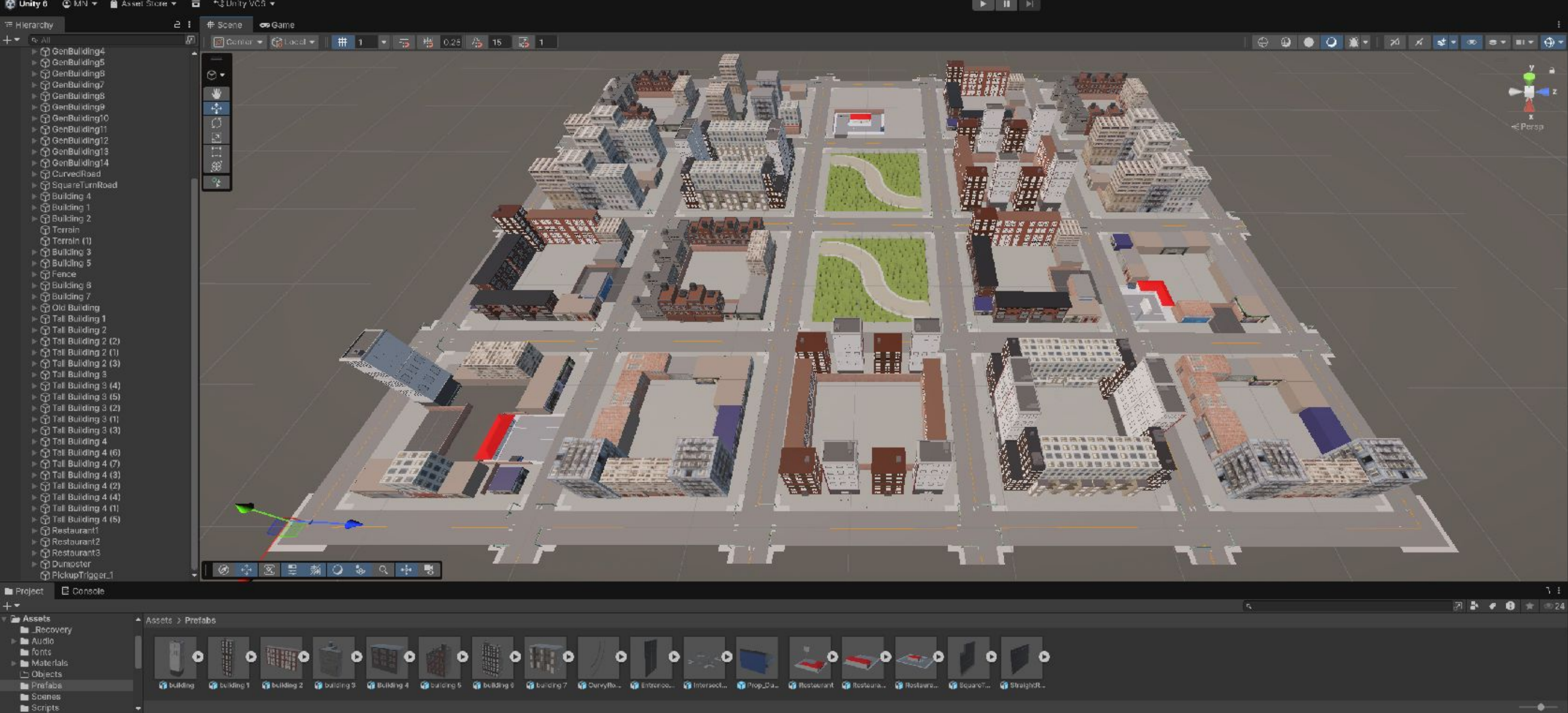


Demo & Screenshots



Semi-final stages of our city design.

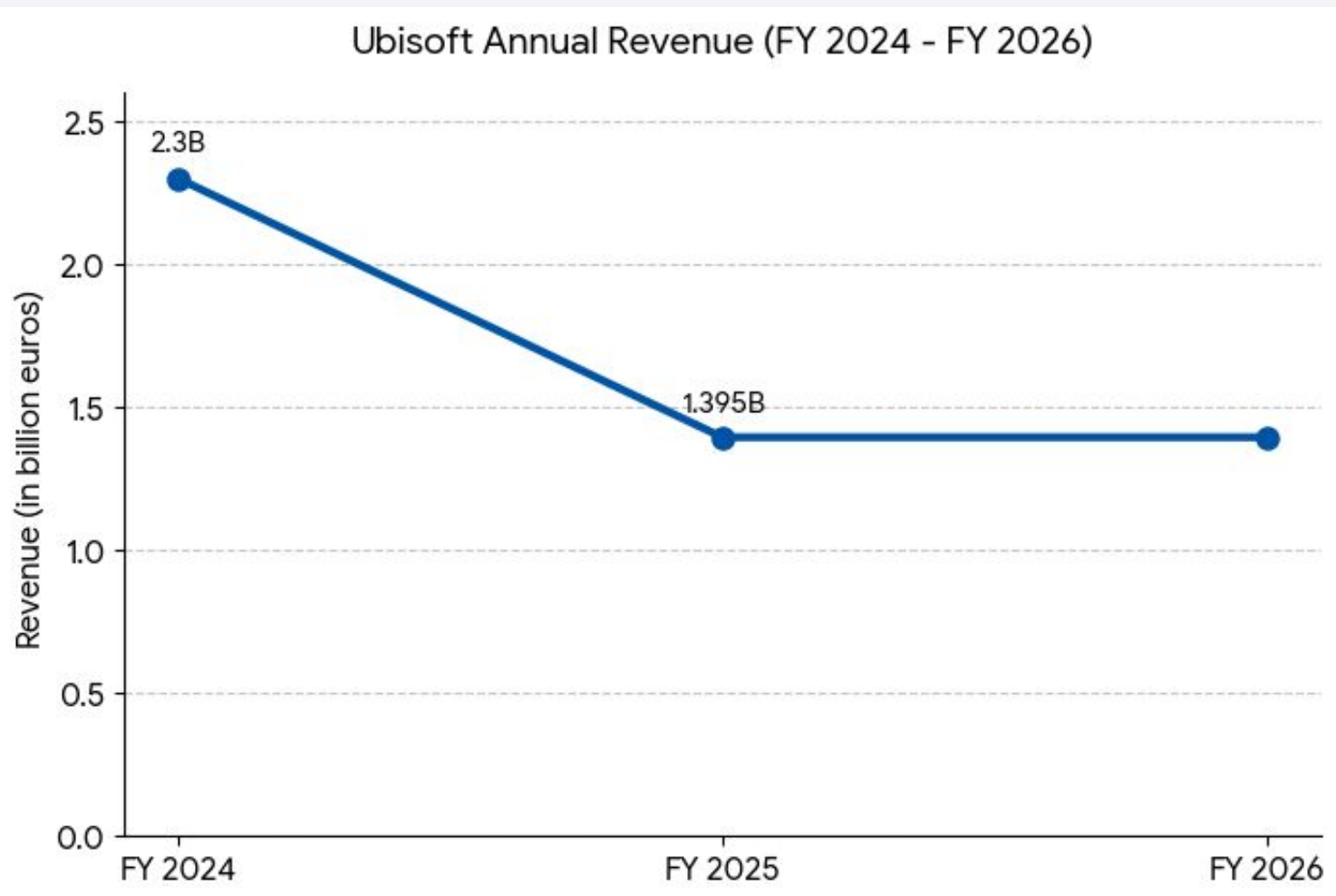


Early-stage development of our car object interacting with mission trigger object.



Problem

- The Video Games Industry generates over \$200 billion annually worldwide - far outpacing the Film, Television, and Music Industries.*
- Triple A video game companies continue to mismanage and fumble the development of games and their high-potential intellectual properties by trying to cater to an increasingly large target audience in an attempt to maximize their revenue.*
- By widening their target audience, these large triple A studios end up creating mediocre products that don't particularly appeal to any customers.*
- Our problem is that the current video game market is in desperate need of better video quality games. Games that have soul and vision and do not pander to whatever the latest cash-grab business models suggest.*



People & Acknowledgments

Team Leader: Michael Niedzwiedzki
Team Members: Michael Niedzwiedzki, Nelson Diaz-Gomez, Vyacheslav Ten, Carmeisha Valentin, Petar Dosev
Product Owner: Michael Niedzwiedzki
Acknowledgments: "KFSCIS Capstone Program, Prof. Masoud Sadjadi."

Motivation

- Our team was formed on the basis that each individual had a strong desire to learn more about game development.*
- Our motivation stemmed from our collective love of video games and is reflected by our drive and determination to attempt such an ambitious project within a 10 week time frame.*
- Rather than viewing this Capstone project as yet another requirement for graduation, our team treated this project as an opportunity to learn and experiment with areas of the tech world that we had genuine interest in.*
- Though none of us had any prior game development experience, through hard work and determination we managed to create a 3D video game from scratch and gained a ton of new skills in the process.*

Our Solution

- Our solution is to cut out the fancy graphics and highly detailed visuals and focus on the core gameplay mechanics that make up the heart of any game.*
- By focusing on a simple yet fun gameplay loop, our project seeks to show that even small independent game devs, or in this case a small group of CompSci students, can create a video game that is fun and engaging without the resources of large publishers.*
- Our goal is to remind consumers that no matter how shiny and graphically impressive a video game may look, at the end of the day it is still a game, and games need to be fun to play.*

Architecture



Results & Evaluation



STEAM

- The exact results or effectiveness of our product would be almost impossible to know until we bring to market and publish. However, all team members have played and evaluated our game on a personal level.*
- One very popular metric for measuring a game's potential success in today's market is the amount of "Wishlist" counts a game receives on the Steam gaming service.*
- When a game is in beta or is getting ready to release, an in-game trailer will be posted on Steam to see how many potential customers are interested.*

Engineering Process (SO6)

- Our team initially planned on creating a 2D style video game. However, at the end of our first sprint, we realized that a 3D game design would better suit our project.*
- Following the workflow of the Agile method for software development, we began with a simplified concept for our game and decided which tools would best fit our project requirements.*
- We decided to use the Unity game engine to design our game, C# programming scripts to develop the core features of our game, and Blender to create custom models that bring our game world to life.*
- Once our core gameplay features were built and implemented, we began playtesting and further expanded upon that foundation.*

What's Next

Our team managed to accomplish an incredible amount of work over the course of 10 weeks. But creating a 3D video game from the ground up is an ambitious project by any standards. If we were to continue work on our project, we would benefit from adding...

- A shop system where the player can spend their in-game money on upgrades/skins for their car or even buy completely different vehicles. This would add incentive for the player to complete the missions in a timely manner.*
- Animated non player characters complete with pathing to walk around our city. This would dramatically increase the overall atmosphere of the game.*



DELETE BEFORE PRINTING — Design guide

This slide is guidance for your team only. Delete it, then export the final poster PDF at actual size (48" × 36").

Visual-first rules

- At least 50% of the poster should be visuals — screenshots, diagrams, charts — not text.
- Word budget: aim for ~800 words max on this 48×36 landscape poster (a 36×48 portrait gets ~600).
- Posters are printed by KFSCIS — keep backgrounds light; dark fills only as small, deliberate accents.
- Readable from 6 feet: body text ≥ 24 pt, panel titles ≥ 36 pt.
- Real output beats mockups — every image gets a one-line caption; export diagrams large and crisp.

Creativity license

- This template is a floor, not a ceiling — restyle freely as long as every required section survives.
- Required sections: Problem · Stakeholders & Requirements · Our Solution · Architecture · Demo & Screenshots · Results & Evaluation · Engineering Process (SO6) · What's Next · People & Acknowledgments.
- Colors, layout, typography, and artwork are yours to change — keep backgrounds light for printing; the navy/gold accents are the fast, safe path, not a requirement.

Logos & technology attribution

- Vendor/technology logos: keep them small and grouped — a 'Technologies' strip near the footer, or inside the Architecture panel.
- Company/sponsor logo: header right or the Acknowledgments area.
- No third-party logo may ever appear larger than the KFSCIS lockup.
- Respect each brand's usage rules: official colors, clear space, no stretching or recoloring.

Resources & help

- NYU research-poster guide — <https://guides.nyu.edu/posters>
- #BetterPoster overview (video) — <https://www.youtube.com/watch?v=1RwJbhcA58>
- OBS Studio, for recording your intro & demo videos — <https://obsproject.com>
- YouTube upload help — <https://support.google.com/youtube/answer/57407>

Before you print

- Delete this slide, then export the poster as a PDF at actual size (48" × 36"); proof at 100% zoom for blurry images, low-contrast text, and leftover <placeholder> markers.
- Check: every required section survived your restyling, the background stayed light, and text passes the 6-foot readability test.