

Ansökan Sammes stiftelse - Sommarstipendium 2022

Bakgrund

In this VR-multiplayer game, the players will experience what it would be like to be a part of a crew and sail the seven seas in the 1500s, hunting mythical monsters. As a member of the crew, each and everyone has specific tasks to do on a ship and done well, will ease the voyage towards their destination. Some tasks a crew member can't do alone, so working as a team is needed to make it on the harsh and treacherous sea.

On their voyage they will face all kinds of peril, from harsh environments to mythical creatures and people. But also friendly ships, which can be boarded and the crew can trade with them.

When the crew have reached their destination, the hunt begins. Taking down a monster is not easy.

After a successful voyage the crew is back with the ship at home port. Here they can spend their treasure and experience on cards to grant abilities on the weapons, upgrades for the ship or enhancement for crew members.

Nuläge

Project is at the concept stage at the moment. Biggest challenge is making a multiplayer game in VR as it is quite new platform.

Parter

BadJulie is tiny studio making games for diverse platforms. Digital as well as analog and is a project owner for Might Be Monsters

Syfte och mål

Under summer period we will be developing a playable prototype of Might Be Monsters.

Önskemål avseende stipendiater

Projektet önskar att under 10 veckor med start efter introduktions kurs sammets knyta till sig ett minimum av 2 studerande som uppfyller nedanstående kravbild:

Skallkrav

Sammes stiftelse: pågående högre utbildning (universitet/högskola/yrkeshögskola)

Sammes stiftelse: skriven i Skellefteå

Börkrav

Blender, photoshop & zbrush

Familiar with unreal & unity

3D & texture

Värdeskapande

This project will give new experience working with innovating game that will be taken as pitch for Playstation & Oculus. It creates new possibilities and value for BadJulie as company as well as for the students with potentially successful pitch that might lead to employment.

Ägande- och nyttjanderätt

All produced material will be owned by BadJulie.

Förberedelser

Eventually introducing team and project for the students.

Tidplan och styrning

Weekly stand ups, scrum meetings and close contact with rest of the team.

Uppföljning och redovisning

BadJulie will try to attend students presentation at the end of summer.

Fortsättning

With eventually successful pitch this could lead to student employment.

Relevans; koppling till ändamål för Sammes stiftelse

BadJulie is a quite new and tiny studio that have moved to Skellefteå. This project is a big deal for future success as a business with potential to grow and continue to work with local talents.

Contact: jurgis@badjulie.se