

# First Generation



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## Background

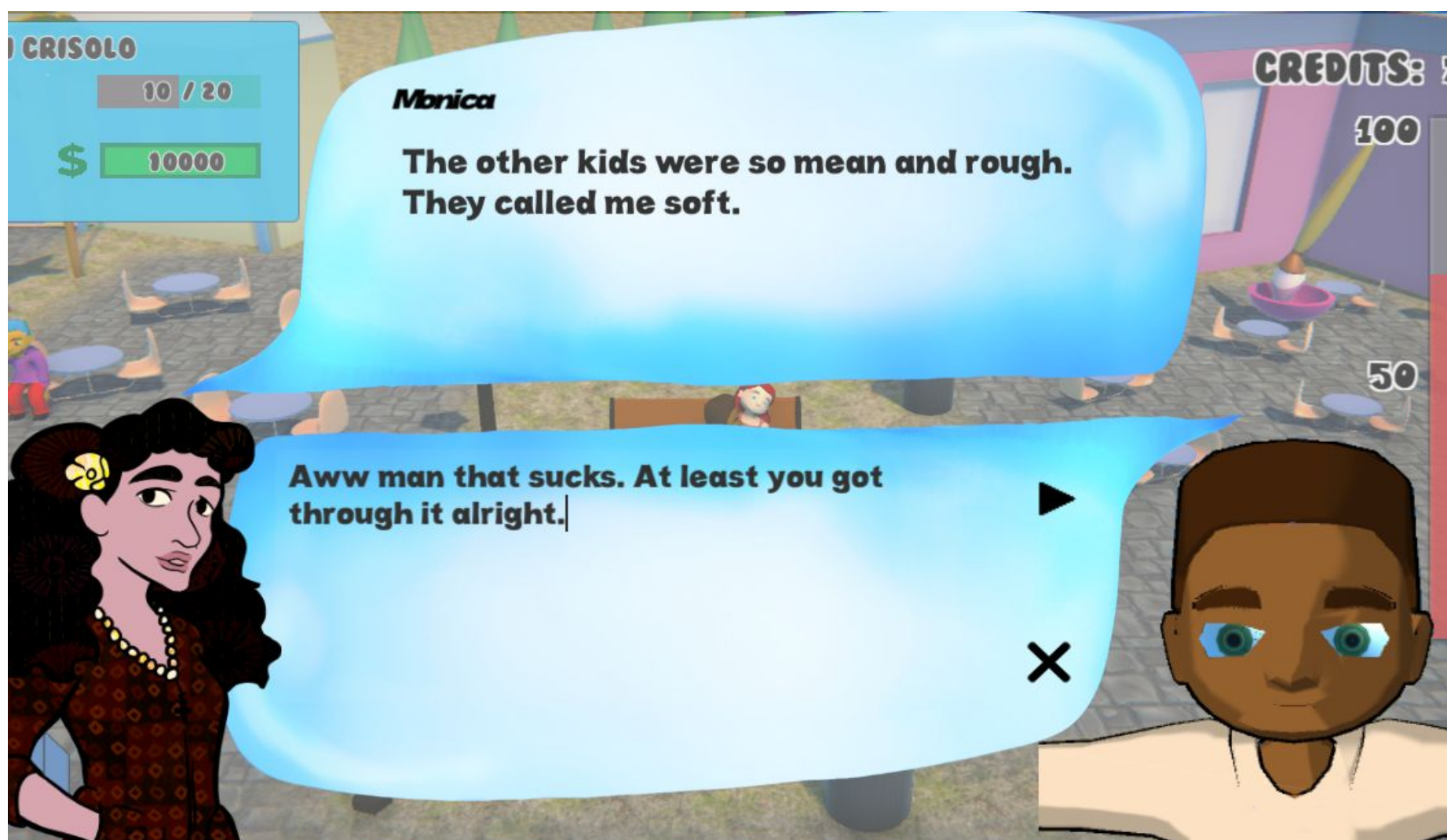
The California State University Los Angeles (Cal State LA) Computer Science department collaborates with the College of Arts & Letters to design and develop the First Generation (FG) game to help ease the transition between high school and college. Developing the FG game is a multidisciplinary project involving Cal State LA students from a variety of academic backgrounds. Computer science programmers, artists, animators, music composers, and game designers assist in the development process. FG is programmed using the Unity3D game development software, and developed for mobile devices which operate under iOS and Android systems.

## Objectives

- Create an open world college campus for the player to explore navigate.
- Through dialogue and conversations, the player will interact with non-playable characters (NPCs).
- The player will manage money and stamina in order to complete quests and earn credits (points) that go towards the final game score.
- The final game score is calculated at the end of the in-game time limit.

**Hardware Platforms:** Mobile iOS and Android devices

## Key Components & Features



Conversation Screen: NPC Interaction and Dialogue

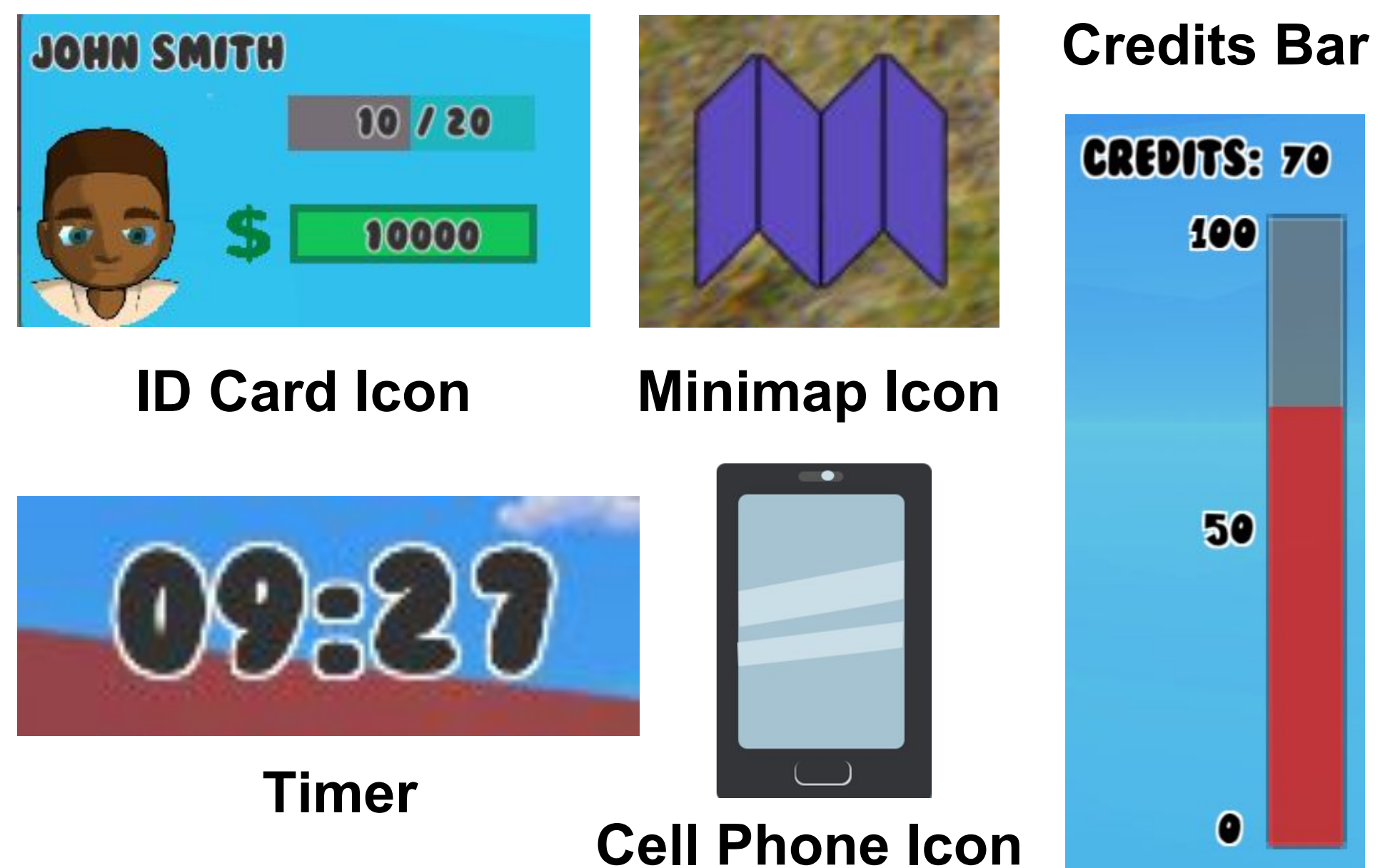


3D Campus Map and Environment



Minimap: 2D Overhead Display of Campus Map

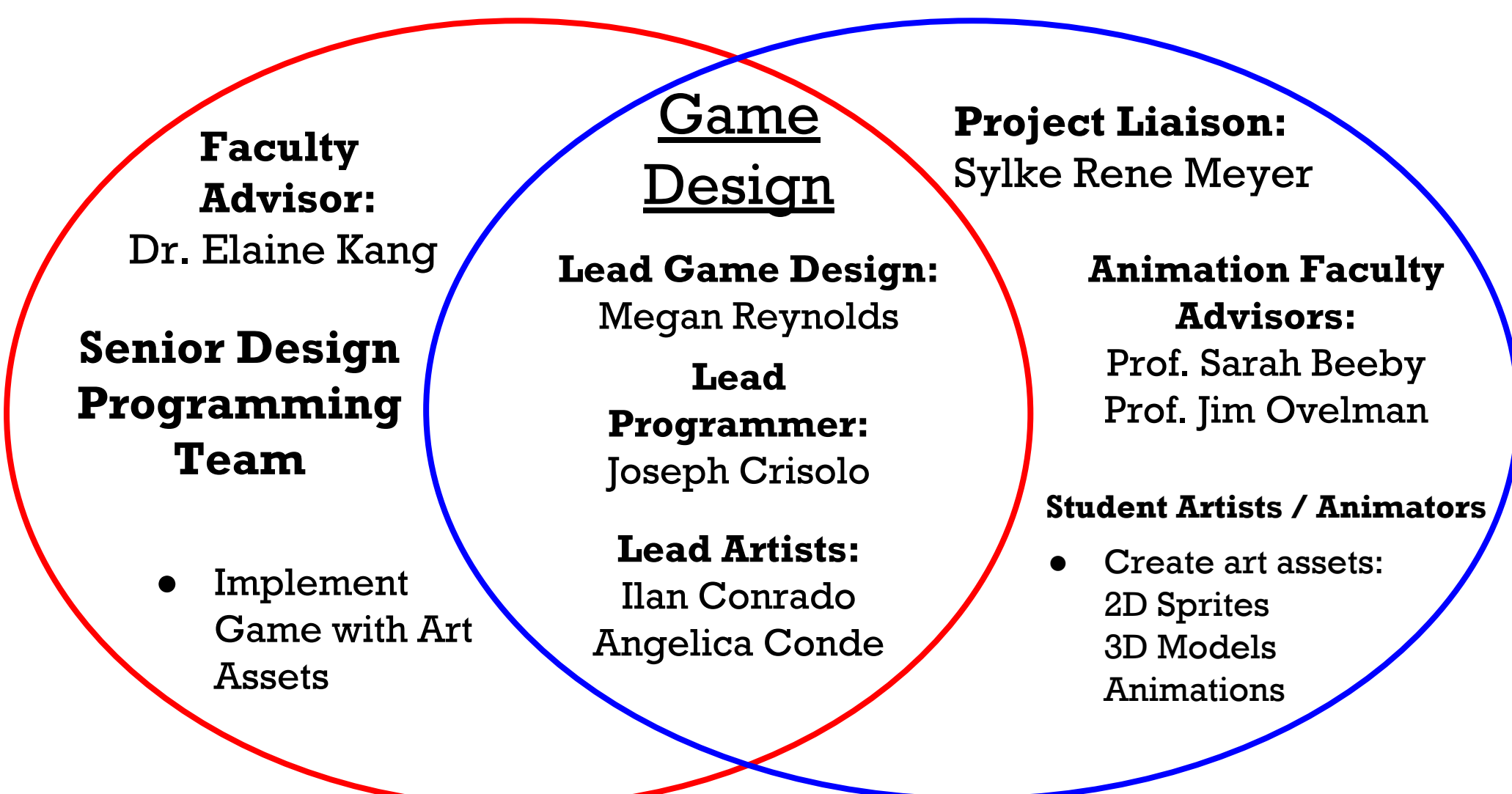
## Heads-Up Display



## Team Structure

Computer Science Team

Art Team



## Software Tools

- Unity3D
- Maya
- Adobe Photoshop
- Microsoft Paint
- Slack
- Discord
- Google Docs

## Conclusion

- The final result of this project is a downloadable Unity3D video game which is playable on mobile Apple iOS and Android devices.
- We aim to make this game downloadable on the Apple App Store and the Google Play Store for mobile devices to download.