

Dark Souls Game

Project Proposal
2023/24

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Objectives

This is a single-player 3D video game developed in Unity, based on the style of the Dark Souls games. In this video game, the player controls a character around the world, facing enemies with his sword, which, after defeat, will provide the player with experience to evolve and progress. The game ends when the player defeats the final enemy found in the last area of the map.

The main objective of this game is to provide the player with a challenging and immersive experience, challenging him/her to develop strategies to eliminate enemies in order to progress in the game. The immersion in the narrative and the world should encourage the player to persist until he/she reaches the final confrontation. The game will contain different mechanics such as attacking, dodging, running and healing, each enemy will have unique characteristics and using these mechanics to create strategies will be fundamental to defeating enemies.

As an extra, enemies will be programmed with Artificial Intelligence that allows for more dynamic interaction with the player, which in a way provides a better combat experience.

ScientificAes

Computer Games, Computer Graphics, HCI

Tals

T1 Literature review and gathering of code snippets over the web, in particular Unity web site (0.5 month);

T2 Design of the game (0.5 month);

T3 Programming of the game in Unity (1.5 months);

T4 Testing (0.75 month);

T5 Writing up the project report (0.75 month).

	Feb	Mar	Apr	May	June
T1	X				
T2	X	X			
T3		X	X	X	
T4			X	X	
T5			X	X	X

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[hhttps://unity.com](https://unity.com)

Technical/Academic Requirements

Computer graphics, programming, and software development skills.

Deliverables

The student must deliver and submit the following elements before exam: source codes and project report.

Expected Results

- Software (source codes)
- Project documentation.
- Project report.

Bibliographic References

1. Jeremy Gibson. Introduction to Game Design Prototyping and Development, Pearson Education, 2017.
2. Victor Brusca, Advanced Unity Game Development, Apress, 2021.
3. Nicolas Borromeo, Hands-On Unity 2021 Game Development: Create, customize, and optimize your own professional games from scratch with Unity 2021, Packt Publishing (2nd edition), 2021.