

Project Brief Title: "Survival Island"

CLIENT		
PROJECT NAME	"Survival Island"	
CLIENT NAME	Mash Virtual	
UNIVERSITY CONTACT	Samuel Barker	
PAID / UNPAID?	Unpaid	
CLIENT CONTACT NAME: Aarul Malaviya	STUDENT Group/Individual: xxx	
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PROJECT <i>purpose and opportunity</i>		
<p>The purpose of this project is to create a multiplayer game using Unity that challenges players to survive on a deserted island with limited resources. This project will allow students to apply their knowledge of Unity, networking, and game design principles to create a polished, complete game that can be added to their portfolios.</p> <p>Storyline: The game is set on a deserted island where players are stranded after a plane crash. The players have to gather resources, build shelter, and fend off dangerous wildlife to survive. The player's goal is to escape the island by any means possible. Players can team up with other players to increase their chances of survival or choose to play solo.</p>		
OBJECTIVE <i>what does the project work to achieve?</i>		
<p>The objective of this project is to create a multiplayer game where players must gather resources, build shelter, and fend off dangerous wildlife to survive on a deserted island.</p>		
TARGET AUDIENCE <i>who are we trying to reach?</i>		
<p>The target audience for this game is players who enjoy survival and multiplayer games.</p>		

ATTITUDE | *style and tone*

The style and tone of the game will be realistic and survival-based, with a focus on creating a sense of immersion and tension throughout the game.

MESSAGE | *what is the key idea to be remembered?*

The key idea to be remembered from this game is the importance of teamwork and strategy in a survival situation.

DELIVERABLES & FORMAT | *describe key pieces to be produced*

Deliverables & Format: The key pieces to be produced for this game include 3D models of the island and its environments, character animations, sound effects, and a fully-functioning multiplayer game built in Unity.

SCHEDULE | *projected timeline, important dates, deadlines, etc.*

Completed for submission in May 2023, and 'polished' from feedback provided by the launch in June/July (dates to be confirmed).

University Group Client Project Important Dates - Semester 2

Schedule: The projected timeline for this project is 8-12 weeks, with important dates being the midpoint check-in and the final project deadline.

COMMENTS

One important thing to note is that when developing a multiplayer game, you need to focus on the networking aspect of the game, this means how players will connect to the game and how the game will handle communication between players, which could be an additional challenge to the development process.

Signatures

Please ensure you have thoroughly read and understood the project details, requirements and outcomes before adding your signature below. Once all signatures are added, the details listed above are considered approved and the brief can be confirmed as final. Any further work not mentioned above will be classed as new work and covered by a new project brief.

UoW contact: Samuel Barker

Date: 26/1/2023

Student contact:

Date:
Client contact:
Date:

Add important images / reference links here:

<https://www.mashvirtual.com>