

PANIC!

30'S ROBOT TOWER DEFENCE GAME



THE INDOOR CLOUDS

CONCEPT

- We will be producing the approved concept '1940s UFO Attack with Robots', renamed *Panic!* The pseudo-greyscale stylised tower defense game where the player manages resources to construct battlements and giant animated Robots, which will be the feature asset of each artist, to defend a city against UFO attack
- We developed the concept that it was one continuous level that gradually scaled in difficulty, that the city would be on a peninsula on a coastal outcropping; with post-volcanic terrain hiding half of the skybox, and providing reasonable premise for there being no nearby towns, and controlling the perspective. UFOs would spawn from a set point of the oceanic horizon (the Mothership) and take varying paths towards the town before selecting objectives, so there would be – to a point – a way for the player to see where they're about to be attacked (defined paths being a standard trait for tower defense games) while still maintaining the feel of aerial attack.

ARTISTS AND ROLES

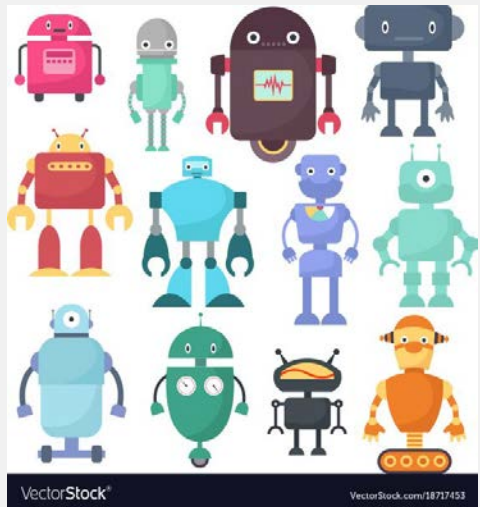
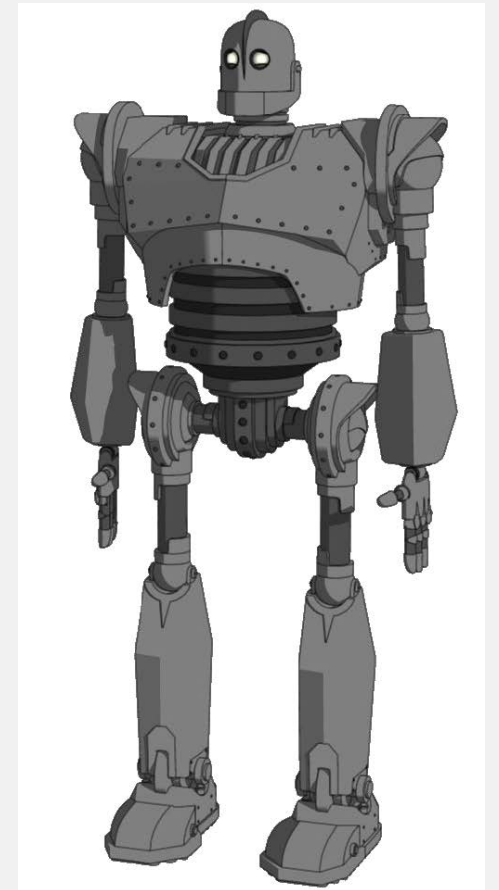
- **Gehan Elsayed** – Gehan is one of our illustrative artists with a particularly strength in hand-painting textures. As well as being responsible for her feature Robot, she will create half the organic/complex 3D models, as well as half of the architectural textures, and the scenic textures.
- **Anthony Catanziriti** – Anthony is our second 2D illustrative artist, all three artists expressed weakness in rigging and UV unwrapping, which is why the Robot feature asset concept was developed. Anthony will also be responsible for the other half of the organic/complex 3D models, as well as the inventory cards; which will be stylised retro movie posters
- **Howard Strutt** – Howard is the most software proficient artist on the team. With little interest in illustration and two other illustrative artists on the team, Howard will be the architectural artist; he will be responsible for modelling all the cityscape assets, as well as his feature Robot. His proficiency with value-generated geometry in Maya and Z-Brush make him the most logical choice to model symmetric, architectural, geometric, and machinery assets. He will also be acting as our persona and has gameplay decision veto.

ASSET LIST

| ANIMATED FEATURE | FEATURE | COMBAT | ARCHITECTURAL | LIGHTING | FEATURE SCENIC | SCENIC | TEXTURAL | 2D |
|----------------------|-----------------------|-----------------|--|-------------------------|-------------------------------|----------------|------------------------------------|-------------------------------|
| 1 Robot G + Upgrades | 2 UFO | 1 Mounted Gun 1 | 1 City Residential/Business Skyscraper | F Lighthouse Volumetric | 2 Town Centre Market Detail 1 | 9 Rock 1 | 1 Skybox | 1 Inventory Cards |
| 1 Robot A + Upgrades | 3 UFO 2 | 3 Mounted Gun 2 | 2 City Elongated Apartment Complex | F Electrical Particle 1 | 3 Town Centre Market Detail 2 | 4 Rock 2 | 2 Grass | 2 Robot Blueprint |
| 1 Robot H + Upgrades | 3 Blobber Drone | 2 Anti-Air | 3 City Industrial factory 1 | F Electrical Particle 2 | 4 Town Centre Market Detail 3 | 8 Garden 1 | 3 Distance Grass | 3 Panic! |
| 2 Mothership | 1 Power Plant | | 5 City Industrial factory 2 | S Neon Material | 3 Town Centre Market Detail 4 | 3 Garden 2 | 4 Sandy | 1 UI Backdrop |
| 3 UFO Blobber | 2 Transmitter | | 6 City Industrial factory destroyed | S Robot G Projectile | 4 Town Centre Market Detail 5 | 7 Boat 1 | 5 Cliff Rock | 4 Industrial Building Signage |
| 2 NPCs | 1 Government Building | | 4 City Smaller building 1 | F Robot A Projectile | 5 Town Centre Market Detail 6 | 1 Boat 2 | 6 Seashore | 2 Industrial Building Signage |
| 3 Waves | 1 Science Building | | 7 City Smaller building 2 | S Robot H Projectile | 1 Lighthouse | 10 Car 1 | 7 Pavement | |
| 2 Seagull | 2 Tesla Statue | | City Smaller building destroyed | S Building Window Light | 1 Bridge | 2 Car 2 | 8 Road | |
| | 3 Female Statue | | Urban Residential 1 | S UFO Lights | 1 Hydroelectric Town | 2 Car 3 | 9 Town Centre Pavement | |
| | | | 10 Urban Residential 2 | S Mothership Lights | 2 Hydroelectric Generator | 6 Cloud 1 | 10 Suburban Road | |
| | | | 11 Urban Residential destroyed | S UFO Projectile | 1 Searchlight | 5 Cloud 2 | 11 Science Island concrete | |
| | | | 12 Suburban Residential 1 | S Sun/Area Lighting | | 4 Cloud 3 | Half of the Architectural Textures | |
| | | | 13 Suburban Residential 2 | S Searchlight | | 1 Tree 1 | Half of the Architectural Textures | |
| | | | 14 Affluent Suburban | S Water Reflectivity | | 2 Tree 2 | | |
| | | | | | | Distance Trees | | |
| | | | | | | Scenery | | |

| |
|---------|
| Gehan |
| Anthony |
| Howard |
| Holly |

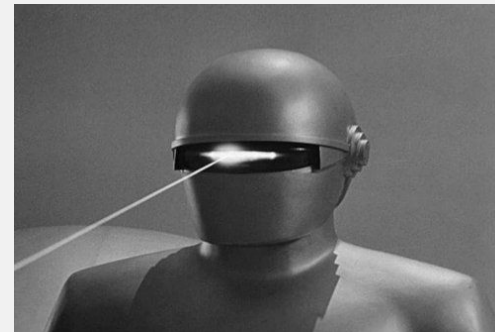
CHARACTER REFERENCES



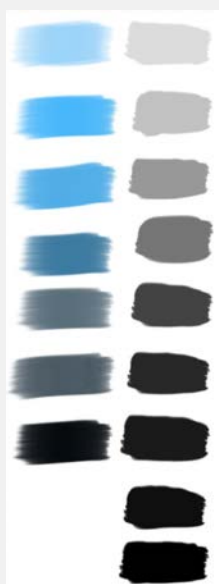
CITY REFERENCES

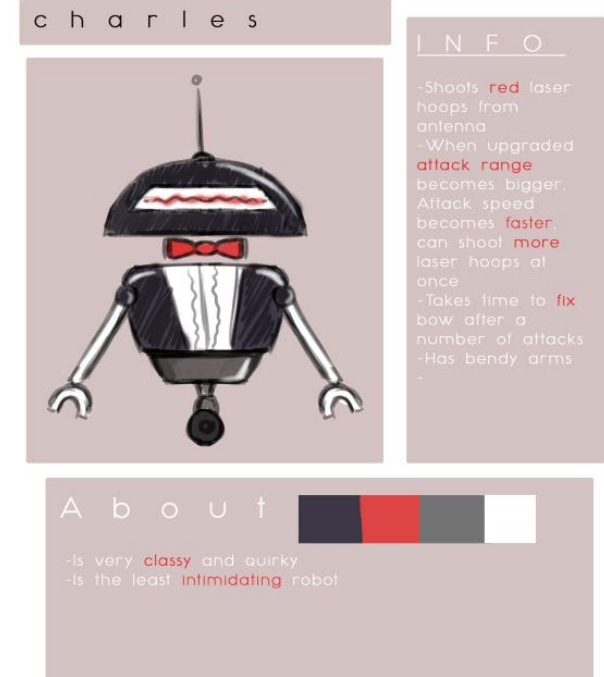
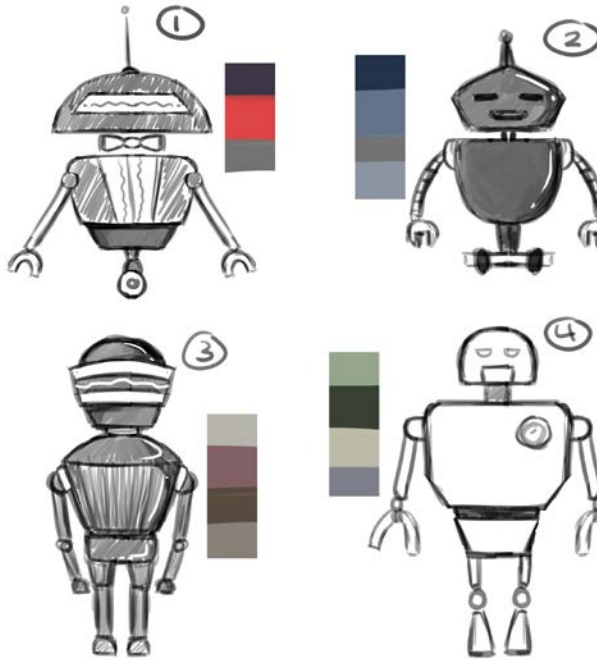


MOOD BOARD



COLOUR PALETTES





FEATURE ASSET 1: BUTLER ROBOT



DESIGN CONSIDERATIONS



Hands are designed in a shape to allow grip onto certain objects, specifically his bowtie after he fires attacks. Clamp-like structure was considered to allow easier grip on anything and more flexible movement



Arms are flexible tubes to allow easy movement



wheel is a sphere instead of a cylindrical to make animation easier/and movement in different directions



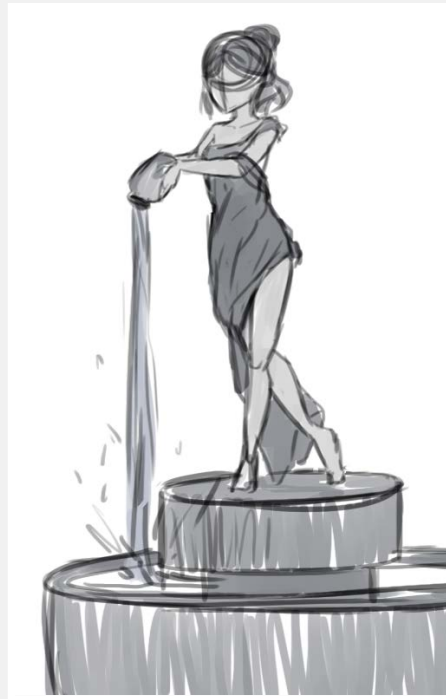
Antenna shoots laser hoops upwards allowing easier attack but also allowing for wider range upgrades

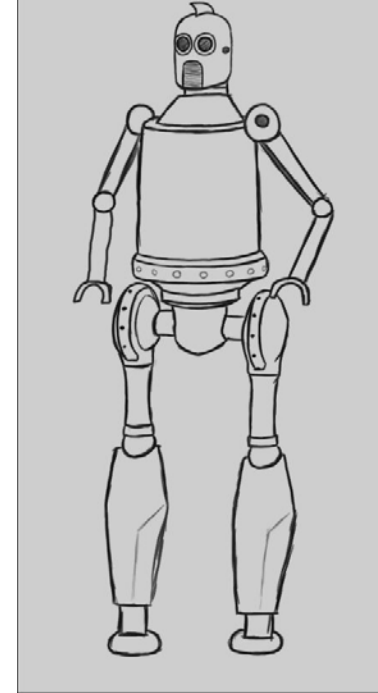
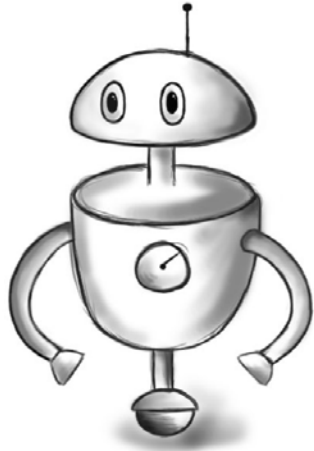


Hoop lasers can become larger with upgrades

- Fountain will feature lady pouring water out of vase
- Fountain will be featured near the

FEATURE ASSET 2: FOUNTAIN





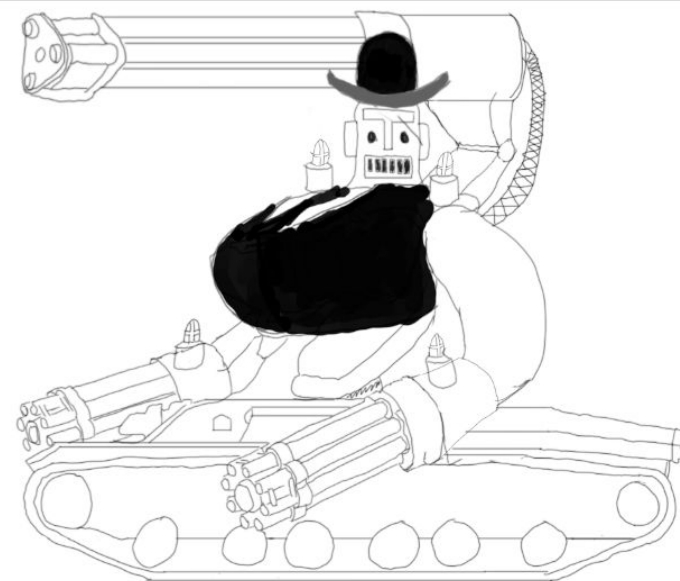
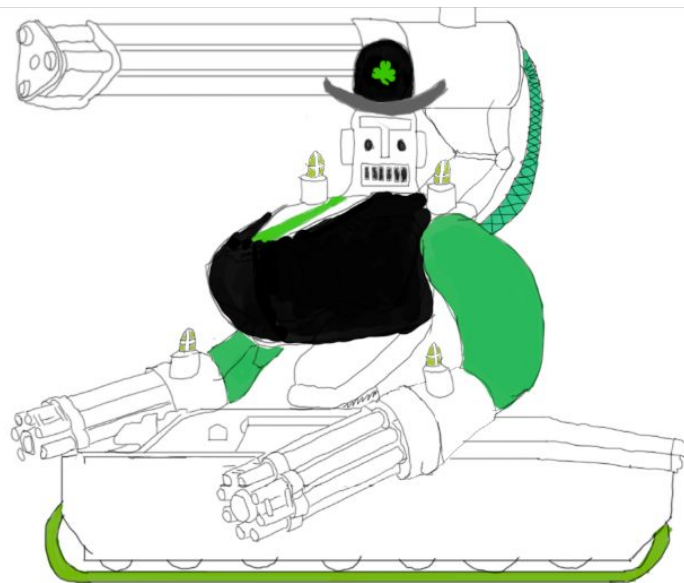
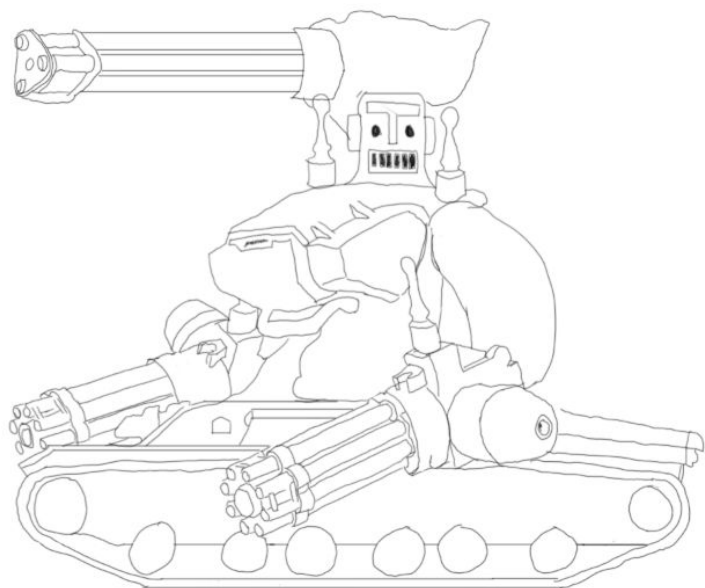
FEATURE ASSET 3: ALPHA ROBOT



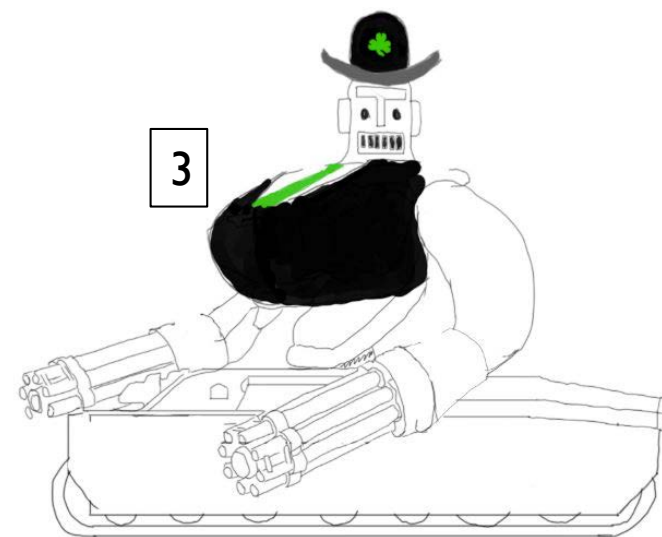
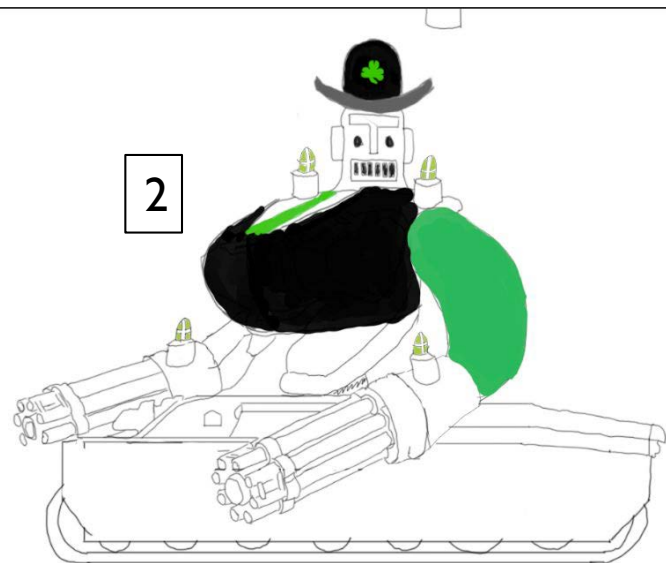
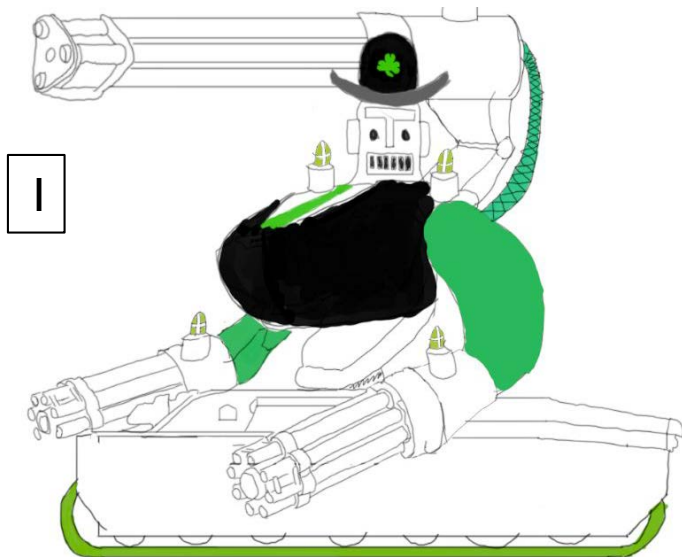
CHARACTER COLOUR VARIATIONS



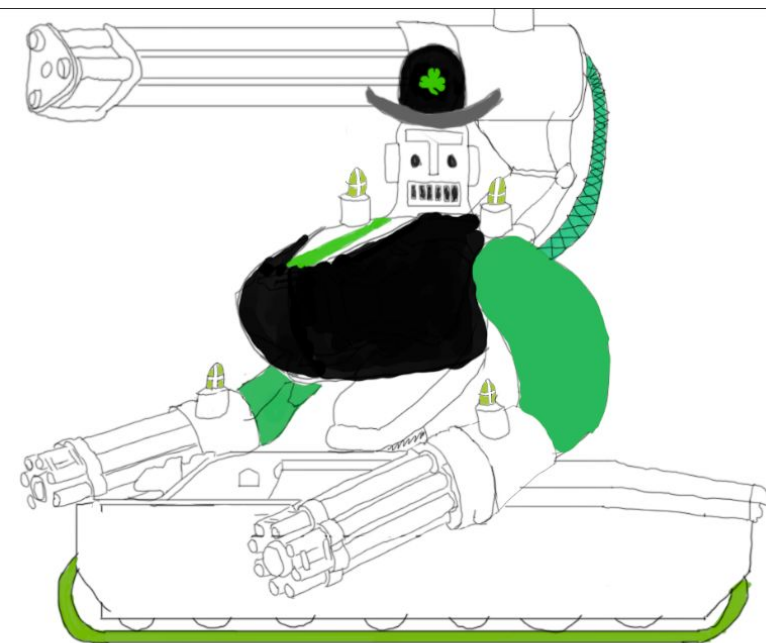
FEATURE ASSET 4: STATUE



FEATURE ASSET 5: SHAMROCK ROBOT



ITERATIONS



COLOUR PALETTE

PLATFORM CONSIDERATIONS

- The game will be designed for PC to make control limitations simpler e.g. mouse will be used to click and drag objects around and keyboard will be used for camera controls.
- PC would allow better graphics and visual experience than phone.

SOFTWARES

- Substance Painter-for all the robot's textures because all colours are flat and simple and can easily be painted on.
- Maya- To create the assets and models for the city.
- Photoshop- To create UI assets and to possibly paint some textures that cant be created in Substance Painter

