**Extended Diploma in Creative Media Production**   
**& Technology**  
**Project proposal template**

In producing the project proposal, and in preparing for the project realisation you should familiarise yourself with Unit 13 of the qualification.

In particular, you should understand the assessment and grading criteria which will be used to determine standards of achievement.

Unit 13 requires you to produce a project proposal of about 500 words, excluding the project action plan and bibliography. Project proposals should not be so short that they do not address the requirements listed below, nor should they be excessively long and unfocused.

Your project proposal should be sufficiently challenging to ensure you have the best possible chance of meeting the grading criteria.

**Your project proposal should include:**

* *Centre name and number*
* *Candidate name and number*
* *Project proposal title and date*
* *Main area of activity/pathway, e.g. film, TV, games etc.*

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.

**Additional requirements, not included in the 500-word limit of the proposal:**

**Project action plan and timetable:**This section provides you with an opportunity to outline your planning and organisation over a period of weeks and the activities you will need to carry out in order to successfully complete your project in the agreed time frame. The more time and thought you give to planning your project, the more successful it is likely to be.  
It is important that you consider how you will balance ambition, time and realism in the realisation of the project. You should also include what you are going to do, how you will do it and by when. Remember to include: time spent sourcing materials and other resources to conduct research, seek feedback from tutors and peers, and identify when you will carry out independent study.

**Bibliography (Harvard Format):**This section provides an opportunity to record the initial research sources, both primary and secondary, that you intend to use.Your sources of research should be as wide as possible and could include libraries, galleries, books, magazines, films, computer games, websites, blogs, social media, radio programmes, archive material etc. Where appropriate, you should use the Harvard system of referencing. The bibliography should be continuously updated as the project progresses.

Creative Media Production & Technology   
Unit 13 Project Proposal

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| --- | --- |
| Candidate Name | Zachary Robinson |
| Candidate Number |  |
| Pathway | Games Development |
| **Project Title** | **Virtual Reality Game** |
| **Section 1: Rationale (approx. 150 words)** | |
| Over the last 12 units of this course, I have learnt and improved many skills. I have gained the knowledge of what goes into making a video game on all sides whether it be the actual programming, making or the advertising. Before the course I only knew how to make simple 3D models but now I can do a lot more different line of works for games. The skills that I have learnt will help me in the future to make virtual reality games that help people with mental disorders or dementia. Some things I am still not very good which I will try to improve over time, so I am able to make games by myself.  I want to use these skills that I have learnt to make a virtual reality game for my final major piece because I feel like it will show that I am capable of making virtual reality games to future employers or just people that are looking at my portfolio. | |
| **Section 2: Project Concept (approx. 200 words)** | |
| My Intentions are to make a VR horror game based with the theme of shadows, I also want to enhance on this theme by making the game environment luminous. I intend to make the game in Unreal Engine because I feel like I know how to use it more than I do with Unity. All my model assets will be made in Blender because it is easiest for me.  As for the research side I will investigate horror games that are similar to what I am aiming for. The only VR Horror games that I know of are not like what I am aiming for, but I will still look at how they use the VR aspect to enhance on the horror. I would like for my environment to be a forest because I can use lots of different plant life that are real and can glow.  Every two weeks I will get feedback from people who are either friends or people online to see if my game is to there liking because they would be the same audience that I am trying to aim the game for.  I think in the 12 weeks that I have I can make the game that I want to, It will require a lot of time and testing to see if the VR parts of the game works because if it doesn’t then it won’t be what I am intending to make. | |
| **Section 3: Evaluation (approx. 150 words)** | |
| Over the next twelve weeks I will keep adding to adding to a production that will hold all the decisions that I make and stuff that I do. I intend to update the production journal daily with the daily tasks that I have done. The Daily updates will also say what stuff I need to do the next day to remind myself of where I am on my action plan. Since I intend to do everything by myself, I will end up having to do a lot in such a short time, making a fully working VR game in just 12 weeks. I plan to do most of my research during the morning and the practical work at home, if I want to do practical work at college, I may need to use the college VR set to test out that the world and level works. This would also involve transferring the file multiple times which may waist time that could be used for making other stuff. | |
| **Proposed Research Sources and Bibliography (Harvard Format)** | |
| **Unreal Engine Guide for VR Games**  [**https://docs.unrealengine.com/en-US/SharingAndReleasing/XRDevelopment/VR/SteamVR/index.html**](https://docs.unrealengine.com/en-US/SharingAndReleasing/XRDevelopment/VR/SteamVR/index.html)  **Steam/Itch.io**  [**https://store.steampowered.com/**](https://store.steampowered.com/)  [**https://itch.io/**](https://itch.io/)  **Research Sources:**  **Shadows**  **Plant life**  **Illumination**  **Glowing Animals** | |

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| **Project Action Plan and Timetable** | | | |
| **Week** | **Date Week**  **Beginning** | **Activity / What you are intending to do - including independent study** | **Resources / What you will need to do it - including access to workshops** |
| **1** | **22.03.21** | **Monday –**  **Tuesday –**  **Wednesday –**  **Thursday –**  **Friday –** |  |
| **2** | **29.03.21** | **Monday –**  **Tuesday –**  **Wednesday –**  **Thursday –**  **Friday –** | **Easter Holiday** |
| **3** | **05.04.21** | **Monday – Project Proposal**  **Tuesday – Project Proposal action plan**  **Wednesday – Task 1 Proposal action plan**  **Thursday – Task 1 Research S.W.O.T.S**  **Friday – Task 1 Research S.W.O.T.S**  **Saturday – Task 1 Research Conclusion**  **Sunday – Task 1 Research Conclusion of idea** | **Easter Holiday** |
| **4** | **12.04.21** | **Monday –**  Morning: Research Horror games  Evening: Research Horror Games  **Tuesday –**  Morning: Research Horror Environments  Evening: Start making map designs  **Wednesday – College time**  Morning: Research Horror game story  Evening: More Map designs  **Thursday –**  Morning: Review Map Designs  Evening: Final Map Design  **Friday –**  Morning: Research on Shadows  Evening: Research on Shadows  Make sure portfolio is up to date | **Word**  **Internet**  **VR set for playing games**  **Portfolio** |
| **5** | **19.04.21** | **Monday –**  Morning: Look at research I could use  Evening: Start Blocking out map  **Tuesday –**  Morning: More research Plant life  Evening: Finish Blocking out  **Wednesday – College time**  Morning: More Research Illumination  Evening: Edit world for what I needed on the plane  **Thursday –**  Morning: Define Scene Layout  Evening: World Editing  **Friday –**  Morning: Making a Beta Unreal world  Evening: Edit Beta world more  Make sure Portfolio is up to date | **Blender**  **Word**  **Internet**  **Drawing tools**  **VR set for playing games.**  **Unreal Engine**  **Portfolio** |
| **6** | **26.04.21** | **Monday –**  Morning: Research  Evening: Start Making Unreal World  **Tuesday –**  Morning: Research  Evening: laying out path  **Wednesday – College time**  Morning: Research  Evening: placing trees  **Thursday –**  Morning: Research  Evening: Placing foliage  **Friday** –  Morning: Correcting foliage  Evening: More foliage  Make sure Portfolio is updated. | **Formative Feedback** |

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| **7** | **03.05.21** | **Monday –**  Morning: Research on forest living  Evening: Creating building  **Tuesday –**  Morning: Modeling object for house  Evening: More building work  **Wednesday – College time**  Morning: Modeling more objects  Evening: laying out house  **Thursday –**  Morning: Drawing house layout  Evening: Finish drawing  **Friday** –  Morning: Start making materials  Evening: Plant Materials  Make sure Portfolio is updated. | **Blender**  **Word**  **Internet**  **Drawing tools**  **VR set for testing games**  **Unreal Engine**  **Portfolio** |
| **8** | **10.05.21** | **Monday –**  Morning: Model Animals  Evening: Animal Materials  **Tuesday –**  Morning: Laying out animals to fit with surrounding  Evening: General Materials  **Wednesday – College time**  Morning: Planning out story  Evening: Laying out Story with World  **Thursday –**  Morning:  Evening: Make the world to work with VR  **Friday –**  Morning: Start making code  Evening: Make movement correct to pick up objects | **Blender**  **Word**  **Internet**  **Drawing tools**  **VR set for testing games**  **Unreal Engine**  **Portfolio** |
| **9** | **17.05.21** | **Monday –**  Morning: Start making Scene 1  Evening: Continue work on scene 1  **Tuesday –**  Morning: Start making scene 2 big scene  Evening:  **Wednesday – College time**  Morning: Continue work on scene 2 big scene  Evening:  **Thursday –**  Morning: Start making scene 3  Evening:  **Friday –**  Morning: Start making scene 4  Evening: Making sure portfolio is up to date | **Blender**  **Word**  **Internet**  **Drawing tools**  **VR set for testing games**  **Unreal Engine**  **Portfolio** |
| **10** | **24.05.21** | **Monday –**  Morning: Testing out game to make sure it works  Evening: Correcting bugs  **Tuesday –**  Morning: More testing  Evening: Correct more bugs  **Wednesday – College time**  Morning: Let other people play game  Evening: Correct newfound bugs  **Thursday –**  Morning: Make sure everything is finished  Evening: Finishing everything else  **Friday –**  Morning: Have everything finished and ready  Evening: Make sure Portfolio is up to date | **Blender**  **Word**  **Internet**  **Drawing tools**  **VR set for testing games**  **Unreal Engine**  **Portfolio** |
| **11** | **31.05.21** | **Monday – Over time to be used if needed.**  **Tuesday – Over time to be used if needed.**  **Wednesday – College time**  **Over time to be used if needed.**  **Thursday – Over time to be used if needed.**  **Friday – Over time to be used if needed** | **Half Term** |
| **12** | **07.06.21** | **Monday – Over time to be used if needed.**  **Tuesday – Over time to be used if needed.**  **Wednesday – Over time to be used if needed.**  **Thursday – Submission via appointment**  **Friday – Submission via appointment** |  |