Project Plan for
A First-Person Role-Playing Game for Experiencing Different Stages of Human Life

Supervisor: Dr. T.W. Chim
Member: Chong Yuk Chun 3035275824
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1. Introduction

Since 2007, there has been a significant increase in the production of serious games in the world. According to Vargas [1], around 60% of serious games belonged to the educational sector. These facts might reveal the surging need of educational games and their positive impacts on education development.

Another fact is given by Sue Bohle [2] who commented that the revenue of serious games was increasing on a five-year compound annual growth rate of around one fifth globally and that of the industry was expected to be more than double by 2022. The number of serious games is anticipated to grow, and it is possible that educational games would play a more crucial role in the future education industry.

Some studies proposed that experiencing different stages of human life from a young age helps to develop moral values. This document suggests a 3D First-Person Role-Playing Game for experiencing different stages of human life.

The document is organized as follows. First, it presents the objectives and target audience of the game. Then, it outlines the details of methodology, followed by the scope of work. Next, it covers the risk and mitigation strategy and the schedule of the project. The document closes with a conclusion.
2. **Objective**

Moral values are vital to everyone as they are the principles that guide us to behave and make decisions throughout our lives. Developing moral values brings us advantages, including building up good personal and professional relationships, dealing with challenges in life, and motivating oneself. Different stages of human life have their features and difficulties. Experiencing a stage of human life could face potential moral problems in that life stage and realize the importance of specific moral values.

This project aims at helping the children and the youth in developing moral values like kindness and respect to others and learning the significance of time management.

3. **Target Audience**

This project targets at the children and the youth. Developing moral values from a young age is more effective because the values of life are not shaped and are often highly moldable.

4. **Methodology**

4.1 **Story**

The team will write a story for each chosen stage of human life. These stories will be designed based on the general background and difficulties of the life stages. The content will be simple and straightforward so that the message behind can be clear to players. The major difficulty to players will be making decisions under various circumstances. Side-story may be included to enrich the content of the game.

4.2 **Aesthetics**

The project will develop a low poly game. The game will focus on the story part which may take more time. Creating low poly assets is easier and faster as texturing may not be required which may prevent spending too much time on modeling and lead to inappropriate scheduling. Moreover, low poly games would not look outdated as they do not focus on looking realistic but showing the contour of objects. The game could be used as a teaching tool in moral education even technology on computer graphics improves.

4.3 **Mechanics**

The game is avatar-based. Players control the character to understand the storyline by interacting with various non-player characters and make decisions under different situations.
4.4 Technology

Unreal Engine 4 and Unity are the popular game engines in game development. The team will use Unity as the game engine because it has experience in Unity and the graphics of the game is not the priority. The programming language used will be C#. For modeling, the team will use Blender as it is free. The project may include technologies of virtual reality.

5. Scope of work

This project covers at least two stages of human life which will be Adolescence and Late Adulthood. The team chose Adolescence because the youth can experience the life in a near future and could make an introspection of their status. Late Adulthood was selected so that the target audience could ponder their behaviors and life goals.

Each stage of human life will have one story. The stories will be independent or connected. Each of them will contain about ten challenges which are making decisions. There will be no more than five scenes for each story. In each scene, there will be around five interactive characters.

6. Risk and mitigation strategy

Inability is one of the potential risks. The team has limited knowledge and experiences on modeling and writing stories which may produce a game with poor quality. Spending more time on online tutorials, resources, and seeking supports from professions could tackle the problem.

Wrong scheduling is another potential risk. Making mistakes in estimating and scheduling development time is possible which may lead to overruns. The team should clarify the main components of the game and allocate more time to them.

Moreover, the team may have a wrong focus on minor elements such as the design of characters and visual effects. The team should clarify the main components of the game and regularly monitor the progress to ensure that the project is in the correct direction.
7. Schedule

In September, the team will do some research on educational games and work on the project plan (this document) and the webpage.

In October, the team will write a story for each chosen stage of human life, get more familiar with Unity and Blender, and start modeling.

In November and December, the team will finish modeling and implementing game logic. The team will also make some adjustment to the game design and work on the interim report.

In January, the team will prepare the first presentation and finish the interim report. VR-related technologies will be studied.

In February, the team will study and implement VR-related technologies to the game. The team will also work on the save and load system.

In March, the team will work on the visual and sound effects of the game. Also, the team will start working on the final report.

In April, the team will finish the final report and prepare the final presentation. Extra time will be for overruns.

8. Conclusion

Educational games are becoming more relevant and essential in the education sector. This document proposes a 3D First-Person Role-Playing Game for experiencing different stages of human life with details like objectives, methodology, and others. The game will be developed as a teaching tool for helping the children and the youth to learn specific moral values and the significance of time management.

References
