

Extended Diploma in Creative Media Production and Technology

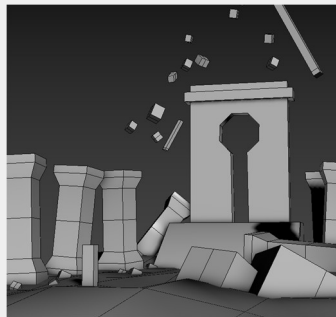
Assignment 4 – Proposal

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Candidate Number (10 Digits)	██████████
Pathway/Specialism	Programming, 3D Art, Audio
Project Title	One More Day To Die

Section 1: Rationale

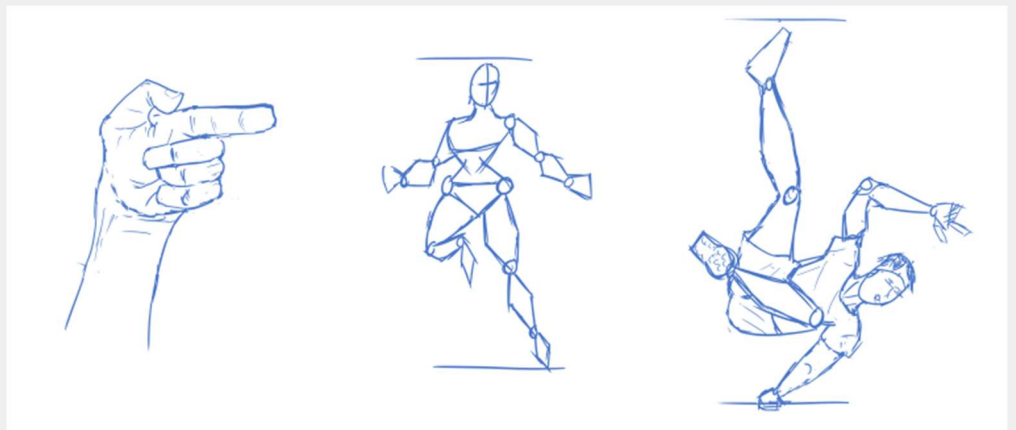
For the three years that I have been on the development course, I have been able to learn a lot throughout the past 5 months within the skills workshops, covering programming, 3D and 2D Art, looking over new areas in each of them and building our knowledge up more with some advanced techniques that we were not able to cover in the first year of Level 3. The reason I decided to join this course in the first place was due to having a large interest in computers and gaming and wanting to be able to expand my knowledge on these areas and be able to create experiences and games for others just as already existing game developers have for me.

Throughout the 3D art skills sessions, we covered all new areas such as sculpting, rigging, animation and using other software such as Unreal Engine learning how to showcase and plan out environment art. With sculpting this was mostly learnt in Blender as it had a much better environment for completing this type of work due to the software being open source and having the community handle the systems very well. This allowed us to make much more complicated looking models and faking the details by showing the sculpt through normal maps but using a low poly model. Other useful things we covered were areas like animation and rigging allowing us to setup a character model in software like 3DS Max or Blender and be able to animate them.



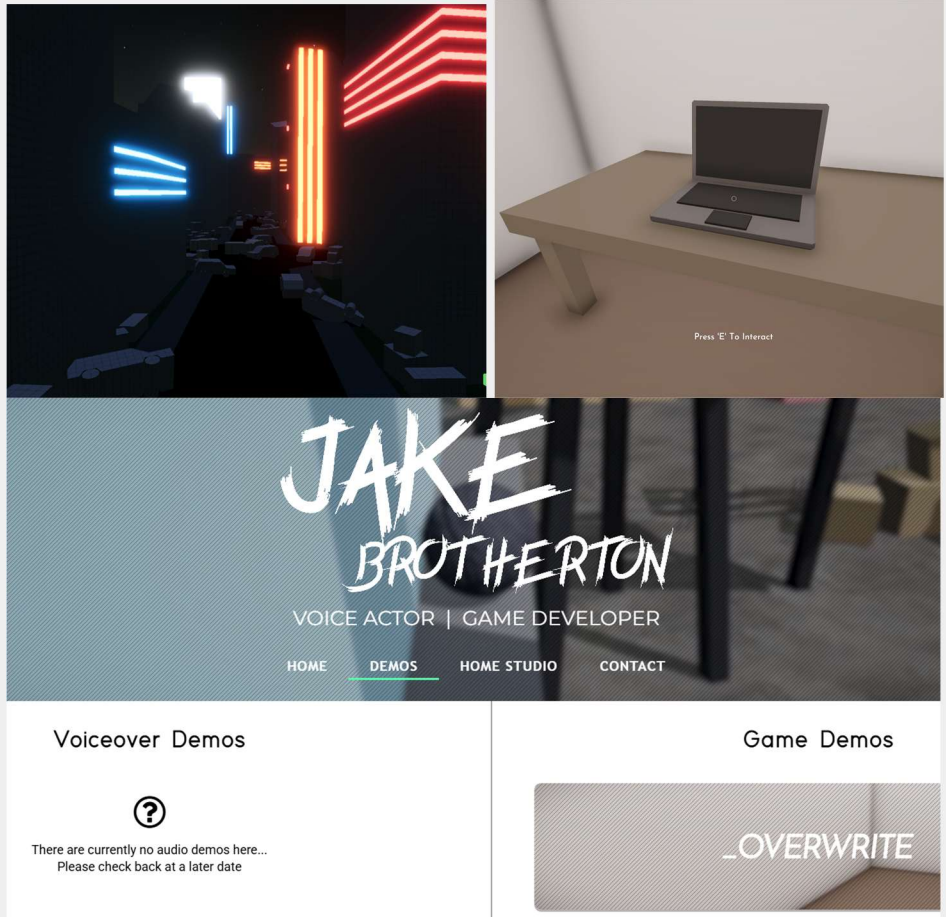
In our programming sessions a lot of the skills we learnt were through using more advanced tools and techniques inside of Unity such as covering lighting in more depth, exploring shaders and some more advanced scripting techniques making reusable systems and making our scripts more optimised.

As for 2D Art, the sessions we did this year focused a lot on life drawing and how to properly draw, scale and finalise a drawing from an already existing image, throughout many sessions we covered over the facial structure and other body parts such as hands and the body constantly doing it again and again to get it into our head how to quickly draw a pose. The most time we every got with a single image was around half an hour and this definitely helped build up my speed and accuracy when it comes to life drawings and I should hopefully be able to take this forward not only doing character designs but also create better environment plans and item assets sketches.



Other than the skill sessions I have learnt tons of knowledge from completing the assignments alone with trying out and learning new areas of games development I had not attempted before, such as in

assignment 2 where I focused more on doing level design and the environment trying to make a more expansive world than I ever have before, and in assignment 3 where I focused a lot of learning about the UI system in Unity and making use of this to make interesting mechanics through a fake Unity UI. It was useful to explore all of this as from the knowledge I had already learnt from previous assignments in previous years I could collect and compile all of it together to create and build an overall polished product for the final major project this year. As well with expanding my portfolio and polishing it up adding new areas to it and making it stand out from the rest.



From what I have learnt I hope to be able to take this knowledge into my project along with the other years of experience I have and be able to create mechanics and aspects in it that make it stand out from prior projects, including animations for the characters, more shader work throughout and a much deeper dive into audio as I have a deep passion with audio technology and voice overs, creating sound effects and adding 'juice' to my games. The previous years allowed me to explore the base concepts and understandings of each area surrounding 2D, 3D Art and Programming and hopefully pairing this with the new knowledge I have gained and just practicing repeatedly it will allow me to finalize all my ideas and knowledge into a final college project.

I chose to do a Stealth-Action spy game for this assignment as I believe myself that I will enjoy this project idea the most, being able to continue working constantly on the game when I come to making it and I am also hoping that with the mechanics and systems I plan on including will allow me to try out some new things such as ragdolls, more advanced AI navigation and some combat systems for both the player and enemies. As I have never attempted before, this should allow me to explore each area and talk about what went well and what could be improved in the future.

Section 2: Project Concept

Overview -

This project will consist of a Steal-Action Spy, playable game where you are required to infiltrate, locate and destroy a biological weapon that is being developed in a secret facility. This will be a 3D first-person player experience where you control the player using standard input such as a computer, controller or VR interaction if I can include this. Throughout the game there will be lots of guards that were hired by the enemy, guarding and covering up any knowledge of the weapon in question. You must figure out how to get past them by sneaking by, distracting or taking them out without ever alerting anyone as this will result in your mission being compromised.

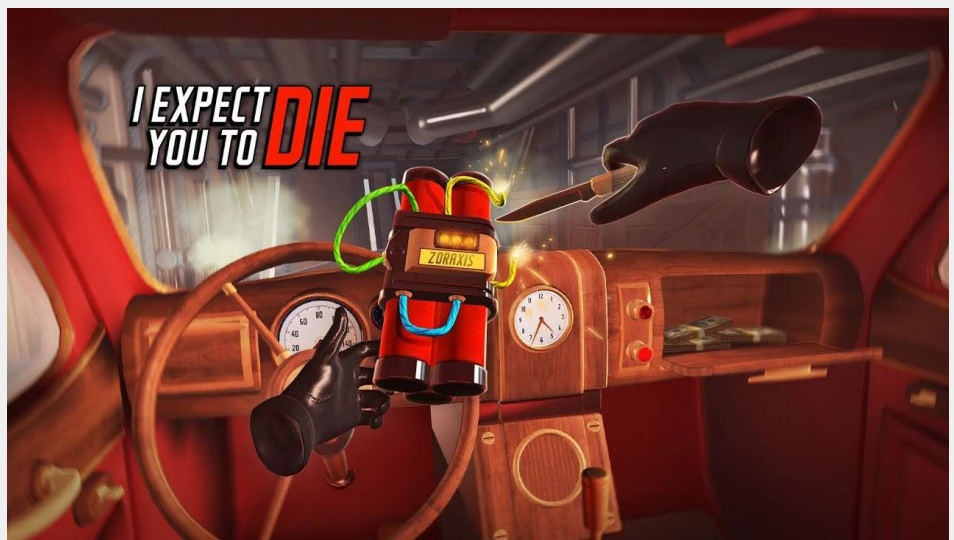
The narrative will be based around you as a freelance spy has been hired to investigate a group of people said to have possession of a deadly biological weapon. This information was leaked from someone who was a part of the group and working as an inside man, leaking the information before getting found out and meeting an unfortunate end, killed by the group. Now you alone must find the information, locate the facility and bring an end to the group.

At the beginning of the game, I plan on having a main menu that will consist of a camera positioned in the location for the level they are currently on. I will keep it somewhat simple, with Non-Diegetic UI having a start, credits, settings and quit button. This will move onto the main game in which will consist of 3 levels, an office space, a house and a facility, the final location where the weapon is stored. I could also if I had time create a very short tutorial level just to get the main controls and mechanics across before throwing them into it to figure it out themselves.



This project was hugely inspired from a collection of games and a show. Back during winter break and throughout January I discovered a new anime called 'Mission: Yozakura Family' which is a future set action-spy show which after watching throughout the whole show gave me the inspiration for wanting to create a spy-based game.

<https://www.youtube.com/watch?v=uqw7mF80ywk>



I Expect You To Die is one of the biggest inspirations for what I want to create as it not only gives me a good standpoint for a well-respected spy game but as it is a VR game as well, I would be able to take information and similar features into mine to add VR support if I am able to. It contains multiple levels you must figure out how to complete and although you don't move around at all its still great fun. I will however be having some sort of movement in my game requiring you to manoeuvre around the levels.

The other games such as Hitman and Budget Cuts I also investigated as they also follow the spy theme and have certain mechanics that I want to try and take from and alter them to put into my game, it was also useful with Budget Cuts for my first level as I intend on having a office set location which Budget Cuts is set completely throughout.



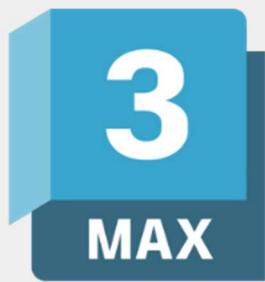
In Mission: Yozakura Family there is a weapon that the protagonist uses called 'Yae' which is an electric self-defence gun. I want to try and venture away from the standard silenced pistol that most spy games contain and explore elsewhere including some sort of other ranged weapon option such as this which isn't also completely deadly.

Software -



Unity:

Unity is a Game Engine that allows you to create, build and compile game. I am using Unity for this project as I have the most experience and want to be able to efficiently work to be able to create a product that is polished rather than risk trying out new software. Although there are other game engines such as Unreal Engine, I have not yet attempted creating a game in this engine and due to its major difference in scripting I decided it would be best for me to stick with what I know best. I will be using Unity to create most of the project and the final playable game. It will compile all the assets from the other software that is utilised and where I will be configuring the world layout and any mechanics that need setting up such as a player controller.



3DS Max (Autodesk):

3DS Max is a 3D modelling software mostly designed for hard surface modelling rather than organic. I chose 3DS Max for my modelling software for a similar reason as I have learnt it through college for the last 3 years and am most comfortable with it and although I do now have some experience in other software such as

Blender, my knowledge and efficiency lays in Max. 3DS Max will be used to create any 3D assets that are more complicated than what I can create within Unity using ProBuilder such as the enemy models, any major assets such as the biological weapon and potentially some of the player weapons.



Adobe Photoshop:

Photoshop is a photo editing app designed to allow you to tweak and alter photos you import into it or creating new images for promotional content. I will be using photoshop as I have over 5 years of experience using photoshop, so I am very confident with using it and can be very efficient with creating or changing 2D assets. I

will be using Photoshop this assignment to create any promotional materials such as logos and presentation boards, as well as using it to alter textures for materials in the game, if I need any logos or icons within the game world itself.



Adobe Substance Painter:

Substance Painter is a Photo-Based Rendering software allowing you to texture and details to models in real time. As I have been taught this throughout the last 3 years, I will be using Painter as my texturing app for any models that I create. This will be used to texture specific models as stated in the 3DS Max software such

as textures for the enemies, biological weapon or the players weaponry, and potentially any environment props that need texturing.



Visual Studio Code 2022:

Visual Studio Code is an open-source code editor allowing you to write and alter scripts in software such as Unity. Although there are plenty of text editors I have just gotten used to Visual Studio and will be using this for the writing of my mechanics and scripts.



Audacity:

Audacity is a digital audio workstation (DAW) where you can import, record and alter audio files such as voice lines, sound effects and music. Like Photoshop I have also been using Audacity for many years and know it very well being able to alter my audio to how I want it and record voice lines in a professional setting. I will

be using Audacity to mainly sort out the voice lines and voice acting that will be included in my project as well as creating and tweaking some sound effects if required.



Ableton Live 12 Intro:

Ableton Live is another DAW like Audacity but more designed towards sound design and music creation, having way more tools and features to create music/soundtracks. Although I don't have plenty of experience with Ableton it is the only software I have access to as most good DAWs are paid and I am accustomed enough to create

some music. I will be using Ableton to create some basic tracks and background music that will be in the game, as well as some sound effects.



FMOD Studio / Unity:

FMOD is an application designed for creating and managing interactive, adaptive audio in games. FMOD is a completely new piece of software to me, and I would be learning it throughout this assignment however it is an industry standard piece of software when it comes to game audio and I want to learn and understand it. For what I understand from it so far, I will be using FMOD to manage and control a lot of audio events that occur in game and this should give me control over other factors with the audio that you cannot achieve just from Unity's audio system such as certain audio effects.

Assets / Mechanics -

As there will be three locations, I will need to consider quite a few assets that will fill out these areas as well as the main assets that would be used throughout all of them. I also need to consider the main mechanics that will be required to make the game function correctly and make a complete experience for the player.

Main Assets (All Locations):

- Player
- Guards (Model)
- UI:
 - Crosshair
 - Alert Meter
 - Pause Menu
 - Main Menu
 - Credits
 - Settings
 - Ammo Counter
 - Map
- Audio Manager (FMOD)
- Pistol
- Coins

Office:

- Elevator
- Main Building
- Office Cubicles
- Computers
- Paperwork
- Safe
- Doors
- CCTV Cameras
- Janitor Equipment
- Water Cooler

House:

- Doors
- Living Room:
 - Sofa
 - TV
 - Bookshelves
 - Coffee Table
 - Speakers
- Kitchen:
 - Sink
 - Oven

- Fridge
- Counter
- Knives
- Cutting Boards
- Microwave
- Windows
- Bedrooms:
 - Beds
 - Desks
 - Wardrobe
- Garage:
 - Car
 - Oil
 - Shelving
- Safe
- Office Room:
 - Desk
 - Lockers
 - Paperwork (Lore)

Facility:

- Biological Weapon
- Large, sealed doors
- Computers
- Computer Terminals
- Door code pads
- Laser detection system
- Alarms
- CCTV Cameras
- Lab Equipment:
 - Microscope
 - Chemicals
 - Beakers
 - Sinks
 - Bio-Hazard Bins

Mechanics:

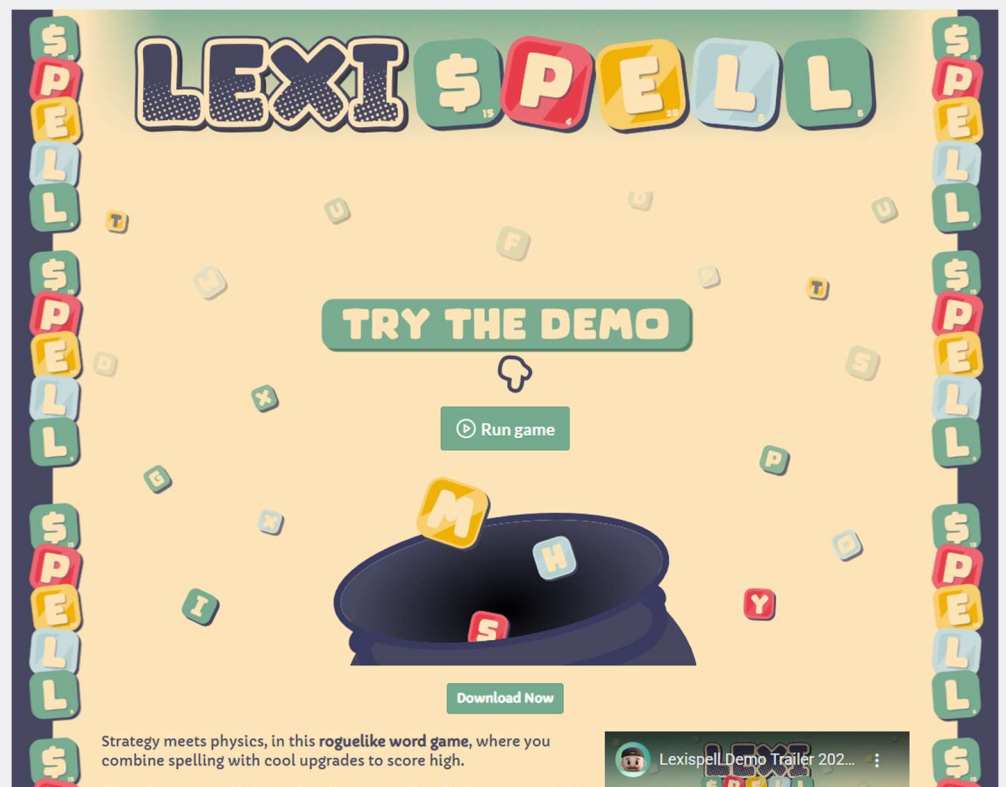
- Player Controller
- Guards
- Ragdoll System
- Weaponry System
- Safe
- Audio System
- Main Menu, Pause Menu and Credits Menu
- Interaction System
- Death System
- Enemy Alerts

I also am considering using an Asset Pack that I purchased and downloaded from Itch.io known as the [PSX Mega Pack by Pizza Doggy](#). This pack contains lots of useful meshes and models in the style of the game [Half-Life 2](#). However, as it isn't a low-poly model pack there may be quite a few things that will either need tweaking or if I am able to use some shaders to make them look lower poly than they are.



Presentation -

For presenting my game I have plenty of ideas that I am going to try and go through with. These include a teaser trailer, creating presentation boards showing off the game and explaining it in its best light and uploading the game to a game's distribution service such as itch.io allowing you to play it online or download it as an executable file. I will also take this an extra step further by including some of the development and an embed of the online itch game onto my own website as its own page, allowing people to view and play it at their own desire and understand how it was put together.



There are many games posted on Itch that make clever use of the systems in place such as using the background to make it much more fun and bolder having it repeat vertically and connect seamlessly, while also embedding external image links and gifs showing of the game in little banners in the description. This helps your page stand out more from the simple single tone background and panel for the game page. So, planning out and designing your game page well on Itch will really help with selling it, drawing people's attention. The image above is a game called [Lexispell](#) which makes use of all 3 of these things utilising the background, banner and images throughout to create an overall nice aesthetic for the game page.

Game Demos



With my website I also intend to include it on there, adding it to my portfolio and showing more of the development process throughout there, I will try to include some of the process such as level design, script writing and audio development throughout the page as well as including additional files that expands on this. However, this will be done either close to or at the end of the project once the game is finished.

Section 3: Evaluation

When it comes to evaluation and feedback for this project, giving myself feedback throughout will be a highly important step, heavily evaluating my own work and understanding what it is I am trying to talk about or create. The better I understand this the more I will be able to annotate and help others with understanding my projects view and be able to reflect on the work I create and make changes accordingly.

It will also be quite an important step to get other people's view on my work such as peers to ensure they also believe that the quality is upheld and as best it can be. I will do this through intermittently asking about certain sections to peers and writing down their feedback logging it in the weekly development logs, and applying changes to the areas they believe could be improved with whatever suggestions they have, and if I disagree with their opinion I will be able to talk about this. Using the peer reviews throughout the interims will be very handy as well getting them to look through the entire document as a whole and giving their thoughts not just on a certain section but the overall work and seeing which areas need improvement the most, to which I will be able to apply changes to the weaker areas.

I also plan on asking the tutors throughout the majority of the FMP to get feedback and comments on the work I have completed as they understand the best for what is to a distinction standard and what isn't as this will allow me to look throughout their comments and act on these areas ensuring I keep all my quality to an overall high standard. I have already received a bit of feedback throughout some of the development logs, and this has really helped me with understanding where the line for receiving a distinction stands and will hopefully be able to keep the rest of the work to this sort of level.

However, the final evaluation will probably be the most important task that will give me time to overlook all my work, and review everything giving me time to pick out the areas I believe are weak and be able to expand on these areas strengthening them and getting a better understanding. Something else that is equally important is keeping a good weekly development log and making sure it is up to date, this will not only keep me on track but also allow me to look back at the work I have completed, seeing if I am on track for completing all the work I assigned myself and if not be able to more easily trim down and cut out content that doesn't matter as much.

Doing this will benefit me going forward into future projects as I will be able to look back on the evaluation and review that I gave myself and make sure that I do not repeat these same mistakes, saving time and making it much easier for people to understand my games prospects and idea.

As for people's thoughts on my project, I got my peer Zak to look over my proposal's rationale and project concept to which he gave the following feedback:

Peer Name: Zak Varkki

Overall thoughts on the project?

For the rationale if you can add a project that was similar? Other than that, I think that you have gone and chosen to make a very time intensive project.

Do you think this is achievable within the time allotted?

It is possible but it does mean that you would have to knuckle down and just start birthing assets and mechanics/levels and well, you are a man. However, you have included that you will get some assets online meaning you won't have to worry about that.

Are there any improvements that you think could be made?

Make a segmented plan, this means that you have maybe 3 stages for what your presentation at the end of the project could be, like the first one could be a basic blocked out prototype level, the second version could be a single fully polished level in the game and the final one could be 3 or 4 levels, that are fully polished, this means that you could always have an idea of what you could hand in, instead of having to worry about the hand in because you are trying to overdo it.

From this feedback it was clear to me that others saw this as quite a time intensive project and I do agree as there would be quite a lot of content that would need including if I were to go through with three levels. Due to this I will likely work heavily on the first level and polish it out and if I have time I will move onto focusing more with the two other levels. Creating a plan for 3 different outcomes for how the presentation will work such as a basic block out or playable polished prototype will be a good idea so I have some paths I could point towards come near the end of the assignment.

I will most likely get other such as peers and tutors to playtest and give feedback on the game throughout its development allowing me to apply changes live and improve the systems and mechanics that will be included as this will result in an overall better player experience.

**Proposed Research Sources
(Harvard Format)****Project Overview -**

- Watch mission: Yozakura Family: Full episodes: Disney+ (no date) Watch Mission: Yozakura Family | Full episodes | Disney+. Available at: <https://www.disneyplus.com/en-gb/browse/entity-0113d236-c3a2-4098-a663-bdb5979bfb74> (Accessed: 19 February 2026).
- (No date) YouTube. Available at: <https://www.youtube.com/watch?v=uqw7mF80ywk> (Accessed: 19 February 2026).
- Sortiraparis, L. de (2025) Get ready for adventure with agent 47! hitman: World of assassination comes to Nintendo Switch 2!, Sortiraparis.com. Available at: <https://www.sortiraparis.com/en/what-to-do-in-paris/gaming/articles/295969-hitman-world-of-assassination-soon-available-on-nintendo-switch-2> (Accessed: 19 February 2026).
- Budget cuts (2026) Wikipedia. Available at: https://en.wikipedia.org/wiki/Budget_Cuts (Accessed: 19 February 2026).
- Mission: Yozakura Family (2026) Wikipedia. Available at: https://en.wikipedia.org/wiki/Mission:_Yozakura_Family (Accessed: 19 February 2026).
- (No date) Yae | mission: Yozakura Family Wiki | fandom. Available at: <https://mission-yozakura-family.fandom.com/wiki/Yae> (Accessed: 19 February 2026).

Software -

- (No date) Unity new logo transparent PNG - stickpng. Available at: <https://www.stickpng.com/img/icons-logos-emojis/tech-companies/unity-new-logo> (Accessed: 09 February 2026).
- (No date) Autodesk 3DS Max Logo Vector. Available at: <https://brandlogos.net/3ds-max-logo-98153.html> (Accessed: 09 February 2026).
- Adobe Photoshop (2026) Wikipedia. Available at: https://en.wikipedia.org/wiki/Adobe_Photoshop (Accessed: 09 February 2026).
- Adobe substance 3D painter Icon PNG and SVG Vector Free Download (2022) UXWing. Available at: <https://uxwing.com/adobe-substance-3d-painter-icon/> (Accessed: 09 February 2026).
- (No date) Visual Studio 2022 download free - 17.14.22 | techspot.

Available at: <https://www.techspot.com/downloads/7493-visual-studio-2022.html> (Accessed: 09 February 2026).

- File:audacity logo.svg (no date) Wikimedia Commons. Available at: https://commons.wikimedia.org/wiki/File:Audacity_Logo.svg (Accessed: 09 February 2026).
- Live 12 intro (no date) SONICWIRE. Available at: https://sonicwire.com/product/C4396?srsId=AfmBOormaP-5EGwVx6bCWzR2sdRVmkvNILrJciddah7_y8Gpo60VXE (Accessed: 09 February 2026).
- Kenakofer (2021) Examples or details of correct startup logo attribution, FMOD Forums. Available at: <https://qa.fmod.com/t/examples-or-details-of-correct-startup-logo-attribution/17707> (Accessed: 09 February 2026).

Assets / Mechanics -

- PSX Mega Pack by 🍕 pizza doggy (no date) itch.io. Available at: <https://pizzadoggy.itch.io/psx-mega-pack> (Accessed: 19 February 2026).
- Half-life 2 (2026) Wikipedia. Available at: https://en.wikipedia.org/wiki/Half-Life_2 (Accessed: 19 February 2026).

Presentation -

- Download the latest Indie Games (no date) itch.io. Available at: <https://itch.io/> (Accessed: 22 February 2026).
- Lexispell (Free Demo) by mreliptik (no date) itch.io. Available at: <https://mreliptik.itch.io/lexispell> (Accessed: 22 February 2026).

Brotherton, J. (2025) Jake Brotherton - Demos, Jake Brotherton - Home. Available at: <https://jakebrotherton.com/Demos/> (Accessed: 22 February 2026).

Project Action Plan and Timetable

Week	What are you intending to complete during this week?	How will it be done? What software & hardware will you need?
Week 1 02/02/2026	<ul style="list-style-type: none"> - Finish up Assignment 3: <ul style="list-style-type: none"> ▪ Research ▪ Idea Development ▪ Development Logs ▪ Final Evaluation - Get feedback from Peers & Tutors <ul style="list-style-type: none"> ▪ Peer Sheet ▪ Comments ▪ Communication - Write up Dev Log throughout the week (Task 3.3) - Keep Bibliography up to date 	<p>The work will be completed using Word online to fill in the remaining areas and I will go around and ask peers and tutors for feedback on the work and project I completed. After finalizing and finishing this up I will then submit it through Microsoft Teams.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Online Articles (Research) - Microsoft Teams - Cite This For Me (Bibliography)
Week 2 09/02/2026	<ul style="list-style-type: none"> - Create Microsoft Form surrounding certain themes for later research - Write up Initial Project Ideas around the themes (Task 1.1): <ul style="list-style-type: none"> ▪ Stealth-Action, Spy (One More Day To Die) ▪ Horror, Puzzle, Story (Paper Thin) ▪ Rhythm, Abstract (FLUX) - Choose Idea for Final Project - Start filling in Final Proposal (Task 1.2): <ul style="list-style-type: none"> ▪ Rationale ▪ Project Concept ▪ Evaluation ▪ Proposed Research Sources 	<p>I will start off by creating the form covering a wide range of game development related questions allowing me to get more responses back when it comes to research and while the responses come in, I will spend the other time thinking up of and writing out the project ideas I intend to follow in Task 1 of our workbooks. After coming up with a brief idea I will get peers thoughts on the project.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Microsoft Teams - Microsoft Forms - Project Proposal Template - Authentication Form

Week	What are you intending to complete during this week?	How will it be done? What software & hardware will you need?
	<ul style="list-style-type: none"> - Write up Dev Log throughout the week (Task 3.3) - Keep Bibliography up to date - Fill out and hand in Authentication Form <p>INTERIM DEADLINE – Task 1 & 2</p>	<ul style="list-style-type: none"> - Cite This For Me (Bibliography)
<p>Half-Term 16/02/2026</p>	<ul style="list-style-type: none"> - Finish up any missing work in Task 1 - Start research on chosen project (Task 2.1) <ul style="list-style-type: none"> ▪ Mind Maps ▪ Mood Boards ▪ Video Examples <ul style="list-style-type: none"> ▫ I Expect You To Die ▫ Hitman: World of Assassination ▫ Budget Cuts ▪ Screenshots - Review and write up Microsoft Form - Write up Dev Log throughout the week (Task 3.3) - Keep Bibliography up to date 	<p>During the half term I wanted to give myself enough work to help me catch up while also giving me some free time to relax. I will achieve this by trying to finish up any parts of Task 1 that have not been completed by filling in the project ideas and final proposal before moving onto the research referencing online article and games related that will help me understand the steal-action, spy theme.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Project Proposal Template - Online Articles surrounding Stealth-Action, Spy - Microsoft Forms - YouTube (for video examples) - OBS (recording primary game research) - Cite This For Me (Bibliography)
<p>Week 3 23/02/2026</p>	<ul style="list-style-type: none"> - Review Feedback Sheet from Interim - Apply any changes for feedback improvements (Task 1) - Continue working on research (Task 2.1) - Start Idea Generation & Test Pieces (Task 3.1) <ul style="list-style-type: none"> ▪ Initial sketches <ul style="list-style-type: none"> ▫ World Layout ▫ Enemies ▫ Major game assets ▪ Narrative <ul style="list-style-type: none"> ▫ Script writing ▪ Game flow charts ▪ Logo tests ▪ UI/UX design layout - Ask for feedback and improvements from peers and tutors for Task 1 - Write up Dev Log throughout the week (Task 3.3) - Keep Bibliography up to date 	<p>During this week I will try to finish up as much of the research as I can by collecting online resources surrounding the stealth-action, spy theme with primary and secondary sources before starting Idea Generation using software such as Photoshop to help me create sketches, create logo concepts that I will be able to choose from or have peers give their opinion and layout the UI/UX design.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook, Narrative/Script Writing) - Interim Feedback Sheet - Online Articles surrounding Stealth-Action, Spy - Adobe Photoshop (Initial sketches, Logo design, UI/UX design) - Cite This For Me (Bibliography)
<p>Week 4 02/03/2026</p>	<ul style="list-style-type: none"> - Continue with Idea Generation & Test Pieces (Task 3.1) - Voiceover work from script <ul style="list-style-type: none"> ▪ Hand off script to friends for voiceovers ▪ Record voiceover for lines myself - Start Final Product Production (Task 3.2) <ul style="list-style-type: none"> ▪ Create Unity Project ▪ Setup Scenes <ul style="list-style-type: none"> ▫ Splash Screen ▫ Main Menu ▫ Level 1 ▫ Credits ▪ Import packages <ul style="list-style-type: none"> ▫ Pro Builder ▫ ProGrids ▫ UFPPC - Rewrite UFPPC (Universal First-Person Player Controller) to use new input system - Write up Dev Log & Test Pieces throughout the week (Task 3.1 & 3.3) - Keep Bibliography up to date 	<p>I intend for this week to start production on my final product as well as getting most of the idea generation done so that I only have a small amount to add later. I also want to recreate my player controller as it is now outdated. I will achieve this by creating any extra idea generation through Photoshop as well as handing off the script to my friend to allow them to record the lines that are allocated to them. I will also be using Unity to create my project and sort out my scenes of which I will create 4 to start with. To rewrite the player controller as well I will be using Visual Studio Code to achieve this as it's a coding environment that I am used to and will be able to efficiently create the new controller from taking parts from the current code and altering it.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook, Narrative/Script) - Adobe Photoshop (Idea Generation & Test Pieces) - Audacity (Voiceover) - Unity 6 - UFPPC (Universal First-Person Player Controller) - Visual Studio Code 2022 (Scripting)

Week	What are you intending to complete during this week?	How will it be done? What software & hardware will you need?
<p>Week 5 09/03/2026</p>	<ul style="list-style-type: none"> - Create Splash Screen (Disable default Unity splash screen) <ul style="list-style-type: none"> ▪ UI Assets ▪ Async Loader ▪ Animation - Layout basic Main Menu screen with buttons and functionality <ul style="list-style-type: none"> ▪ Logo ▪ Buttons <ul style="list-style-type: none"> ▫ Continue ▫ New Game ▫ Level Select ▫ Tutorial ▫ Credits ▫ Options ▫ Quit - Write scripts to manage splash screen and main menu - Finalise narrative script - EQ and Master voiceover lines - Block out world layout from sketches - Setup player controller and camera (Cinemachine) - Write up Dev Log & Test Pieces throughout the week (Task 3.1 & 3.3) - Keep Bibliography up to date 	<p>Throughout week 5 I plan on getting a majority of the Splash Screen and Main Menu setup and laid out to be improved upon later as well as EQ and mastering the voiceover lines and setting up my player in the scene. I will first do this by using Unity to lay out the UI and buttons for the Splash screen and main menu as well as making it functional through some management scripts that I will write using Visual Studio Code. With the voiceover side work, I wanted to get this complete so that it would be ready for when I needed to implement it. Lastly, I will setup my player so that I would be able to work more next week on the mechanics and other features in the game using my custom-made player controller to handle this.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook, Narrative/Script) - Photoshop (UI Assets) - Unity 6 - Visual Studio Code 2022 - Audacity (Voiceover) - UFPPC (Universal First-Person Player Controller) - Cinemachine
<p>Week 6 16/03/2026</p>	<ul style="list-style-type: none"> - Create and implement Enemies <ul style="list-style-type: none"> ▪ Model enemies ▪ Setup NavMesh & NavMesh Agents ▪ Setup enemy pathing ▪ Code simple player detection script - Add Player features <ul style="list-style-type: none"> ▪ Stealth ▪ Enemy Combat ▪ Interaction - Add interactable around the map - Learning FMOD Basics - Implement audio to interactable assets and player - Create basic player UI <ul style="list-style-type: none"> ▪ Crosshair ▪ Pause Menu ▪ Weapon Selection ▪ Current Objective - Write up Dev Log & Test Pieces throughout the week (Task 3.1 & 3.3) - Keep Bibliography up to date 	<p>I hope this week to get a lot of the main mechanics created and working as this will be the focus when you are playing the game and want to have this as polished as possible. This will be completed by creating the enemy models and setting up the NavMesh within the map block out which will be re-baked once the final map is complete and adding a simple pathing for all of them. I will also need to include some sort of detection system so that when they see the player it will alert them and cause the player to fail. As for the player I will need to make sure I setup my player controller with Stealth in mind including crouching, potentially including a prone feature as well. Other things I need to include as a main factor of the game are parts such as audio and UI. This will all be completed using Unity along with 3DS Max for the modelling, Visual Studio Code for the coding and Audacity/FMOD for audio.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Adobe Photoshop - 3DS Max - Unity 6 - Visual Studio Code 2022 - Audacity (Audio) - FMOD
<p>Week 7 23/03/2026</p>	<ul style="list-style-type: none"> - Begin working on Environment Art improving the world and filling it out with assets - Start on audio design <ul style="list-style-type: none"> ▪ Game Music ▪ Sound Effects ▪ Voice effects - Get some people to playtest the game trying to find bugs and have a feel of the base controls of the game and any improvements I could make on them - Research VR development - Try testing VR development in a new project - Improve Enemies <ul style="list-style-type: none"> ▪ Ragdoll System ▪ Animation ▪ Voices - Write up Dev Log & Test Pieces throughout the week (Task 3.1 & 3.3) 	<p>Week 7 should allow me to get the game to much more polished state for the player and enemies getting feedback on the overall game as it is currently and applying any changes and improvements I receive from peers. This will entail improving the enemies adding more polish to them such as animation, rag-dolling when they are down and voices to give them life. I also want to get working on the audio and soundtrack of the game as well as I plan to create the music myself and as many audio assets as possible however if it is a complex sound to create, I may source out to third party sites such as freesound.org. This week I also want to get started on trying to see if I will be able to implement VR but first, I would need to understand the complexity of adding in VR to</p>

Week	What are you intending to complete during this week?	How will it be done? What software & hardware will you need?
	<ul style="list-style-type: none"> - Keep Bibliography up to date 	<p>the game for which I will create a new unity project for me to mess around in and learn it.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Unity 6 - 3DS Max (Environment Art) - Adobe Substance Painter - Adobe Photoshop - Audacity (Audio) - Ableton Live 12 Intro (Music and SFX) - FMOD Studio/Unity (Audio physics implementation) - VR Headset - Visual Studio Code 2022
<p>Easter Break 30/03/2026 - 06/04/2026</p>	<ul style="list-style-type: none"> - Finish implementing most audio assets <ul style="list-style-type: none"> ▪ Doors ▪ Enemies ▪ Weaponry ▪ Elevator ▪ Walking ▪ Background music ▪ Main menu music ▪ Code pads ▪ UI buttons - Create credits screen <ul style="list-style-type: none"> ▪ Credit everyone who helped, play tested and any external assets that were used ▪ Scrolling Credits ▪ Skip Feature ▪ Speed up with spacebar - Implement async loading across all scenes - Improve Main Menu & Splash screen <ul style="list-style-type: none"> ▪ Main menu background will be the current level they are on with their game save or will default to the office level ▪ Add audio to UI interaction ▪ Animate Splash screen ▪ Time music with splash screen and main menu making use of async loading - Write up Dev Log & Test Pieces throughout the week (Task 3.1 & 3.3) - Keep Bibliography up to date 	<p>By this week I hope to have a lot of the core game for the first level reaching its finished state allowing me to then go back over the level and polish it up. I will however still need to finish the audio assets that were not yet created and implement these using software such as Ableton Live in combination with FMOD and Unity as well as also focus more on the credits menu as I would not yet of touched this and although this would be quite a quick thing to add I would want to make it more interactive allowing you to skip it or speed it up. I also want to make improvements to the main menu as currently it is just a bland basic home screen allowing you to enter the game, but I want to make the boot up of the game engaging and attracting the players attention. I will do this by adding a more immersive 3D background of a section from one of the levels and adding more audio implementation to the menu.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Unity 6 - Audacity - Ableton Live 12 Intro - FMOD Studio/Unity - Visual Studio Code 2022 - Adobe Photoshop
<p>Week 8 13/04/2026</p>	<ul style="list-style-type: none"> - Complete an overview of current project action plan and see what I have currently missed and needs completing - Finish any missing tasks that were skipped or postponed - Start Polishing the overall game <ul style="list-style-type: none"> ▪ Lighting improvements ▪ Baking scenes ▪ Post processing ▪ Quality of life improvements ▪ Extra game settings - VR development <ul style="list-style-type: none"> ▪ Add VR support ▪ Add VR interaction with world ▪ Alter UI/UX design to factor in VR ▪ Optimise game as much as possible to run smoothly - Get peers and tutors to playtest and receive feedback and improvements - Create tutorial level (New scene) <ul style="list-style-type: none"> ▪ Introduce main mechanics ▪ Player Movement ▪ Objectives ▪ Combat - Write up Dev Log & Test Pieces throughout the week (Task 3.3) - Keep Bibliography up to date 	<p>I hope to polish the game much more throughout this week within the first level to get it to a point where I would be able to show it off and present it. I also decided the easter break would be a good time to learn properly how to add VR support into my game. I would do this by following tutorials posted by Unity themselves as well as others who know how to. If I have spare time as well, I plan on including a tutorial level that will teach the player how to utilise the main mechanics of the game and the main objectives they need to follow. This will be done by creating a new Unity scene and creating a small basic environment that will guide you through where there will be enemies, obstacles and interactable assets.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Unity 6 - Visual Studio Code 2022 - 3DS Max - Adobe Substance Painter - Adobe Photoshop - Audacity - Ableton Live 12 Intro - FMOD Studio/Unity - VR Headset (Steam Frame, HTC Vive)

Week	What are you intending to complete during this week?	How will it be done? What software & hardware will you need?
<p>Week 9 20/04/2026</p>	<ul style="list-style-type: none"> - Try to get access to an Oculus Quest 2 to see if the controls work - Fix any major bugs - Polish any areas of the games that require it <ul style="list-style-type: none"> ▪ Environment ▪ Controls ▪ Animation ▪ UI/UX design - Add narration/guidance to tutorial level <ul style="list-style-type: none"> ▪ Voiceover ▪ Diegetic UI - Create settings menu with different sections <ul style="list-style-type: none"> ▪ Game ▪ Graphics ▪ Audio ▪ Controls ▪ Accessibility - Make all settings section functional <ul style="list-style-type: none"> ▪ Resolution ▪ Graphics Quality ▪ Audio Sliders ▪ Subtitles ▪ Customisable controls - Write up Dev Log & Test Pieces throughout the week (Task 3.1 & 3.3) - Keep Bibliography up to date <p>INTERIM DEADLINE – Task 3</p>	<p>A lot of the work I have now to finish up is the tutorial level and any major bugs that are present in the game. This will also be the week that I will continue to work more on the Settings menu in the main menu as this will allow me to get used to the Unity UI system more and use this to create all the menus which I had tons of experience with during assignment 3. I will also have to use the Unity scripting API and Visual Studio code to write scripts to make all the settings functional such as the audio and graphics settings.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Unity 6 - VR Hardware (Oculus Quest 2) - Visual Studio Code 2022 - 3DS Max - Substance Painter - Audacity - Ableton Live 12 Intro - FMOD Studio/Unity
<p>Week 10 27/04/2026</p>	<ul style="list-style-type: none"> - Start finalising and finishing the final product production - Upload game to Itch.io - Start Presentation & Exhibition Research (Task 4.1) <ul style="list-style-type: none"> ▪ Other students' presentation boards ▪ Previous own presentation boards ▪ Itch game page layout ▪ Trailers - Improve design and layout for Itch game page - Start creation on short trailer for the game - Begin Presentation & Exhibition Planning (Task 4.2) - Write up Dev Log throughout the week (Task 3.3) - Keep Bibliography up to date 	<p>Week 10 will be the week where I would want to start thinking about wrapping everything up and getting everything prepared to start on the presentation boards and final evaluation. This will then allow me to get started on the presentation work of which I will take pictures of old work from other peers and myself to get ideas of what the mood boards last year were like, what I enjoy about them and why they are good. I also will try to get started on creating a short trailer for my game showing the gameplay off visually through a video.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Unity 6 - Visual Studio Code 2022 - Itch.io (Game Distribution Service) - Adobe Photoshop - Adobe Premiere Pro
<p>Week 11 04/05/2026</p>	<ul style="list-style-type: none"> - Finish Presentation & Exhibition Research and Planning (Task 4.1 & 4.2) - Produce Final Presentation Boards (Task 4.3) - Compile and Export trailer - Receive feedback from peers and tutors on game presentation and trailer <ul style="list-style-type: none"> ▪ Apply any changes for improvements - Begin Final Evaluation (Task 5.1) - Write up Dev Log throughout the week (Task 3.3) - Keep Bibliography up to date 	<p>By this point I hope to have my game mostly wrapped up and complete allowing me to complete my research and production for my presentation boards and get to writing my Final Evaluation. I will do this by writing down each question I will need to answer throughout as well as looking through each section, talking about the good, the bad and improvements I could have made if I had extra time as there are always improvements. I also hope to have my trailer pretty much finished and compiled by the time I begin my evaluation as this will lessen the load, I have to do during week twelve</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Adobe Photoshop - Adobe Premiere Pro
<p>Week 12 11/05/2026</p>	<ul style="list-style-type: none"> - Finish and upload Presentation Boards (Task 4.3) - Finish writing up Final Evaluation (Task 5.1) - Prepare all work ready for Final Submission to UAL <ul style="list-style-type: none"> ▪ Check Initial Ideas 	<p>As this is the last week, I will be working towards making sure everything is completed and to a Distinction standard after getting advice, feedback and improvements from tutors and peers. This will involve wrapping up my final evaluation evaluating all my work I have completed over the twelve weeks as well as</p>

Week	What are you intending to complete during this week?	How will it be done? What software & hardware will you need?
	<ul style="list-style-type: none"> ▪ Check Final Proposal ▪ Check Developed Research ▪ Check Idea Development & Test Pieces ▪ Check Development Log ▪ Check Final Product ▪ Check Presentation Research & Production ▪ Check Final Evaluation ▪ Check Bibliography <ul style="list-style-type: none"> - Finalise any changes from peer/tutor feedback <p>FINAL SUBMISSION DEADLINE – All Tasks</p>	<p>ensuring that my presentation board are how I want them to be.</p> <ul style="list-style-type: none"> - Access to Microsoft Word (Workbook) - Microsoft Teams - Adobe Photoshop