Draft Project Proposal LO1 1.1 LO3 3.1 LO4 4.1

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Pathway	UAL level 3 Diploma Creative Media Production
Project Title	FMP – Your Project Idea

Section 1: Rationale (approx. 100 words)

As stated in "task 1" for this project I have decided on the job role of "Level Designer" and the product to be developed is going to be a "vertical slice" of a game, the reason for this being that I'm more confident in my skills with unreal then I am blender.
Also during the formative tasks I learned that I still have a fair bit to learn about blender before I'm confident in my skills, but I have managed to get a better grip on the idea behind unreal "blueprints". The reason I choose both roles (in task 1), I want to have my own business some time in the future.

Section 2: Project Concept (approx. 200 words)

As stated above I am creating a "vertical slice" of a game for the job role of "Level Designer".
In order to develop my above idea, I would probably create
surveys, "playtest demo(s)" (during development) and research similar games.
For pre-production plans I would have to create the initial
designs for the "main menu" layout, "first stage" floor plan and the basic idea
of how the game mechanics will work for my "game".
To produce said "game" I would be using Unreal Engine, this is
because its "blueprints" are relatively easy to use and understand, I may also
use blender in order to make sure "placeholders" used are reasonably distinct
from one another.
My ideal product would be a RTS game that would be similar to
Command and Conquer, dune 2000 or "8-bit armies as stated in task 1, this would
be a game where you make a base and fight an opponent. (Human and/or AI)
Due to time constraints however, these plans will be reduced to a "vertical
slice" of the game consisting of the aforementioned main menu, an in-game
"level" complete with a basic user interface and the ability to add assets into
the world by selecting them from the user interface. The "level" will be more
of a "developers" room to test game elements and "blueprints".

Section 3: Evaluation (approx. 50 words)

For this project I intend to pitch the idea as a PowerPoint presentation, set out with key points. As for the "schedule" I will work out a weekly rota that will be broken down into smaller tasks that will need a couple to be completed a day. I will also evaluate my progress approximately halfway through, to check if it's on schedule.
Finally, I will complete an evaluation at the end, this will be to review my project for how it went.

Proposed Research Sources and Bibliography (Harvard Format)

Just like I used in the Task one "Initial research", I will be reusing the following reference material:

Command and Conquer (Game) Date Released: 26/09/1915 Publisher: Westwood Studio
Dune 2000 (Game) Date Released: 12/11/1998 Publisher: Westwood Studio
8-bit armies (Game) Date Released: 22 April 2016 Developer: Petroglyph Games

I would also supplement it with some of the following reference materials:

YouTube (Website) Link: https://www.youtube.com/
I can use it for tutorials for Unreal Engine and possibly blender, it can also be used for references to similar games to the one i decide to create.

Unreal engine Documentation (Website) Link: https://docs.unrealengine.com/5.3/en-US/
This can be used to reference specific elements of the program and for a learning resource.

Unreal engine Forums (Website) Link:
https://forums.unrealengine.com/categories?tag=unreal-engine
This can also be used as reference to working blueprints and functionality.

Stack overflow (Website) Link: https://stackoverflow.com/
This site can be used to gather additional information on Unreal Engine and Blender.