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UI Main menu list of required assets.

Main Menu elements:

Character select:

Needs a model for the “energy cell tank”, The Energy cells, the loading cell, and the dinosaurs.

This model will need to include a sound effect for removing a cell, inserting a cell back into its case, inserting the cell into the loading model, and a general ethereal energy sound for holding the cell in the player’s hands.

This model will also need special effects including electricity to play when removing and inserting the cell, Ben’s “build dino” shader, a roar for each dinosaur, and an ethereal glow effect to emanate from the enclosed dinosaur hologram contained in each cell.

Animations will include the dinosaur roaring upon being created in front of the player. Every other animation would include the ones attached to controlling the dinosaur. Ie, the walk, run, shoot, idle, and other assorted animations such as the attacks.

(A reference would be the titan batteries in titan fall 1 and 2)

Menu General:

No further models need to be created for the main menu. Jameson’s assets can be reused for the character creation aspect of the main menu.

Sound effects would include.

Grass waving in the wind, wind blowing, ambient noise samples, Tree sounds, sounds for the animation of the robotic arms animating for the main menu in the “bunker model”, a sound to illustrate the animation of the menu opening.

No further animations need to be completed at this time.

Character creation:

The character creation will occur on a platform outside the bounds of the player warp area. After the player has inserted their desired dino into the loading cell model the dinosaur will be created in front of the character in the main menu.

No further models need to be created see Menu General.

Sound effects include lightning sounds for the effects that will be used including a welding sound and a general energy sound.

No further animations will need to be created at this point in time. See character select.