

Project Proposal form

Learner Name Hollie Hurwood

Learner number 82049

Centre Name Kingston College

Centre Number _____

Teacher Assessor Doug Lord

Date _____

Unit Unit 6 FMP Digital Design

Proposed project title (Pending)

Section One: Title, objective, responsibilities	
<p>Title or working title of project (in the form of a question, commission or design brief)</p> <p>Concept Art for game I will be making concept art for a potential game that could be made in the future. This can include character designs, environments UI art, items assets, animated effects and promotional art. This project should relate back to my theme of dinosaurs.</p> <p>Project objectives (e.g. what is the question you want to answer? What do you want to learn how to do? What do you want to find out?):</p> <p>I want to create concepts for a fighting game that involves the theme of dinosaurs that live in a modern world and follow a similar society of people. A humorous take on the idea that is. I want learn to create eye-catching and iconic assets to a potential game.</p>	
Section Two: Reasons for choosing this project	
<p>Reasons for choosing the project (e.g., links to other subjects you are studying, personal interest, future plans, knowledge/skills you want to improve, why the topic is important):</p> <p>This project is more of a personal interest for me both in theme and format. I want to learn more about what goes into the concepts of a game, the structure, the planning etc. This could also help me in the future if I were to join a team or even create my own game, having the skills to organise and create something unique.</p> <p>I feel it can be an important topic as it relates to our history and also technology today revisioning the past. This project puts this topic under a different light.</p>	
Section Three: Activities and timescales	
<p>Activities to be carried out during the project (e.g. research, development and analysis of ideas, writing, data collection, numerical analysis, rehearsal techniques, production meetings, production of final outcome, administration, evaluation, preparing for the presentation, etc):</p> <ul style="list-style-type: none"> • Research theme for my concept and previous successful fighting game titles to be inspired by • Plan what specific assets I'll need for the whole concept, what will the UI consist of, how many characters, how many and what kind of environments. • Develop said specific assets • Gather opinions on developed assets • Finalise assets for presentation 	<p>How long this will take:</p> <p>2 weeks</p> <p>2 weeks</p> <p>4 weeks</p> <p>4 weeks (same 4 weeks)</p>

Milestone one:

Target date (set by tutor-assessor):

Milestone two:

Target date (set by tutor-assessor):

Section Four: Resources

What resources will you need for your research, write up and presentation (e.g. libraries, books, journals, equipment, rehearsal space, technology and equipment, venue, physical resources, finance):

I feel that the majority of my research I'll be from online sources as it's the most accessible however visiting museum and reading books on my theme will really be useful. I could also study from life, with some of the characters and environments.

What your areas of research will cover?

- Inspiration
- Concept ideas
- Dinosaurs
- Art styles
- Ui designs

Comments and agreement from tutor-assessor

Is the learner taking this project as part of the Diploma? Yes/No

If yes, which Diploma are they taking? _____

Comments (optional):

Is project derived from work which has been/will be submitted for another qualification? Yes/No

Which qualification (title and unit)? _____

Comments (optional):

I confirm that the project is not work which has been or will be submitted for another qualification and is appropriate.

Agreed:

(name)

(date)

Comments and agreement from project proposal checker

Comments (optional):

I confirm that the project is appropriate.

Agreed:

(name)

(date)

<u>Date</u>	<u>Tasks – What have I done?</u>	<u>Resources/Techniques</u>
10.02.20 FMP brief released and made available on Moodle	N/A	N/a
	HALF TERM 17/02/20 21/02/20	
24.02.20 <u>Research</u>	Visit Museums Research trip. Wednesday 26 th 9:00 to 15:00	N/a
02.03.20 <u>Research</u>	Completion of Project Proposal Form Pitch and presentation of idea/concept. Tuesday 03/02/20 Idea pitch meeting with teaching staff	N/a
09.03.20 <u>Research</u>	Game Art styles and genres possible	Video games, internet
16.03.20 <u>Research</u>	Dinosaurs and fighting styles to compliment them	Internet, books (library), documentaries
23.03.20 <u>Idea development</u> <u>Experimentation</u>	Design the structure of the game	Research
30/03/20 <u>Idea development</u> <u>Experimentation</u>	Design the art style and theme of the game	Research
6/04/20 <u>Realisation</u>	Easter Holiday However, can do studies and design drafts of various concepts	
13.04.20 <u>Realisation</u>	Easter Holiday However, can do studies and design drafts of various concepts	

20.04.20 <u>Realisation</u>	Finalise Illustrations of characters	Idea development
27.04.20 <u>Realisation</u>	Finalise Items and animated affects	Idea development
04.05.20 <u>Realisation</u>	Finalise Illustrations of UI	Idea development
11.05.20 <u>Evaluation</u>	Finalise Promotional Art	Idea development
18/05/20 <u>Submission date</u>	<u>Submission of FMP</u>	
25/05/20	HALF TERM - Monday 25th May – Friday 29th May	
01/06/20 <u>Prepare exhibition</u>	Painting boards – moving boards – printing out work – setting up work on boards	Spray mount Mounting boards Cutting knives Cutting boards
08/06/20 <u>End of year Exhibition</u>	PRIVATE VIEW WEDNESDAY 10th 16:00 to 19:00	
<u>15/06/20</u>	Catch up time for missing / incomplete work/ improving grades	
22.06.20 GRADUATION	Catch up time for missing / incomplete work/ improving grades	End of course, Friday 26/06/20