

Honors Option Contract Proposal

Student Name

A. Student

Student 901 Number

901*****

DETAILS OF THE PROJECT

Using the knowledge learned within class and information from studies outside of class, I will be creating a VR game in Unreal Engine. This project will be an extension of one of the current assignments but using outside research to develop it into a VR game instead of a standalone game. It will be developed as a game, but the main goal is to make a calm and fun experience rather than a more hectic game. First, research outside of class for this project must be done. It will mostly consist of how to develop a VR game in the Unreal engine. Other topics for research will include what VR games are being sold currently that are successful and why they're successful. At this point, development will start. Out of class I will be developing the game and bug testing it. All the development will be done outside of class. During the research and the out of class development, I will be checking in with my professor/mentor every week to talk about how the project is going and have any of my questions answered. Once there is a working prototype, I will be playtesting the game. Playtesting the game is when you have other people play the game and you ask them questions about it so that you can make changes that better the game. Playtesting for this project will be with the students in the class and the students in the Game Design Guild. After playtesting, changes will be made based on what the playtesters said about the game when they played it. After these changes, the games development will be complete, and the project will be turned in.

RELATIONSHIP OF THE PROJECT WORK TO LEARNING OUTCOMES & MEANS OF EVALUATION

- Strong critical thinking skills will be developed during the entirety of this project. While researching I will have to figure out how to merge what I am learning on my own with what we are doing in class all before I even start development. During development, I am going to need to solve many problems. Mostly game design and programming problems. Figuring out the best way to develop a game and bug testing incorrect code both require very critical thinking. Lastly, after playtesting I will have to decide how to incorporate their comments into the game.
- Flexible thinking is important in game design. There are many instances of having an issue you cannot solve, only for a colleague to solve it in a few minutes. For the best outcome in game design and programming you must be able to use flexible thinking because without it you may be wasting hours of time on one problem that did not need it.
- Game design incorporates many different disciplines into one subject. These include math, programming, art, music, and design. Math is used to correctly code how objects will move, react, and how most things function in game. Programming goes hand in hand with this as almost nothing in a game can be made without programming scripts for the game. Art is necessary because without it your game may look unappealing and have a negative player experience. Same with music, as a music minor I find music an extremely important part of video games and their story telling, the same as any television show or movie would use it. Design is also important; you must think about what a player is going to do before they do it. You can't leave large holes that break the game in your design. You have to plan accordingly and design appropriately. This is also where playtesting comes in handy.
- Many of my ideas for this project will be articulated through speech and writing. Most of my ideas will go through my mentor first and before that I will have to come up with a way to verbally tell him about my ideas. Also, before playtesting it is important to give a small briefing on what the player is expecting but not too much as you want them to have to figure out things on their own, because if they can't you need to add that into the game itself. Ideas in writing will be two different things. Largely, keeping a development log of what I worked on and when I worked on it will help to summarize my project and working time more effectively. During playtesting, I will have to write down what the playtesters say about the game and then turn these written ideas into fixes for the game.
- I will be operating independently very frequently on this project. All of the first development will be out of class on my own. After this development however, I will be playtesting the game with different students at Marshall University. The playtesting will be working collaboratively with other students to find bugs and features than could be better so that I can go back and add those into the game. Working collaboratively in game development is

much more important than working on your own, which is why I am excited for the opportunity to playtest a game I am making.

- Leadership in game development is a very useful skill. Team game design projects almost always require a leader to keep things running smoothly. During this project I will be working solo, but at the same time the final project for the course is a group project where four people come together to make a game. However, within the scope of this project I will have to be a leader during playtesting to help the groups playing the game understand what to do and how to effectively give me their thoughts on the game. It's not always easy to get others to be critical of your work while you are present, so I must be a leader in this moment to help them give truthful and helpful comments.
- At the end of the semester I will present my game to my class and also the Game Design Guild at Marshall so that they can play it and have fun with what I've created. I also want to focus on encouraging my fellow classmates to venture out and try difficult and out of the box projects like this on their own. Game design is one of the largest and nicest communities I've ever been a part of and I don't think I'd be majoring in what I am today without others in the community inspiring me with their own projects and works.

MENTORSHIP PRACTICE AND SCHEDULE

I will be meeting with my professor/mentor in his office every Wednesday at 1 pm. In these meetings I will be updating him with everything I've done in the past week and asking and questions I may have had along the way. In these meetings my mentor will also help me stay on track, making sure I'm getting done what needs to be done each week and that I'm not falling behind. I will also be able to share my log of design work after I begin developing so he knows what I've been developing and how long its been taking me.

SERVICE ELEMENT

I will have many opportunities to give back my project with my peers. First, the playtesting will not only help me develop, but give other students the chance to take part in game development playtesting. Being mostly game design students, they can learn how to effectively playtest from me and use it later for their own projects. Also, after the project is done we plan to have days near the end of the semester where students in the Game Design 2 class and the Game Design Guild meeting can play the game and just have fun with it. Since this game is a VR game, and no one in the program this year is making one hopefully it can inspire students to look into different platforms and game design experiences.

SUPPORTING DOCUMENTATION

FACULTY MENTOR APPROVAL

Mentor First and Last Name_Approval.pdf

Supporting Documentation (Optional/As Needed)

Course Number_Syllabus.docx

ADDITIONAL COMMENTS