alpha Development	Publisher Meeting 09/05/19
7	13/05/19	Late Alpha/Beta	Blog check - Feedback
8	20/05/19	Beta Development	
9	27/05/19	Final Polishing	End of Year Show/Deadline 31/05/19

