

**UAL Awarding Body - Level 3 Media Extended Diploma
Unit 13 - Project Proposal 2019**

Candidate Name	Miles Carr
Candidate Number	
Pathway	Games Development
Project Title	Realism

Your Statement of Intent (SOI) must provide an outline brief of your Final Major Project (FMP).

Prepare your SOI carefully, referring to the guidance in each section below. The guidance should be seen as a prompt and not be regarded as being prescriptive.

The SOI must be a minimum of **500** and must not exceed **1000** words. Each section has a guide to best structure your statement in order to meet the grading criteria. You are reminded that the bibliography and timescale should be included and developed with great consideration and detail.

SOIs judged to be of insufficient or excessive length or those inappropriately structured will fail the criteria for an acceptable SOI and be returned. The SOI must be word processed.

Section 1: Review (Approx 200 words)

Explain the journey you have gone through in this past academic year - perhaps through the previous year as well. What were the greatest milestones of your learning? How do you feel you have developed as an artist? Explain how you have decided on your specialism – was it a turning point in a specific project? Have you always identified as a specific type of artist? If so, how have you developed and furthered your skills to get to this point? Explain how your journey has ended up here, with this idea, for this final major project.

When I first joined this course, I had very little knowledge in the creative software we would be using. Now that the year has gone by, I have developed many skills using software through the different projects I have been tasked with doing. The software I have used are Photoshop, making pixel art for Light Up Lancaster, Cinema 4D, I learned to make 3D models using different shapes, tools and polygons. And lastly, Unreal Engine 4 which involved making a level from start to finish whilst also using another program called Crazy Bump which helped make the textures I needed for my level. I believe my planning and research skills have come along way as I have learnt to research the necessary information for the project I am doing and I have learnt to plan effectively for my project so I can give myself an idea of what I have to do and when to do it, in terms of sketches, concept art and map layouts. I have been interested in making a game since I did my last FMP. Although time management wasn't in my favour due to hardware and software issues, I enjoyed it very much and want to continue my game creating journey.

From my previously made games, I have developed my game making skills enough to understand the fundamentals of placing trigger points, making sure the player can't see anything they shouldn't and assuring the game works by the end of the project. I really want to show off my creativity in my FMP and show what I could do as a future level designer. I really want to express my level developing talents to the best of my ability and show what I can do with a simple idea. I really want to show the emotion to the player from a story around the idea of Realism.

Section 2: Project Concept & Proposed Artist Statement (Approx 300 words)

This is where you explain your FMP project idea and concept. Be specific about what you intend to communicate and what you hope to achieve by producing this work. How will your work engage or affect your audience and what will they discover by interacting with or viewing your work? Describe the theme/concept of your work – is it based on fact or fiction? Are you creating or reacting to a mood, an emotion, a sense of atmosphere or sensation? What is the title of your Project? What will you work towards producing? What will be your final outcome?

My FMP last year was to make a Carnival themed piece of media. I made a game which I enjoyed creating very much. Although I struggled with getting a PC to make my project on then I had software issues, I still managed to complete the game and get a level done. I think with more time and more skills, I could have made a few more levels to make the game more interesting.

I have proposed to go with the idea of creating a 3D game based on realism. This is an interesting theme as realism has a variety of meanings, could be a religious meaning or based on life. I like this concept of it being many things as I can make it into something of my own. The theme and topic of realism gives me a wide range of ideas on how I can present this theme. I am basing realism with life, accepting the way things are and how life can treat people. I intend to create this in a big 3D environment with mountains with a calm setting. The player will likely spawn in a forest with birds chirping, but with the mechanic of collecting notes around the map, the player will soon discover a disgusting history in this calm land. The player will engage with this story by finding objects and notes based on this murder that has happened in the very calm location the player stands. They will hopefully discover the loss of life and the freedom of a monster. Although the player does not physically see these characters, they know their presence is strong within the map somewhere. They should understand the importance of keeping in touch with loved ones and looking after one another.

The aim is that my audience should be able to understand the importance of life and why we shouldn't take it for granted, that there is danger all around us and it's how we handle situations will determine an outcome. Sometimes the outcome is out of our control which will show the player the importance of life. The ending will be an effective small cut scene showing the freedom of a specific person who has an importance with this story. It's a simple idea with simple mechanics. There are a few games that I will be looking at when creating this game as it will help me with the art style and realism of the game. These games are GTAV, Uncharted 4 and Half Life 2

as they all have a specific way of making mountains and off road areas that will greatly help me with this project. The game is going to be a walking simulator game so the mountains shouldn't be too detailed as they are in the distance.

Section 3: Methods (Approx 150 words)

Refer to any techniques and processes you intend to use. Describe the range of media and materials relevant to your project and how you may use them to explore and develop your ideas. Include aspects of studio practice, workshop procedures or the use of particular equipment and software etc. In the timetable, provide an indicative timescale for your project and indicate the manner in which you intend to divide your time in order to investigate, develop, produce and evaluate your project appropriately. This should be a meaningful plan to you and should be personalised to your project.

I feel the need to have detailed plans and ideas of the level layout and concept art to help justify what the level should look like and what I need to add to make the project a success and to be effective.

I have previous experiences with Unreal Engine 4, making a level from start to finish without making any blueprints, but if I want my game to be a success, I will need to learn new skills such as blueprint making and how to link them together. I will also need to learn the arts of making an effective and simple animation in UE4. I would need to make sure tests are made throughout the project to make sure everything is working according to plan. I can do most of the work at home on my PC as it is more powerful than the Macs in college and I will likely experience less crashes. I will use a Production Journal to record the work I do, record crashes, tests and peer feedback. Quality assurance will be key when testing and having my peers give me feedback.

Section 4: Evaluation (Approx 150 words)

How will you critically review and analyse your work and determine if it is successful? How will you identify directions for ongoing development? Do you have a method to record the critical response to your ideas? How do you propose to assess the success of your Final Major Project and what will be your methods of evaluation?

I will produce two on going diaries in this project. A daily journal so I can record the work I do and have it as evidence. I can have this journal to record the issues I come across, the crashes I have, the software failure I may encounter and the loss of work I might potentially come across. Another journal will be peer feedback and tests. I can record bugs that players bump into and I can get them to write a brief summary of what they thought, what I could improve, what they think I could add and the problems they faced.

When evaluating my final work, I will look at the journals and constantly refer to them. My journal should be an ongoing evaluation, so I will need to make sure that I explain what I have done, why I have done it and what changes I made and the reasons behind them.

I hope to have created this simple, story driven narrative in a 3D environment. Based upon my initial aims, I should be able to reach all the goals for this project.

Here is an example of what I intend to record down for peer feedback.

Name	Date	Phase of Testing	Positives	Improvements	Bugs found by tester
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To explain what the table is for, it helps identify the pros and cons of the project. If I want to identify these, I will need to know what phase of testing they are on, so either, the blocking out stage, material stage or the static mesh stage. I will need to know the positives and negatives and the bugs found by the tester. I would like them to list out the bugs that they run into such as collision glitches or player glitches.

Proposed Research Sources and Bibliography (Harvard Format)

What are the influences, starting points and contextual references and why are they relevant to your ideas? Indicate the subject areas you intend to research and the likely sources of information including any museums, specific locations, performances, etc you plan to visit. You should explain the value of this research and then compile an accurate bibliography correctly acknowledging all references including texts, periodicals, websites and video/DVD's etc

There are two books I am aware of from the college library that I intend to use. One is called "XNA Game Studio 3.0" and the other is "Master the art of Unreal Engine 4".

The book about XNA won't help me for engine issues but it will for coding. There is a segment based on learning how to make simple code which I can use should I need it. The book for Unreal Engine 4 has all the basics about blueprint making which will help me greatly when adding in game mechanics. I will also make sure to reference the Unreal forums for coding help as well as YouTube for visual guidance when making blueprints. I will also refer back to my theme research on Realism just in case I lose my train of thought and need some inspiration on the theme I am working on.

Shah, R. (2015). *Master the art of Unreal Engine 4*. Ryan Shah.

Miles, R. (2009). *Microsoft XN Game Studio 3.0: Learn Programming Now!*. Microsoft Press.

Unreal Engine Forums. (2019). *Forum - Unreal Engine Forums*. [online] Available at: <https://forums.unrealengine.com/> [Accessed 22 Mar. 2019].

There are a couple of locations I would consider visiting to gain inspiration and ideas. The first location being the lake district. With its wide mountain ranged and wilderness, this can help me get an idea of how trees are to be planted across the map. My second location is Malham, which is a small little town with surrounding hills and mountains. Malham cove is a great example as it helps me get an idea for how the cliffs should look and how they should be placed. I could use the idea of a small village and place it in the distance in resemblance to Malham village as inspiration.

[Realism] – FMP Timetable

Week	Session Activities - <i>What will you do in your practical/timetabled lessons on a daily/weekly basis?</i>	Resources - <i>What you will need to do what you have planned - including access to workshops</i>
1 11th March	Wednesday – Introduction to first FMP Brief. Thursday - Introduction to first FMP Brief. Friday - Introduction to first FMP Brief. Weekend – Created Wix Site, Artist research.	← Brief ← Brief ← Brief ← Access to the Internet
2 18th March	Monday – Artist Research. Harvard Referencing. Tuesday – Finishing artist research, started theme research. Harvard Referencing. Wednesday – 3 mind maps on 3 different themes, imported them into the website, added images and explanations as well as annotations to justify my theme ideas. Created Mood boards on these ideas completed with annotations. Harvard Referencing. Thursday – Started and finished Genre Research. Added an explanation at the bottom of the page “Themes” to justify an initial idea. Harvard Referencing. Friday – Added explanations to my artist research saying how it will impact my work, as well as tidying up the website. Created a SWOT for the 3 ideas as well as 1 personal SWOT. Made a Separate page for these. Harvard Referencing. 1st draft of my project proposal. Weekend – Finishing off improvements for 2nd draft of proposal.	← Access to the Internet ← Access to the Internet ← Access to the Internet ← Access to the Internet ← Access to the Internet, Word ← Word
3 25th March	Wednesday – Polishing off 2nd draft of proposal. Finishing First Brief. Thursday – Pre-Production – Making map, bird eye view plans. Creating Mood Boards. Mind Maps on objects. Friday – Pre-Production – Creating concept art. Figure of eight, mapping out start and end point.	← Word ← Photoshop, access to the internet. Microsoft Office ← Photoshop, access to the internet. Microsoft Office

	Weekend – Pre-Production (Extra Time) – Finishing off	←	← Photoshop, access to the internet. Microsoft Office
4 1st April	Monday - Pre-Production. (Extra Time) – Finishing off	←	← Photoshop, access to the internet. Microsoft Office
	Tuesday - Pre-Production, finishing and polishing if needed.	←	← Photoshop, access to the internet. Microsoft Office
	Wednesday – Blocking out Phase (UE4) – Creating the landscape. Importing mountains from UE4 pack.		← Unreal Engine 4
	Thursday – Blocking out Phase (UE4) – Placing cliff points with blocking out and cave entrance.		← Unreal Engine 4
	Friday – Blocking out Phase (UE4) – Building the forest with blocks with a clear in game mapping out of the path		← Unreal Engine 4
5 8th April Easter	Monday – Blocking out Phase (UE4) – Creating a further world underneath the cliff.	←	← Unreal Engine 4
	Tuesday – Blocking out Phase (UE4) – Blocking out skybox and placing lights around the map so I have an idea where the lights need to go.	←	← Unreal Engine 4
	Wednesday – Blocking out Phase (UE4) – Placing supports and digging out the cave with landscape tool		← Unreal Engine 4
	Thursday – Blocking out Phase (UE4) – Polishing the forest, main area, making sure there is enough room for the collectables and story objects.		← Unreal Engine 4
	Fridays - Blocking out Phase (UE4) Copying this save in preparation for the material phase. Polishing off Blocking Out phase.		← Unreal Engine 4
	Weekend – Catch up/Improvements if needed		← Unreal Engine 4
6 15th April Easter	Monday – Materials/Textures Phase (UE4) – Gathering textures.		← Unreal Engine 4
	Tuesday – Materials/Textures Phase (UE4) – Developing the textures through crazy bump, importing them and making them into a material. I need to make a landscape material and start painting the landscape.		← Unreal Engine 4
	Wednesday – Materials/Textures Phase (UE4) – On Going terrain painting. Applying textures to floors and walls needed.	←	← Unreal Engine 4
	Thursday – Materials/Textures Phase (UE4) – On Going Terrain Painting, mixing and matching different materials to get the right terrain colour.	←	← Unreal Engine 4
	Fridays - Materials/Textures Phase (UE4) – Finishing off the landscape.		← Unreal Engine 4

7 22nd April	Monday – Polishing off Materials/Textures (UE4) Testing	←	← Unreal Engine 4
	Tuesday – Static Meshes (UE4) – Online searching and downloading packs.	←	← Unreal Engine 4
	Wednesday – Static Meshes (UE4) – Continue to download UE4 packs and import found static meshes.		← Unreal Engine 4
	Thursday – Static Meshes (UE4) – Import downloaded UE4 packs into project and make sure they are all minimised so the project file size isn't too big.		← Unreal Engine 4
	Friday – Static Meshes (UE4) – Spend this day fixing material issues or static mesh issues that affect the project.		← Unreal Engine 4
8 29th April	Monday – Static Meshes (UE4) – Placing Meshes	←	← Unreal Engine 4
	Tuesday – Static Meshes (UE4) - Placing Meshes	←	← Unreal Engine 4
	Wednesday – Static Meshes (UE4) - Placing Meshes		← Unreal Engine 4
	Thursday – Static Meshes (UE4) - Placing Meshes		← Unreal Engine 4
	Friday – Polishing Static Meshes (UE4) - Testing		← Unreal Engine 4
9 6th May	Monday – Effects, Lighting, Audio (UE4) – Download effect packs.	←	← Unreal Engine 4
	Tuesday – Effects, Lighting, Audio (UE4) – Blueprint research and developing for collectables and anything else. - Testing – Peer Evaluation	←	← Unreal Engine 4
	Wednesday – Effects, Lighting, Audio (UE4) - Blueprint research and developing for collectables and anything else. - Testing – Peer Evaluation		← Unreal Engine 4
	Thursday – Effects, Lighting, Audio (UE4) - Blueprint research and developing for collectables and anything else and testing.		← Unreal Engine 4
	Friday – Effects, Lighting, Audio (UE4) - Blueprint research and developing for collectables and anything else. - Testing – Peer Evaluation		← Unreal Engine 4

10 13th May	Monday – Effects, Lighting, Audio (UE4) – Animation and triggers for events. - Testing – Peer Evaluation	←	← Unreal Engine 4
	Tuesday – Effects, Lighting, Audio (UE4) – Animation and triggers for events. - Testing – Peer Evaluation	←	← Unreal Engine 4
	Wednesday – Effects, Lighting, Audio (UE4) – Animation and triggers for events. - Testing – Peer Evaluation		← Unreal Engine 4
	Thursday – Effects, Lighting, Audio (UE4) – Animation and triggers for events. – Testing – Peer Evaluation		← Unreal Engine 4
	Friday – Effects, Lighting, Audio (UE4) – Animation and triggers for events. – Testing – Peer Evaluation		← Unreal Engine 4
11 20th May	Monday – Effects, Lighting, Audio (UE4) – Natural environment effects such as audio and emitters and lighting.	←	← Unreal Engine 4
	Tuesday – Effects, Lighting, Audio (UE4) – Natural environment effects such as audio and emitters and lighting.	←	← Unreal Engine 4
	Wednesday – Effects, Lighting, Audio (UE4) – Natural environment effects such as audio and emitters and lighting.		← Unreal Engine 4
	Thursday – Effects, Lighting, Audio (UE4) – Natural environment effects such as audio and emitters and lighting.		← Unreal Engine 4
	Friday – Polishing off the Effects Phase (UE4) – Testing – Peer Evaluation		
12 Half Term	Monday – Testing and Polishing Level (UE4) – Self Evaluation	←	← Unreal Engine 4
	Tuesday – Testing and Polishing Level (UE4) – Self Evaluation	←	← Unreal Engine 4
	Wednesday – Testing and Polishing Level (UE4) – Self Evaluation		← Unreal Engine 4
	Thursday – Testing and Polishing Level (UE4) – Self Evaluation		← Unreal Engine 4
	Friday – Testing and Polishing Level (UE4) – Self Evaluation		← Unreal Engine 4

13 3rd June	Monday – Polishing the evaluation, written work and project. Tuesday – Polishing the evaluation, written work and project. Wednesday – Polishing the evaluation, written work and project. Thursday – Polishing the evaluation, written work and project. Friday – Hand In	← ←	← Word ← Word ← Word ← Word
14 10th June	FMP PRESENTATION FINAL SUBMISSION DATES AND TIMES TBC		
15 17th June	Monday – Preparation for final show. Tuesday – Preparation for final show. Wednesday – Preparation for final show. Thursday – Preparation for final show. Friday – Preparation for final show.	← ←	← Access to the Internet ← Access to the Internet ← Access to the Internet ← Access to the Internet ← Access to the Internet
16 25th June	END OF YEAR SHOW		