

Adam Dachis
MA420, Prof. Michael Mittelman
Final Project Proposal

November 8th, 2004

As you know, I've been hoping to complete the game I've started. So far the "battle system" is complete, simplistically, and the saved game loading function works in a crude manner. First of all, in order for the game to be completed as planned, both of these items must be reworked. For the final project, however, I'd like to complete one full episode of the game, which will require the previous elements to work at full desired capacity as well as many other tasks.

First of all, the "battle system" will need to support up to four characters on a turn-based system rather than just one. I'd also like to improve the way the game will load and save. In order to create a full episode, however, it will be necessary to draw all character sprites as well as each background for every location involved in that episode. I hope to find someone to help me color and/or the backgrounds because I'd prefer to spend my time on making the game work before I worry about how it looks. Of course, I'll need to write the story for the episode. I plan on having each episode equate twenty minutes of "screen time" (how long the episode would be if it were a movie—approximately 22 pages in screenplay format). Will some scenes will be computer-controlled, the player will be able to converse with characters within the game and move the story along at his or her own desired pace.

I intend to make an effort to keep file sizes down and loading times reasonable so that dial-up users will be able to play the game. However, I do not want to compromise quality and will not over "optimize" the game. My goal is to target broadband users and I don't want the look of heavily compressed JPEGs or the distortion of tinny MP3s. In order to keep load times reasonable, I intend to load game sections as needed. The main .swf file will only be a casing for the rest of the game. It will load and unload (.swf) movies that will either contain the necessary graphics and music or stream the music (the less likely of the two—I don't want silence unless for any amount of time where silence isn't desired).

When each episode is completed, it will be immediately available online. When a player completes an episode, they'll hit a file that's the start of the next episode. If that episode is not available yet, it'll let them save their game and begin there when the episode is ready. That episode placeholder .swf will be replaced by the first part of the next episode and so making it simple to update.

While I intend to stick tasks defined in the proposal as closely as possible, I may not do so one hundred percent. If I find a more efficient way to complete a task, I will do so and stray somewhat from the plan. I will, however, meet the requirements I've specified for myself. I do, however, reserve the right to go further.