Proposal Template

**Student Name**: Ali Sulieman

**Game Title**: monster hill

**Describe the genre and features of your game:**

**Action, third person shooter game**

**What other games or media are inspirations for this game?**

**ratchet and clank**

**How does your game differ from those inspirations?**

**My game will have Unique guns and new graphics or maps that differs from ratchet and clank also multi monsters will spawn randomly on the maps to attack the player, each time the monster attack the player the player’s health decreases**

**What tools will you use to create the game?**

**Unity**

**What are the primary verbs that players will be able to perform in your game? In other words: what will your players do?**

**The primary verbs that players will be able to perform is to shoot the the monsters**

**Give a specific example of a short-term goal, a medium-term goal, and a long-term goal that you hope players will have as they play your game.**

**Short term: enjoying the game**

**Medium-goal: keeps on playing the game until becomes really good at it**

**Long-term: share it with people and make it their favorite game**

**What experience do you want players to have when playing your game?**

**I would like the player to enjoy the game and always come back to play it and tell there friends about and compete.**

**Using at least one schema from Rules of Play, how is your game novel or interesting?**

**Pleasure of play, I want the player to have fun playing my game, and doesn’t get frustrated.**

**What kind of content will you need to create for this game?**

**I Will need to create different monsters and a unique player, also I will looking into creating a unique gun the player can use**

**In terms of total hours, how long do you expect the development of this game to take? Take into account design time, programming time, testing time, and time to create any content you mentioned above (e.g., art, music, writing, etc.). Provide a breakdown on how those hours will be spent.**

**Design time 8 hours**

**20-30 hours develop time**

**Testing: 5 hours**

**Content: 5 hours**

**How will you reduce the scope of the game if you fall behind?**

**If I had many features, I will narrow it down to a couple to still make my game stand out, for example instead of having multiple maps I would have one or two maps for the player and the monster ton fight to each other.**

**Make sure to attach your User Feedback form at the end of this proposal.**

**Designer Name: Ali Sulieman**

**Player Name**: Joe, Nancy

**Date**: 11/05/2021

**• How do you feel about the game ? Is It fun or boring ? Does the game have a great design ? (Player**

**Example of an answer that I want to see, i.e., that means I achieved my design goal(s).**

**“I enjoyed this game, the graphics are great and on point. I had so much fun playing this game**

**Example of an answer that I would not want to see, i.e., that means that the player isn’t having my designed experience, and I haven’t achieved my design goal(s).**

**After playing the game, I got bored quick and also the graphics are boring.**

**• If you were to redesign this game what would do to make it better ? (Player)**

**Example of an answer that I want to see**.

I love the game I won’t make any changes.

**Example of an answer that I would not want to see**

**I would change the game completely, your design/ rules of playing the game**