

The Mythos of the Wild West through the Lens of Horror

By Ab Orozco

Timeline

Game development is a tedious, time-intensive project. Therefore, my advisor and I hope to have at least a demo of the game by the end of the research period. We will try to minimize my workload and increase efficiency by utilizing existing Unity coding packs.

Week 1 will be dedicated to familiarize myself with Unity, the game engine I will be utilizing for this project. My advisor will supply tutorials and resources for learning the software, as well as guide me through any difficulties I have. This week will also be used to study the historical Wild West as well as the Hollywood narrative of the Wild West, through texts, documentaries, and movies.

Week 2 will be used to create concept art for the game, such as environments, character designs, player interfaces, etc. This is necessary in order to determine the artistic direction, mood, and look of the game.

Week 3 and Week 4 will be used to begin the coding of the game, using placeholder assets to assure that the game works before adding art. I will work closely with my faculty advisor and coding resources during this period of time, to ensure that the coding is functional and player-friendly.

Week 5 will be used to create the final art assets, such as character sprites, backgrounds, and text interfaces. These will be created through the art programs Clip Studio Paint Ex and Pro Motion NG.

Week 6 will conclude the creative project; the final art assets will get plugged into the existing coding. Any needed adjustments will be made. The resulting outcome will be a functional demo of the video game I have outlined. It will also potentially include dissemination

of the game, depending on its progress status. If so, it will get released on Itch.io, a platform for indie games.

Budget

➤ Technology

- Wacom Cintiq 16 - \$700
- Clip Studio Paint Ex - \$220
- 2 months of Adobe Premiere Pro - \$40
 - I do not currently have the hardware/technology suited to run Unity, or to create the animation, sprites, and interfaces for my project. These are all instrumental to my project, so funds for a technology upgrade are necessary. These funds would cover hardware that has been recommended by my faculty advisor for animation/game design projects.
- Blue Yeti Microphone - \$140
 - This will be used to record foley and music for the game, which is essential for establishing mood and creating action cues to the player

➤ Funds for reference media - \$150

- These funds will be used to access other RPG indie games as inspiration and reference for my project. This is necessary in order to understand the player-aspect of my game - I need to see what works and what doesn't when designing the levels of my project.
- This will also be used to access 1960's Wild West films, such as *The Good, the Bad, and the Ugly*, *Once Upon A Time in the West*, *Butch Cassidy and the Sundance Kid*, and others. These films will serve as the foundation in understanding the mainstream depiction of the Wild West and cowboys.

➤ Textbooks - \$200

- I need books on the Wild West, for reference when designing my game and to help me understand its history and significance.

Total = \$1450