



Erik Fontano: Jaunt

FMX 499 Senior Project

Concept

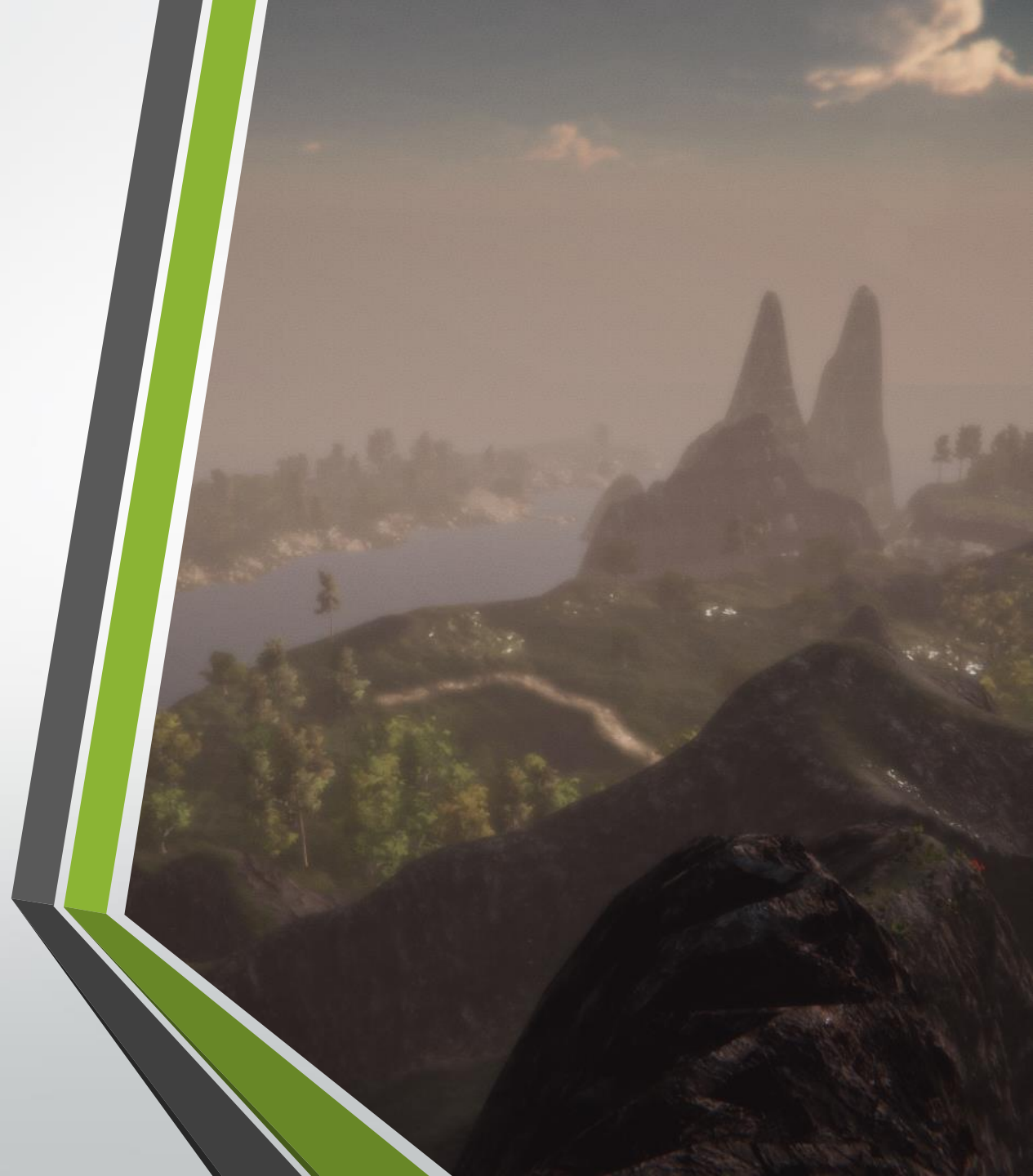
- Idea: A music based game that involves travelling in a location that fits the sound of the music
- Influences: Journey, Rock Band, Guitar Hero, Dancing Line

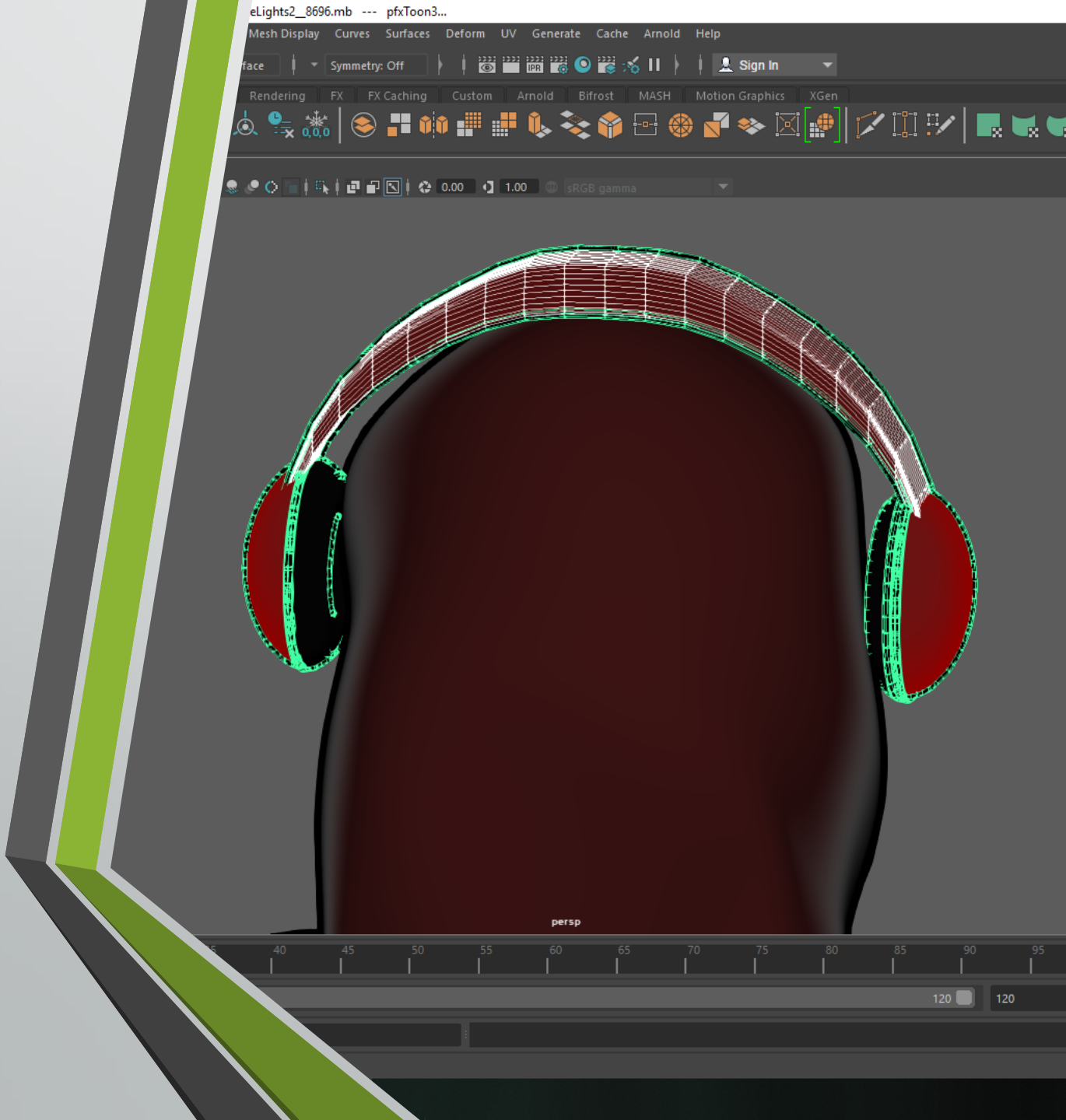


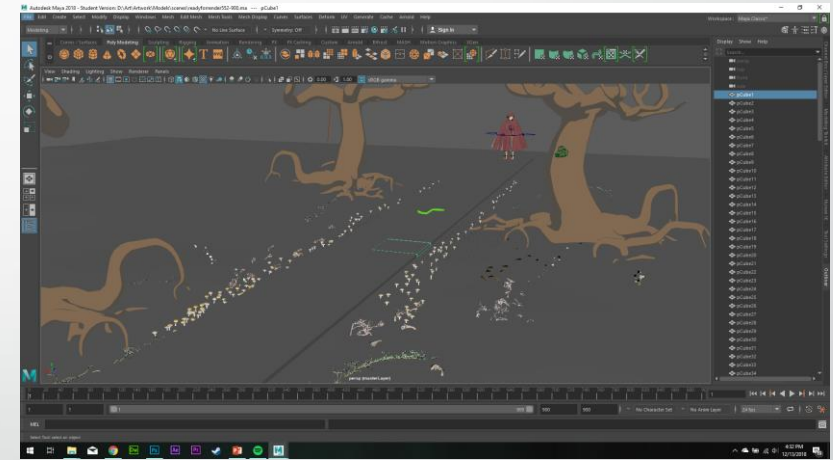
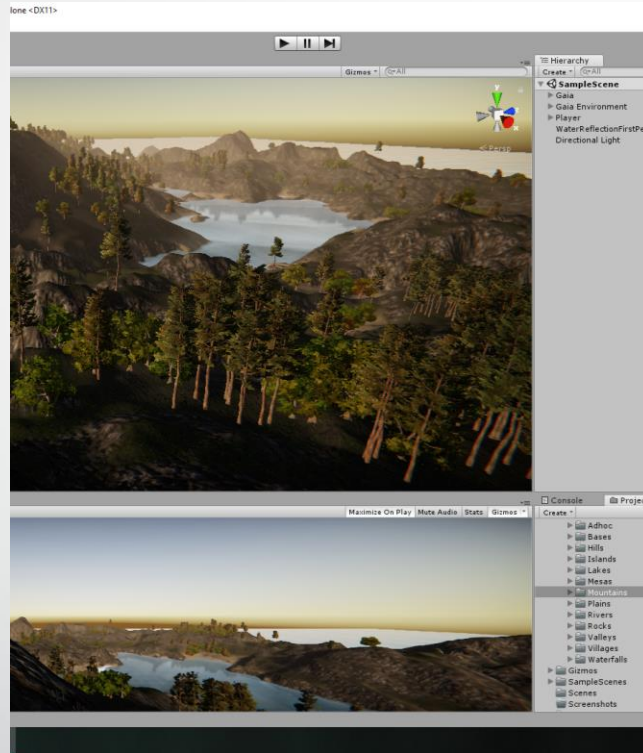


Pre-Production

- Character Design: FMX-317 Advanced 3D Animation Character, Maya, 3DS Max
- Level Design: Unity, Maya
- Design of Environment: Unity: Gaia, CTS, Path Painter







Minimum Viable Product

- Working environment, traversable, only missing the music and objectives.





Future-Release

- Breaking up songs into obtainable pieces, each level unlocking the entire track.
- Eventually work with an artist to feature a record released through the game.
- Each sequel would be a new release, new musician, new art/world.