

# Personal Proposal, 2306759

*by* Justin Brighton

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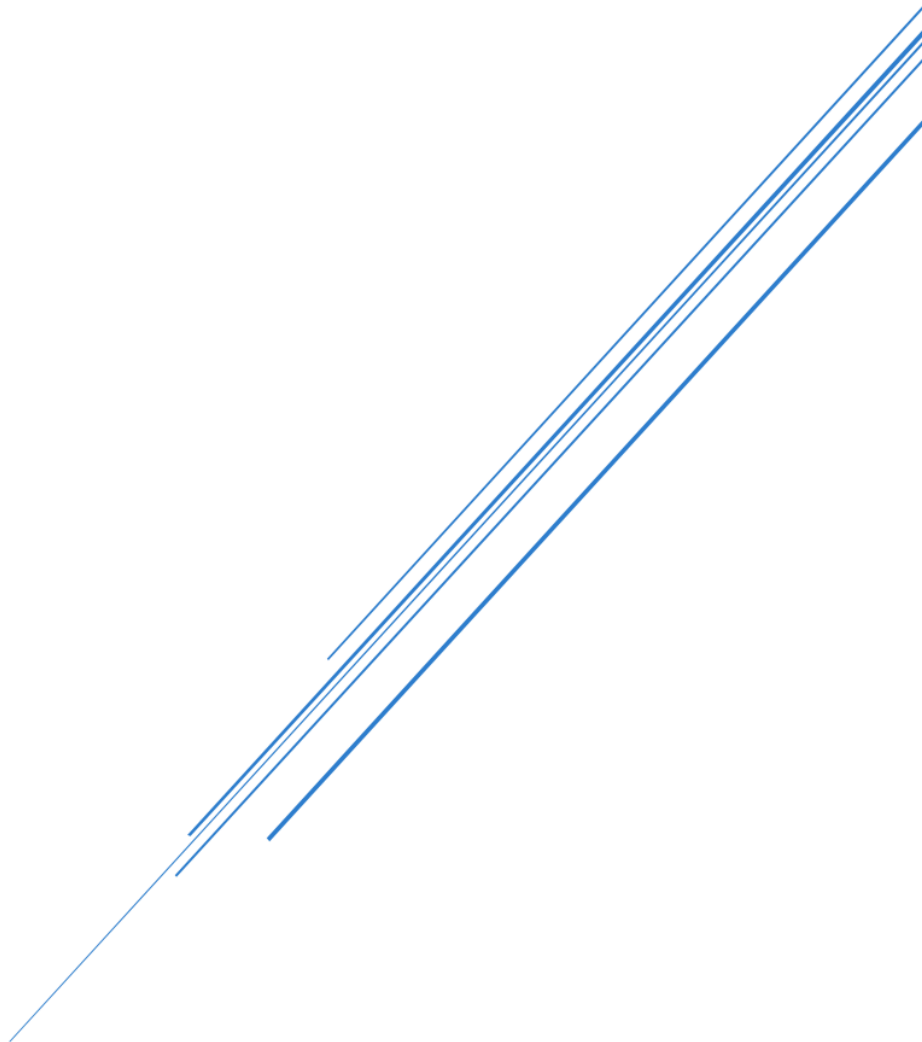
**File name:** 50601\_Justin\_Brighton\_Personal\_Proposal\_\_2306759\_699522\_464028617.docx (41.39K)

**Word count:** 944

**Character count:** 4603

# INDEPENDENT PROJECT

Games Design



2306759

## Intro- Environment design and how it affects the players

### **Why it needs to be Investigated**

In Video games, the Environment is what helps players enjoy, feel immersed, and feeling the mood of the area while they play. Some modern games can allow the player, depending on the scenario, to blend and interact with the environment that allows them to play either quiet and sneaky to take their enemies down or use the environment to give themselves an advantage in their scenario or using the environment as a guide towards their next waypoint/quests.

An example of this is Ghost of Tsushima[1]. Ghost of Tsushima[2] uses its beautiful Landscape to create a breath taking view along with exploration and story telling. "You will journey through lush forests, cross boggy swamp lands, and enter into frozen mountainous landscapes. We collected so many references from movies, games, paintings, and even travel posters to draw inspiration. We want to present you with an authentic, believable world, a world that would call out to you, inviting you to explore, a world that is rich and full of surprises."[3]

This section from the from the blog that the lead environment artist Joana Wang expresses how they created many references from different areas and fields to create a rich world that is full of surprises.[4]

### **Primary Aim and Objective**

The primary aim of this project is to explore how the design of the environment can affect players experience. This is able to be achieved by creating a level that is both interactive and explorative. This can be done with a demo of the level that the player can explore.

### **Smart objectives**

S – develop a world that is interactive and immersive to the player using Unreal

M - to measure how people feel about the environment and how immersed they feel with surveys

A – it should be done within the time frame to create a level.

R – looking through different articles and blogs of different games and how immersive they present themselves to the players

T – to have this done within 8 months, level, player movement, and testing

### **Why this project is worth doing**

This project is worth doing since modern games like Call of Duty[10] has been shown using realism with their guns, the players don't want the sun to blare in their eyes all the time while other modern games like Cyberpunk 2077[11] gives the player different views of Night city. Showing slums area to the high corpo areas in the game. It also shows the player different areas of Night city where they are able to find certain information packs that contains story or messages of their tale before succumbing to a tragic fate.

### **What deliverables can be expected**

What can be expected from this project

- A immersive level for the player to enjoy
- Explore the area and get a feel for its design
- Have surveys from players response after playing

### **What has been done**

Environment design has been used to tell storytelling within games. This would allow the game to show both its mood and narrative towards the player. Using its surroundings, it also allows interactive elements with its game elements throughout the level layout.

Earlier games had still imaging like Super Mario Bros[5]. Modern games have advanced graphics. God of War 2018[6] Is a example where the player can feel the environment of Norse Mythology. When they load into the game, they are greeted with an older Kratos[7] and a realistic tree before chopping through it, taking 3 swings before it tumbling down, showing how in real life, it takes some swings of an axe before the tree succumbs to the imbalance. This gives the player a feeling of immersion as it's also a tree that has been marked by his late wife Faye and has sentimental value to

him. Ghost of Tsushima[8] has some similarities. There's a mechanic where you are able to increase the amount of times you are allowed to heal, revive or use special moves. This comes in a form of bamboo strikes. It acts as a quick time event where you will need to input different button combinations to cut through the bamboo, missing one or put the wrong input in will stop the blade in its place and u will have to restart. This is also used in real life where katana are tested on bamboo to see how many it can cut through.

The design of the environment can change depending on where the player is and what scene is being played during it. In Ghost of Tsushima[9] there will be cutscenes where the characters are planning a infiltration under the moonlight and using the cloak of night, allows the player to sneak through the enemy line and infiltrate the area while torches, fires or enemy npc's patrol the area.

Cyberpunk 2077 sets the player in a chrome world, full of cybernetics. The team behind it uses references from other areas that allows Cyberpunk 2077 to be what it is. They took a familiar area of California's suburbs and mixed in Blade Runner 1982[12] and Japanese anime Akira[13] and Ghost in the shell[14] to that creates the open area Night City.

[1][2][8][9]- Ghost of Tsushima, Sucker Punch Productions, Sony Interactive

[3][4]- <https://www.thegamer.com/ghost-of-tsushima-environment-artict-video/>

[5]- Super Mario Bros, Nintendo

[6] God of War 2018, Santa Monica Studios, Sony Interactive

[7]Older Kratos Character, Santa Monica Studios, Sony Interactive

[10]- Call of Duty, Activision

[11]- Cyberpunk 2077, CD Projekt Red, CD Projekt

[12]- Blade Runner 1982, Ridley Scott

[13]- Akira, Katsuhiro Otomo, Ryōhei Suzuki and Shunzō Katō, written by Otomo and Izo Hashimoto

[14] Ghost in the Shell, Mamoru Oshii, Kazunori Itō

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## GRADEMARK REPORT

FINAL GRADE

GENERAL COMMENTS

55/100

BA GAMES – PROJECT PROPOSAL – ACCA6020  
INDEPENDENT PROJECT (5%)

Student **Justin**  
Brighton  
Mark **55%**

| Intro / A&O (500 words)                                                                                                                                                                                                                                                                                       |    |    |
|---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|----|----|
| Project title; Identification of a specific problem to be investigated; Well-defined aims and SMART objectives; Explaining why this project is worth doing; Discussion of what the project needs to do in order to be a success; Description any deliverables that will be produced at the end of the project | 40 | 24 |
| SMART objectives have been identified in the proposal, with a suitable timeframe proposed. Expanding on this would be good to see with either a timeline or gantt chart showing how you plan                                                                                                                  |    |    |

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|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|----|
| <p>to break down the work across the eight month period of work.</p> <p>The justification of the project still feels a little underdefined, but there is clearly a good amount of potential for exploration of immersion using environmental design in this proposal.</p>                                                                                                                                                                                                                                                                                                                                                                                                      |           |    |
| <b>Background to the Project (500 words)</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |           |    |
| <p>Description of how the work to be done by in the project relates to the work identified in the literature review; Discussion of any ethical issues raised by the project Identifying what has already been done within the field; Topic familiarity; Brief literature review using appropriate sources – 6-8 journal papers and book chapters rather than just websites; Selection of relevant models &amp; concepts</p> <p>Knowledge relating to several games can be seen in the proposal – are these to be used as case studies?</p> <p>A little more exploration of design or game theory in this document would be good to see as this would show there is a solid</p> | <b>40</b> | 20 |

|                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                |           |    |
|--------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|-----------|----|
| <p>base of research that you can access in</p> <p>order to build your study upon. Think of it as a solid foundation that your</p> <p>work can make reference to, helping to make the work academically robust.</p>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                             |           |    |
| <b>Document Presentation</b>                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                                   |           |    |
| <p>Correct spelling, grammar and punctuation;</p> <p>Flow of narrative/fluency;</p> <p>Coherence; Word processed ;</p> <p>Correct</p> <p>use of referencing with bibliography; Strict word limit</p> <p>Presentation</p> <p>of document is generally good with clear headings and topics written in an</p> <p>accessible manner. The addition of images could be considered, as these may</p> <p>help you define your idea for a research project with supporting visuals</p> <p>commenting on environment design.</p> <p>Consider</p> <p>including a summary at the end of the document to serve as a conclusion as</p> <p>this will help the report flow a little more naturally. It can just be a brief recap of what has been covered (with no new information added).</p> | <b>20</b> | 11 |

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|--------------|------------|----|
|              |            |    |
| <b>TOTAL</b> | <b>100</b> | 55 |

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| PAGE 1 |
| PAGE 2 |
| PAGE 3 |
| PAGE 4 |
| PAGE 5 |