

## **Project Definition**

A 3D game that conveys a message as well as being interesting/entertaining

## **Goals and Objectives**

GOAL 1: To introduce myself to game design before entering masters degree and to improve myself

Objective 1: to learn coding

Objective 2: to practice character and environment design

Objective 3: to further my skills

GOAL 2: To create a project to put into my portfolio for applying to game design schools

## **Target Audience/ User**

I'm not sure exactly at this point who my target audience is. I guess right now it's just me.

## **Background Information**

One of main interests is video games. I'm so interested in them that I'm planning on entering the game design field; but not as a programmer, as a character and environment designer. Since I was a child I've been sketching things like this. So I want to lead my life doing something I really like and enjoy, that's why I decided this although I know it will be a very hard and long journey.

The problem is I don't have any video game-making experience at all, and I don't know coding. But I can learn, and will work hard on it. After all it's nothing impossible. I think this project will help me a lot and introduce me to game design even if it's a little bit.

I want my game to give a message, so it should be deep as well as well as entertaining and interesting. I'll have to make a story, and then I'll have to create matching environment/s and characters. I know that I don't want to make a flash game, so the game will be 3D; that 's why I will be working with 3D modelling and animation. I think psychology is very important for game design. It's needed both for creating the characters, like when giving them personalities, and for predicting the gamers' feelings. Moreover since I'm planning on making a make with a message, psychology is something I must dig through.