

# WOrld Demo and Presentation

Game Studio 1 SP19 - !b00lean

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# Game Description

- **Description:** WOrld is a stealth-based game where users must bypass guards and overcome obstacles via gadgets and hacking.
- **Target Platform:** PC
- **Target Audience:** Teens - Adults; Stealth Fans

# Demo

<https://youtu.be/KuCTpFMqMwg>

# Design Process

- Based off of our original project's design (horror, stealth)
- Design Development:
  - Brainstorm Sessions
  - Examples from existing games
  - Player Feedback
- Iterative-Process: create and refine

# Art and Animation Process

- Due to limited artists on team, mainly focused on the creation of the main enemy of the game - the drones.
  - Created concepts for various designs to communicate that there are different types to the player.
  - Decided on a single design with color coding to accommodate having a single artist modeling all assets.
- Team's overall low experience with animation shifted focus towards a game that would not require any animations.

# Engineering Process

- Everything we did was programmed using nodes (bp)
- Everything was created as a Blueprint object: allows drag-and-drop
- AI
- 3 different Puzzles
- Stealth
- Level Mechanics:
  - Doors, Decals, Puzzles, Lockers, W-Coins, UI

# Production Process

- Broke the engineering load into multiple parts:
  - AI (Bots)
  - UI
  - Puzzles
  - Stealth
- Slack: online communication
- Trello: scheduling and progression
- Perforce: source control
- In-person scrum meetings

# What Went Right

- Produced a final product
- Gained new understanding, knowledge, and experience in various aspects of production



# What Went Wrong

- Inexperience in Game Engine hindered a lot of progress
- Inexperience in Perforce resulted in occasional botched source control
- Lack of knowledge and ability on how to animate
- Lack of knowledge and ability on how to how to use sound

# Lessons Learned

- Gained a deeper understanding with Unreal Engine 4
- Gained a deeper understanding of the source control program, Perforce
- Gained experience in designing around constraints

# Summary

- WOrld is a stealth-based game where users must bypass guards and overcome obstacles via gadgets and hacking.
- Iterative-Process: create and refine
- Art and Design all based around lack of Animation, and Stealth game play
- Engineering: AI, UI, Stealth, Puzzles
- Experience and knowledge was gained

**Q & A**