

PART 2: Analyze References

Team members:

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Short description

Discipline specific requirements (i.e. Design story etc)

In Slimeageddon the player is experimenting with their new knockback stick in the test chambers. To ensure safety it is being used on slimes who possess resilient bodies. The player will use the knockback stick and watch as the slimes bounce around the room as well try to aim for targets around the room.

Figma: <https://www.figma.com/board/Nm9iTaOWjAs8gFu8zYlqxf/Stage-1?node-id=0-1&t=gnEeXqt3et0a5gA-1>

Drive: <https://drive.google.com/drive/folders/1cVHwVU2XuCJLokUdvZCHmdBcc7lccU4n?usp=sharing> drive has all models and reference videos.

Timing charts:

This image is titled for Rust but it also applies to Ark and Content warning.

Rust UI buttons



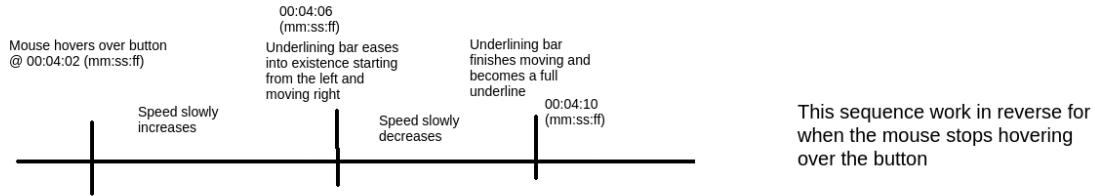
Example images:



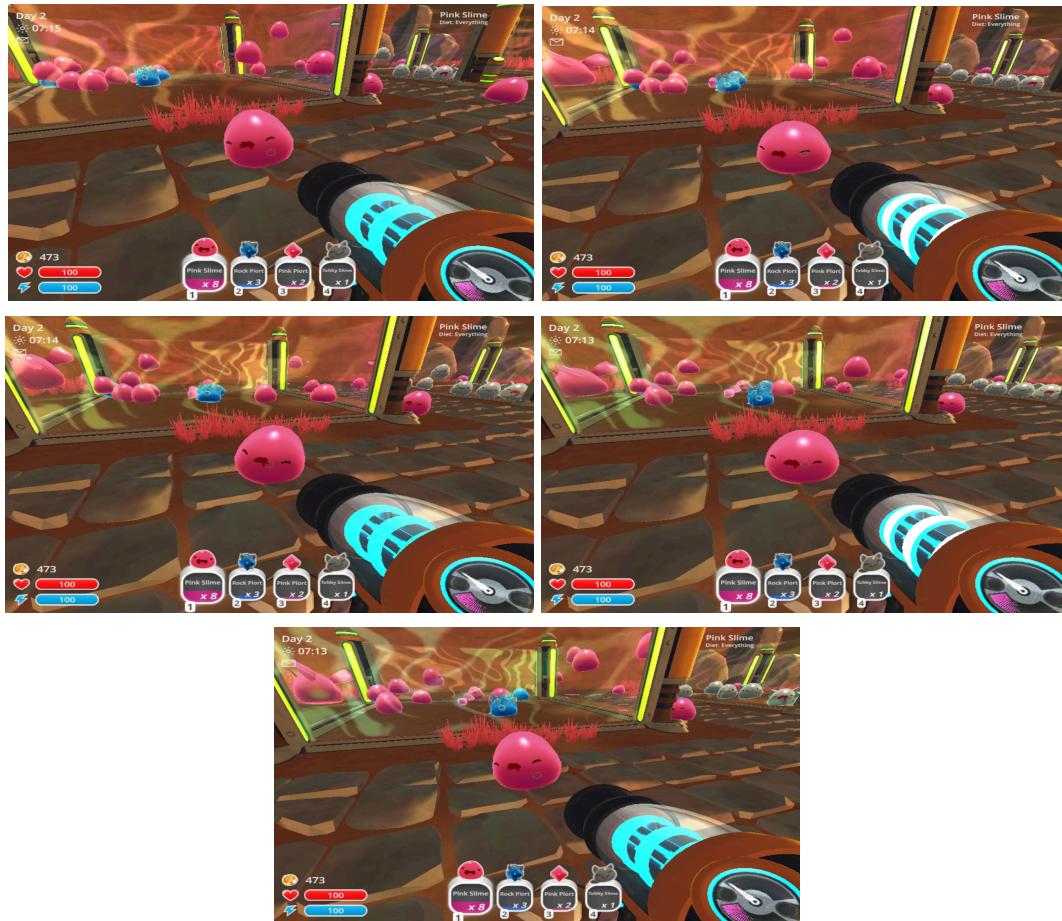
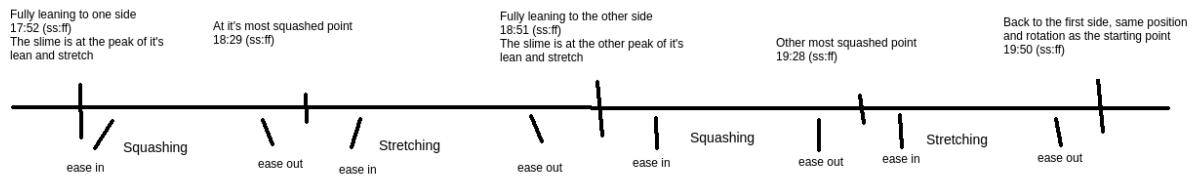
And here is the timing chart for the Liar's Bar UI.

Liar's Bar UI

Important note: The sequence is only started by the mouse hovering over the button and will continue playing even if the mouse leaves the area of the button during the animation. If the mouse does leave the area during the animation then it will finish the first animation and then start playing the next one.

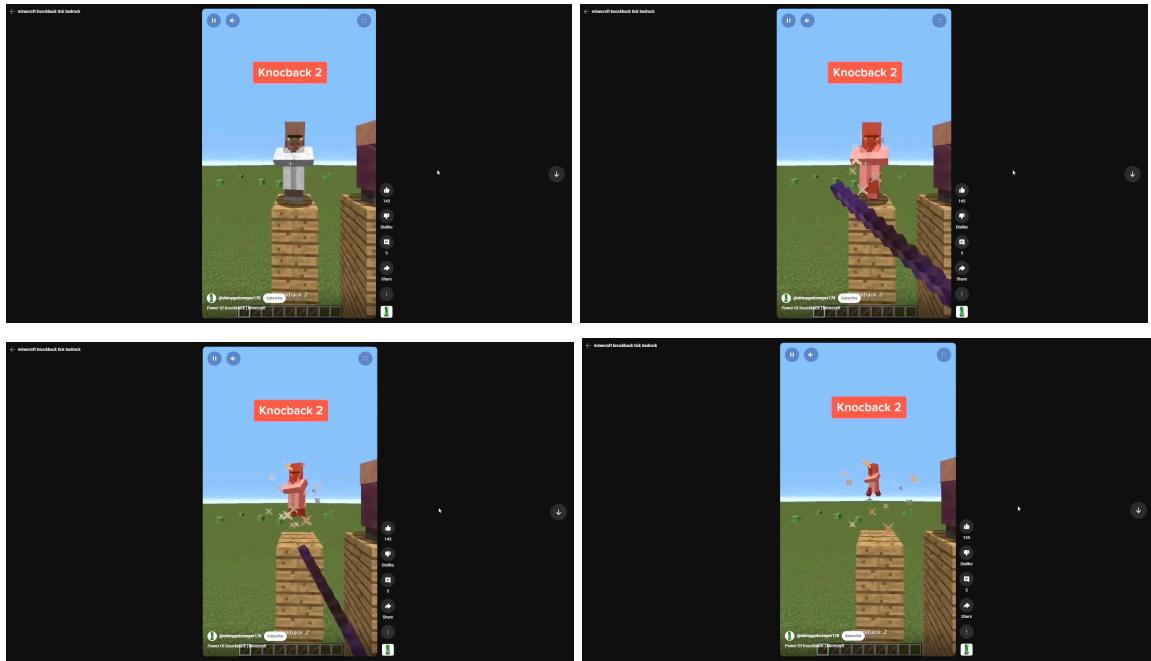
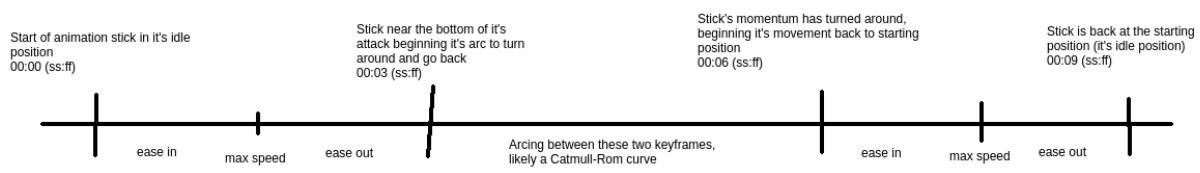


Timing chart for the slime's idle animation



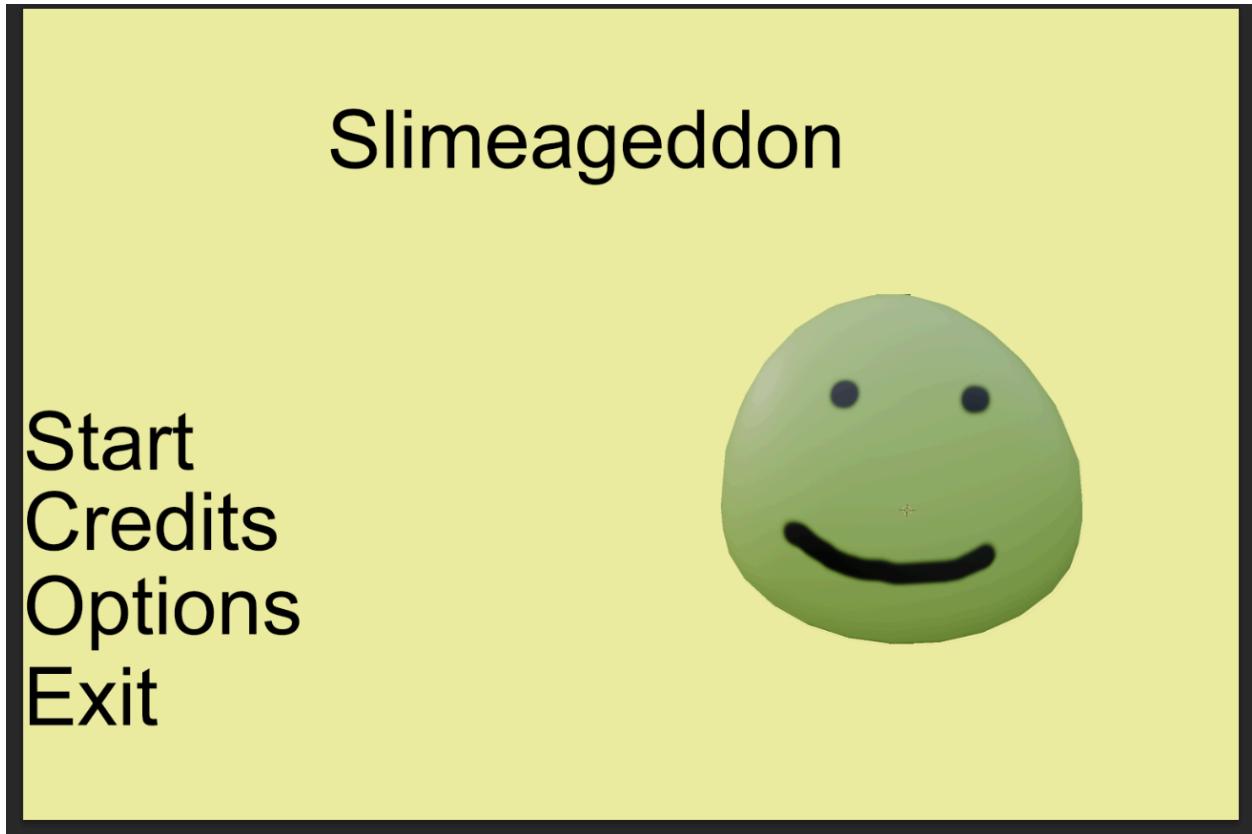
This is the timing chart for the player's attack animation (I only have a snippet of the reference video so the frame counts will start at 0 at the first frame of the animation not of the whole video)

Timing for the attack animation (the stick)



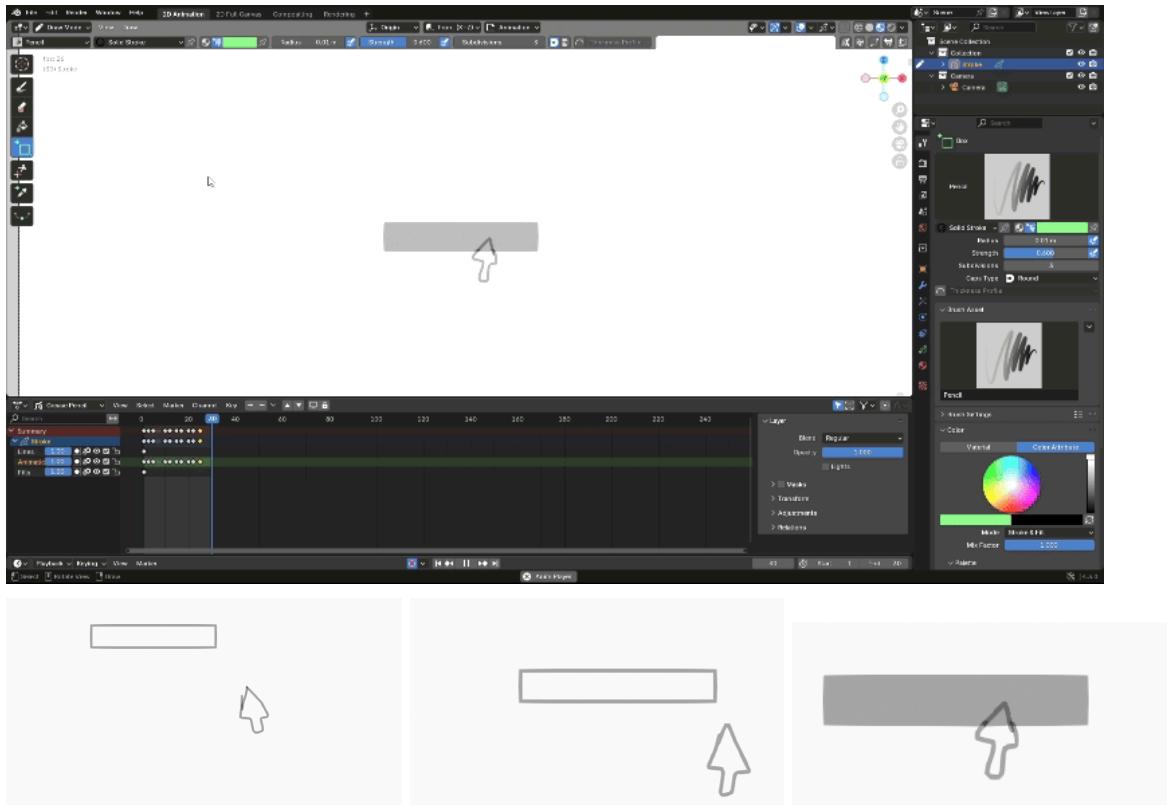
Storyboard:

Create a clear visual representation of your menu

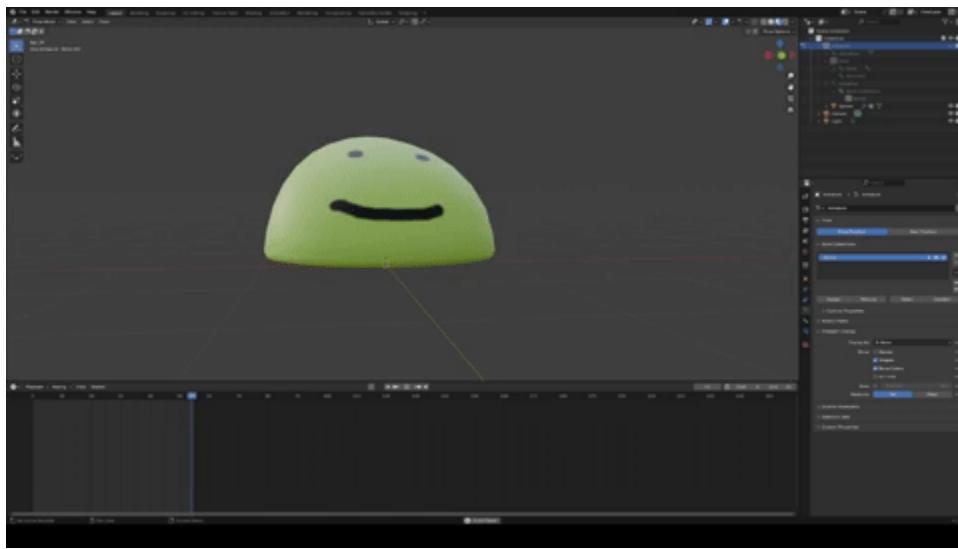


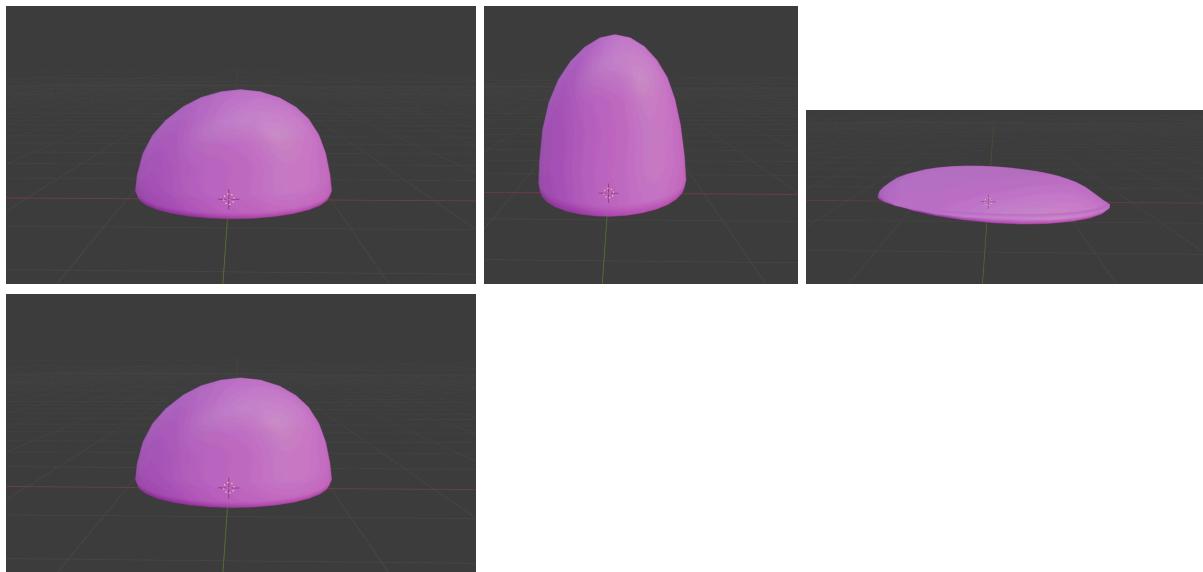
Create a clear visual representation of each animation sequence

Menu Button

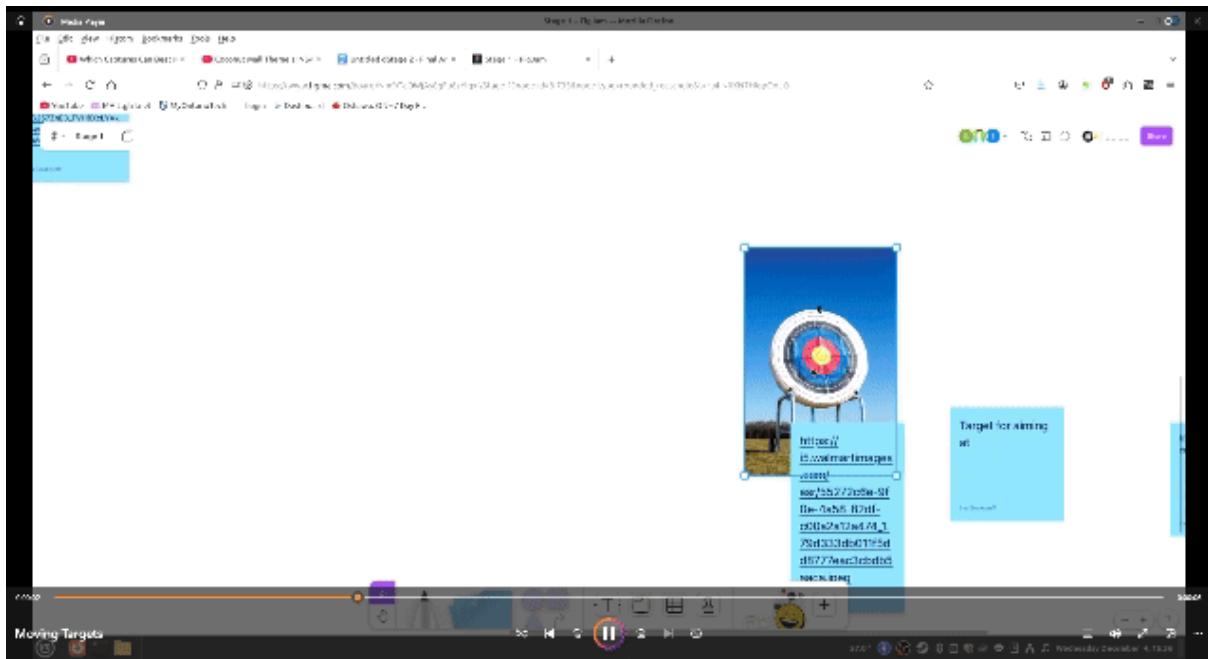


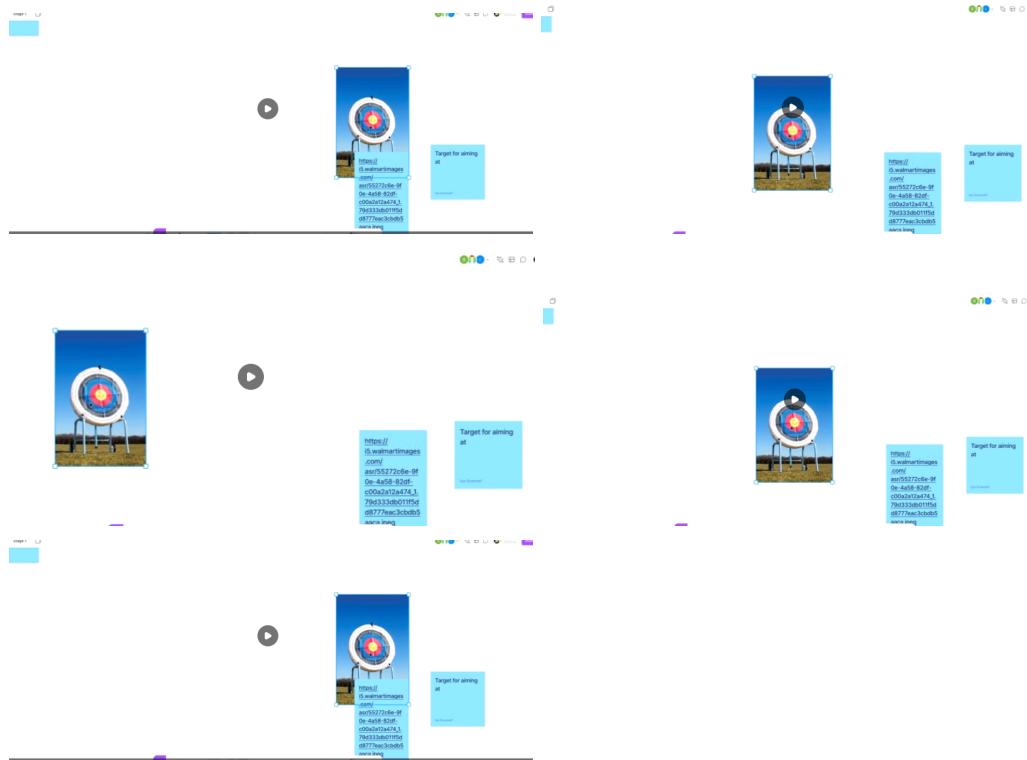
Slime Movement



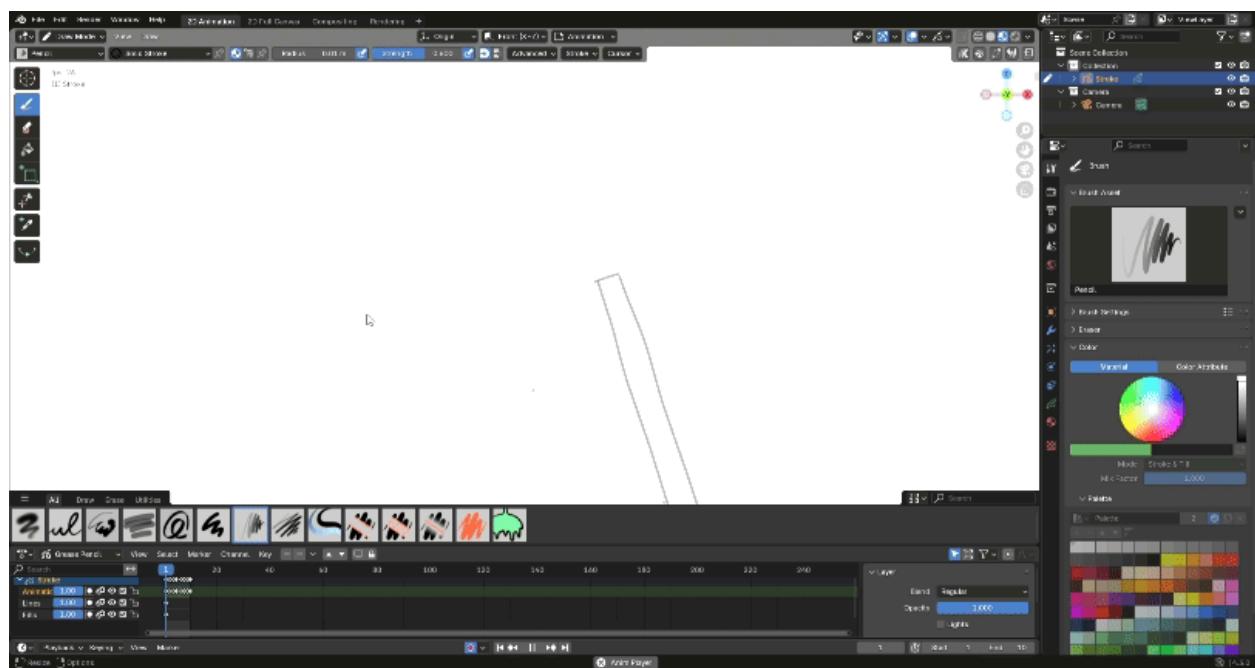


Target Movement





Stick





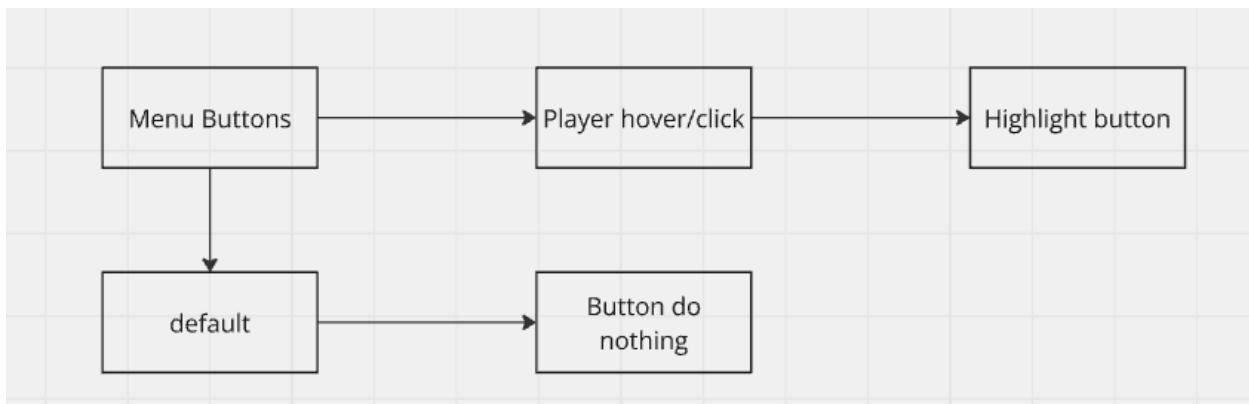
Flowchart:

Determine the timing between elements in your storyboard

- For interactive elements

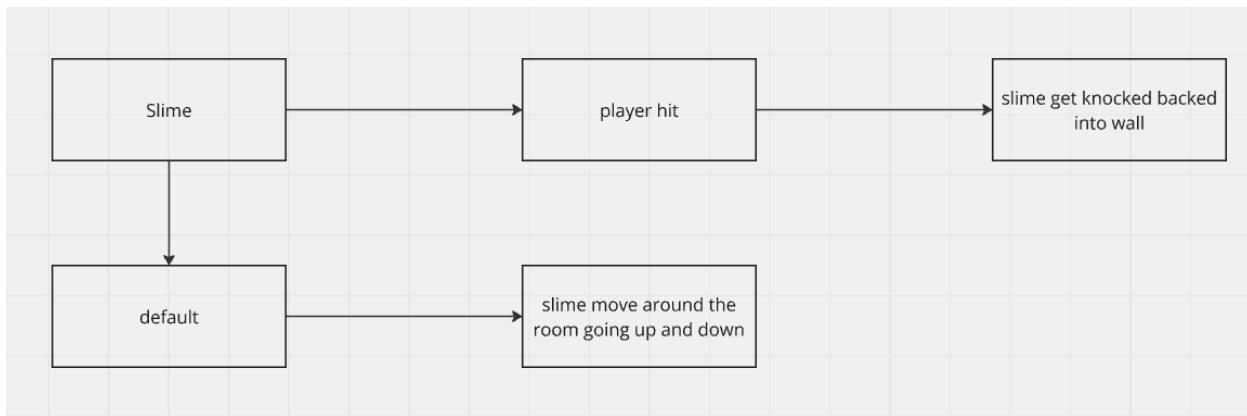
- Determine what happens by default and also what happens when you interact
- Define HOW you interact and what happen

Menu Button



- The button won't be highlighted until the player hovers over it
- By default it will be dark

Slime Movement



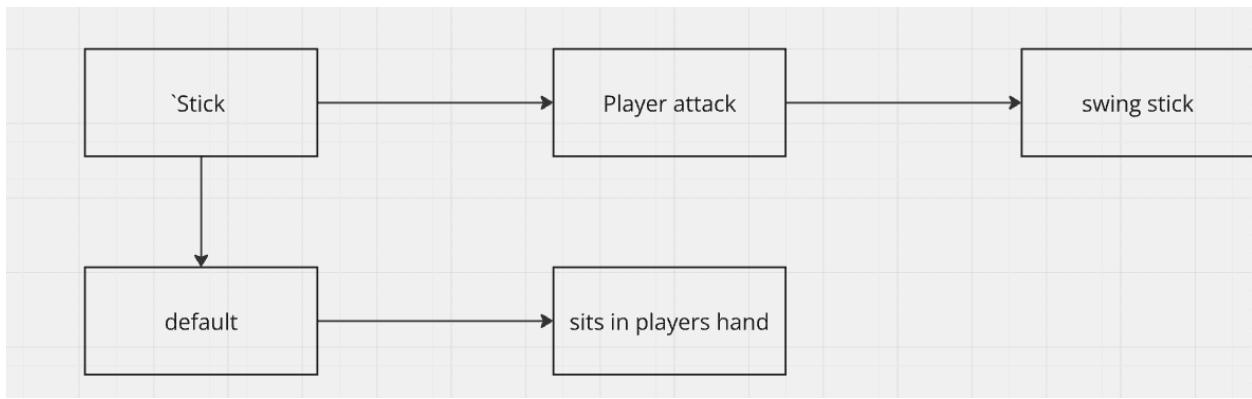
- It will always be animation from the start of the game
- Only changes when player hits it

Target Movement



- Only starts to move when player hits it 3 times in a row
- By default it doesn't move

Stick



- Only move when player wants to attack
- By default it stays still in player hand

References:

For the player attack animation:

https://youtube.com/shorts/i8d6Lo3EF5k?si=v9_fdRhjg2hIBGc6

For the slime movement animations:

The game “Slime Rancher”

Developed by: Monomi Park

Published by: Monomi Park and Skybound Games

Initial release date: August 1st, 2017

The game “Dragon Quest XI”

Developed by: Square Enix

Published by: Square Enix

Initial release date: July 29th 2017

For our menu/UI references:

The game “Liar’s Bar”

Developed by: Curve Animation

Published by: Curve Animation

Initial release date: October 2nd, 2024

The game “Rust”

Developed by: Facepunch Studios and Double Eleven

Published by: Facepunch Studios

Initial release date: February 8th, 2018

The game “Ark: Survival Evolved”

Developed by: Studio Wildcard

Published by: Studio Wildcard

Initial release date: August 29th, 2017

The game “Content Warning”

Developed by: Skog, Zorro, Wilnyl, Philip, and thePetHen

Published by: Landfall Publishing

Initial release date: April 1st, 2024