

## Extended Diploma in Creative Media Production & Technology

### Project proposal template

The project proposal must be word processed and presented under the headings listed here:

#### **Section 1 - Rationale**

*(Approximately 150 words)*

This section provides you with an opportunity to reflect on, review and summarise your progress and achievements through the first 12 units of the qualification.

You should outline the knowledge, skills and understanding you have acquired. What you know now, and what it means to you, compared with what you knew and could do before you started the course, and how this has influenced your choice of discipline or disciplines and your project proposal.

It also provides an opportunity for you to explain your reasons for choosing a particular discipline or disciplines and to outline both your immediate and longer-term aspirations.

#### **Section 2 – Project concept**

*(Approximately 200 words)*

This section provides an opportunity for you to clearly explain the concept and aims of your project, production or performance and the research and ideas that will support its development. What you anticipate producing, the levels and types of resources that you will need and an indication of the form in which you will complete and present your final realisation within the allocated timescale.

This might include an indication of when and how you will use studios, equipment and other resources, how you will make use of tutorial and peer feedback and where you will incorporate independent study.

#### **Section 3 - Evaluation**

*(Approximately 150 words)*

This section provides an opportunity for you to explain how you will reflect on and evaluate your work, as both an ongoing activity and at the conclusion of your project. You should describe how you intend to record your decision-making and how you will document changes to your ideas as your work progresses.

The evaluation should be referenced to your stated aims and be reflective and analytical rather than a description of actions completed.

When working in collaboration with others you should comment on how this may impact either positively or negatively and steps you can take to minimise disruption in your own progress.

## Creative Media Production & Technology

<b>Candidate Name</b>	Sean Atkinson
<b>Pathway</b>	Game Development
<b>Project Title</b>	Final Major Project
<b>Section 1: Rationale (approx. 150 words)</b>	
<p>After two years of this college course and having experience with different game engines throughout the different projects. Because I know my strengths and weaknesses for each of the software's and choose what would allow me to create the best game that I can for my final major project. To build my game I will use this using unreal and create the assets using 3DS max. the reason that I have chosen this two software's to build my final major project with is because they are the software's that I have the most experience with. Another reason that I have chosen to use unreal is because I am planning on creating an environment for the project and unreal works much better than unity when it comes to environments.</p>	
<b>Section 2: Project Concept (approx. 200 words)</b>	
<p>The idea that I have for this level is to build an interactive environment set on a floating city. I'm going to use the real life city of Venice as inspiration while designing my level as I believe that has the a unique feel to city due to the fact that it's surrounded by rivers. Including rivers into the level can also allow me to show off my coding skills within unreal as well as I'll need to code the water so that it looks realistic and actually moves like real water. The reason that I'm designing an interactive environment instead of a game is due to the fact that I want to focus much more on the art aspect of the project rather than the coding aspect as such I'll be building a interactive environment with in unreal as that is much more tailored to the art part of game design than unity which is more for coding.</p>	
<b>Section 3: Evaluation (approx. 150 words)</b>	
<p>Throughout the project I'll be doing weekly reflections on the project reflecting on what I had done that week, what went well, what went wrong and how I can improve upon it. The reason that I am doing this is because it allows me to easily and effectively allows me to show the marker what I have done as well as allows me to keep track of what I've done and what is still left to be done. To help with that I'll also be using trello a website that lets me create a check list. I'll be doing the weekly reflections for the first 16 weeks of the project and then for the 17<sup>th</sup> week I'll include my final evaluation of the entire project looking at the entire project and go into detail how I think it went and what I will do to make my next project better.</p>	
<b>Proposed Research Sources and Bibliography (Harvard Format)</b>	

