



Timeframe: March 23 (31 days in March) to April 6

Phase: Gameplay prototype

Team dynamics: Good, no serious conflicts

1. Bonnie | Programming | Avg. 375 characters (373,6)

#03 – Current controls

(March, 23)

For starters, I've set up the input mapping like this: WASD to move around, SPACE to jump, and LEFT MOUSE BUTTON to shoot. I coded it so that you've got to pick up the bow to be able to shoot. It's right at the entrance of the building. That way, the player can get used to the basic controls before they're introduced to the combat system.

340/400

#09 – Activate panels mechanic

(March, 26)

We need to teach the players how to shoot in a safe environment, ensuring they're not going to proceed before they got the hang of it. Let's say they must hit some fixed buttons with their arrows to open a door leading to the next room. I've put some placeholder spheres on the wall and will get right to the implementation of activating objects when they collide with instances of the arrow prefab.

399/400

#20 – Can get on top of corridors

(March, 31)

Hopefully, everyone is aware that you can get on top of all these corridors right now. I might be able to fix it by finetuning the jump behaviour. My idea was to drastically increase the effect of gravity once the player reaches the peak of their jump, which would result in less realistic, yet more direct controls. This will take some time because of problems with the engine-level physics system.

399/400

#28 – Upcoming refinements

(April, 3)

For the next build, I'll rework the projectile behaviour, so they're affected by gravity—just like real arrows. I'll take care of the enemy AI, focussing on movement patterns and different alertness states. For impatient players (like myself), I'd like to add a basic dash mechanic that can be used in and out of combat. This could also provide some interesting options for level design.

387/400

#32 – Length of staircase

(April, 4)

If I were the player in our game, this staircase would be driving me mad already. It really needn't be so long, as far as I'm concerned. I'll make some adjustments to the original mesh file in Maya to shorten this whole segment of the level. Perhaps we should avoid extensive walking sections in general, it's an action shooter game after all.

343/400

2. Nikolai | Design | Avg. 200 characters (213, 8)

#06 – Falling and respawn

(March, 24)

Aaand I fell from map... again))) I think exploring is even better if players don't die? Maybe we add invisible walls? What about water and player can't swim? Concepts look like temple is in the ocean. Or real walls even? What do you say, Sandra?))

247/400

#12 – Enemy concept art

(April, 1)

Ohh, love all of them)) Will look amazing in 3d) Maybe we can have 5 or 6 different enemies? Also some on the ground. First enemy could be third from left maybe? Looks super cool and dangerous!

193/400

#15 – Basic story idea

(March, 28)

For story I thought: Player is intruder in this building. You look for hidden knowledge about gods; they send drones to defend it. Bow of the player belongs to traitor god and traitor helps player find the information. What if gods are level bosses? Would be super cool!))

272/400

#19 – Player could jump off bridge

(April, 2)

You want to keep it like this, Sandra? Player could try to jump off. It looks like you can land on bridge support. Respawn is very annoying. We have no checkpoints yet(Only one at start.

187/400

#21 – Player capsule shadow

(April, 1)

haha))) You can see that player is just a capsule. Look at the shadow) I think we should make capsule invisible? Players should think they're human.

148/400

#27 – Ideas for story and gameplay

(April, 3)

That's great idea! I have many ideas for arrows already: Ice arrows, teleportation arrows, explosion arrows, triple arrows, smoke arrows. I'll put the whole list on Google Drive. It's 7 pages, sorry Sandra)))

208/400

#29 – Level design intentions

(April, 4)

I put some walls here so player can't see enemies. Can be surprise moment. Without walls, you can shoot from far away and enemies have no chance. Remember arrows don't have range limit right now)

196/400

#31 – Talking bow idea

(April, 4)

Guys, what if the bow talks to player? Can be sooo funny)) Maybe traitor god was sealed in their bow? Now they talk to player and help them find hidden knowledge for revenge. Long walks can be more interesting if bow tells some stories.

236/400

#33 – Boss fight ideas

(April, 5)

Boss fight has to be special)) We can base it on virtue, too. Maybe trust? Trust makes blind. Boss can have many eyes. Or it's giant armadillo. Maybe builds up armor in the fight. Virtue could be endurance. Or vitality. What do you think?

238/400

3. Sandra | Design | Avg. 300 characters (305,1)

#07 – Falling and respawn

(March, 24)

There is no need for walls right now. Players that die from fall damage get to know our respawn system. We should focus on creating a rough level layout to test the core gameplay loop in a first prototype like this. The exact boundaries of the play space are of secondary importance at this stage.

297/400

#10 – Context of level and bow

(March, 27)

Quick reminder: This map will become the third level of the final game. The player should start with the bow equipped, Bonnie. You have to fix this for the next build! Our goal is a vertical slice: A single, polished level with all features of the final game. There is no need for tutorial sections.

299/400

#14 – Purpose of cover

(March, 30)

What is the purpose of this cover box? Crouching is not included in our movement system. Covers must have a minimum height of two units. Otherwise, their relevance for the game state is non-existent. Further explanations are part of the level design guidelines document.

270/400

#17 – Sound design

(April, 1)

It is high time somebody takes care of the sound design. During my time at Barrakuda Games, the sound team was involved from the very first conceptualization meeting. Most of our mechanics are well-established in the fps genre. That means our visuals and sound must be outstanding! Iver, can you take care of it? Or Nikolai perhaps?

332/400

#24 – Ugly sky box

(April, 3)

What is the reason for using a custom skybox of this quality? It looks like you got it from the asset store. Unity's built-in skybox is no feast for the eyes, but this one is worse. It is too good for a placeholder and too bad for a final asset. Publishers hate uncertainty about what is work in progress and what is the intended quality the team is aiming for!

#26 – Ideas for story and gameplay*(April, 3)*

The core gameplay loop currently consists of very few building blocks: moving, aiming, and shooting. The game is lacking variation and a sense of progression. We could spread quivers in the level that unlock special arrow types on pick-up. The number of arrow types must be kept to a minimum for development feasibility, though.

328/400

#36 – Required level transformation*(April, 6)*

Agreed! The next playable build should feature a complete overhaul of the level design. A more open gameplay structure and an architecture that resembles actual buildings are the main goals. We should create a new empty scene and start from scratch.

249/400

4. Alejandro | Art | Avg. 300 characters (301,3)**#01 – Mood board***(March, 25)*

We really need to settle on the aesthetic we're going for, so here's my idea of a mood board. The building is based on brutalist architecture: raw structures, concrete materials, contrast between light and dark areas. You see it's not your everyday shooter setting, huh? The player's weapon can even be a bow. You guys like that?

329/400

#05 – Environment concept B*(March, 28)*

Phew, worked on this all night! Let's hope my boss won't notice ^^ A long bridge leads to this temple in the midst of the ocean. Awe-inspiring, rigid shapes merge with antique elements and religious iconography. We're heading somewhere but there's so much left to do. I'll definitely ask my boss for some days off!

314/400

#11 – Enemy concept art*(March, 30)*

My visual ideas for the enemies: some flying drones and some gun turrets. I've got to say the research took me some days (I don't do a lot of character design) but I think it finally paid off. I can do some rough 3d models of the different versions so you can get a better idea of what they'll look like. You have any favorites?

329/400

#18 – Sound design*(April, 1)*

I'll take care of it! I can even use my sister's studio. My boss will probably kill me if I take one more day off, but you know what? Fuck him ^^ I've been working on this project full-time already, and I think we're onto something here. Let's work hard and create something great!

281/400

#23 – Corridor concept art

(April, 3)

I imagine long corridors like this: Artificial lights contrast with the dark material of the walls. Alien elements of brutalism are joined by more familiar visuals of science fiction. Let me know if you need more concept art for the interior of the temple!

256/400

#35 – Required level transformation

(April, 6)

I'm all with Iver on this one. Sorry guys, but all the hard work that went into the temple concepts simply doesn't get across when you play the game. It doesn't feel like a building. We need to design levels that make sense from both a gameplay and an architectural perspective! You designers agree?

299/400

5. Iver | Art | Avg. 300 characters (296,1)

#02 – Mood board

(March, 26)

WOAH!!! Looks AMAZING. It's called mood board? The buildings give me some Control vibes. Or NaissanceE. Did you play that, Alejandro? It's one of these can't-describe-with-words kind of games. The weapon should definitely be a bow! Just finished Horizon: Zero Dawn and the ranged-hunter-combat was delicious. Bows are OP!

321/400

#04 – Environment concept A

(March, 28)

Guys, guys, what about THIS for the temple you're entering? It can be a temple IN THE SKY. How cool is that?!? And BOOM, we have an explanation why noob players can fall off the map here! Gotta admit I was inspired by BioShock Infinite, but damn, that game looked soooo sexy!

275/400

#08 – Bow concept art and mood board

(March, 29)

Tried some different shapes for the bow weapon and put together one of these mood boards you showed me. There are SOOO many games with bows out there, guys, we're in great company! Tomb Raider, Kingdom Come: Deliverance, Far Cry: Primal, and even Assassin's Creed: Origins, my ALL TIME FAVOURITE! I'll play through all of them for "research" ;)

344/400

#13 – Combat concept art

(March, 31)

FANTASTIC concepts for the enemies, Alejandro! I tried to draw what the gameplay will look like. I'm thinking it's a bit of Half-Life, BioShock, and some stealth elements from Deus Ex maybe??? OOOH, I'd love that, stealth kills are just so much fun!

249/400

#16 – Platforming concept art

(March, 31)

Afaik you wanted to have some basic jumping sequences? So it's not just shooter-meets-walking-simulator. Is that how you imagined them? And how do we make it work within a temple? Just putting some loose platforms somewhere will look SUPER WEIRD, won't it???

258/400

#22 – Easter eggs and references

(April, 1)

This spot WAS MADE for an Easter egg, don't you think?!? We can put our names somewhere, the old-but-proven way. An homage to the first Easter egg! Or there are photos of us you can shoot, the stylish-but-macabre approach. Just like in Doom 2. That was SOO COOL back then! Never got to see it myself, though. I'd ragequit before getting to that part :((

353/400

#25 – Hallway concept art

(April, 2)

Scribbled some room shapes and I LOVE the idea of a large hall connecting different segments of the map! Is it difficult to design the level with this idea in mind? We can have rows and rows of giant pillars to give you that larger-than-common-humans feeling. Would PERFECTLY fit the idea of a temple with divine knowledge, or what do you think?!?

347/400

#30 – Current look of enemies

(April, 4)

Does anyone else think the enemies TOTALLY look like GIANT CANDY right now?!? C'mon, I can't be the only one. Reminds me of the Baroness Von Bon Bon fight in Cuphead (great game btw). Are you SUGAR you want to keep their skin this way? :)

238/400

#34 – Required level transformation

(April, 6)

Imo there's a bit of a problem with the level at the moment. It plays like you're on rails, rather than exploring a vast temple-like structure. It's more like a Call of Duty campaign than the Federal Bureau of Control (if you know what I mean). Are there any ways to fix that?!?

278/400

