

STEAMWELL INC.

TEAM 5: COGS IN THE MACHINE

-MEET THE COGS-

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TECHNICAL LEAD

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PROGRAMMER, LEVEL DESIGNER



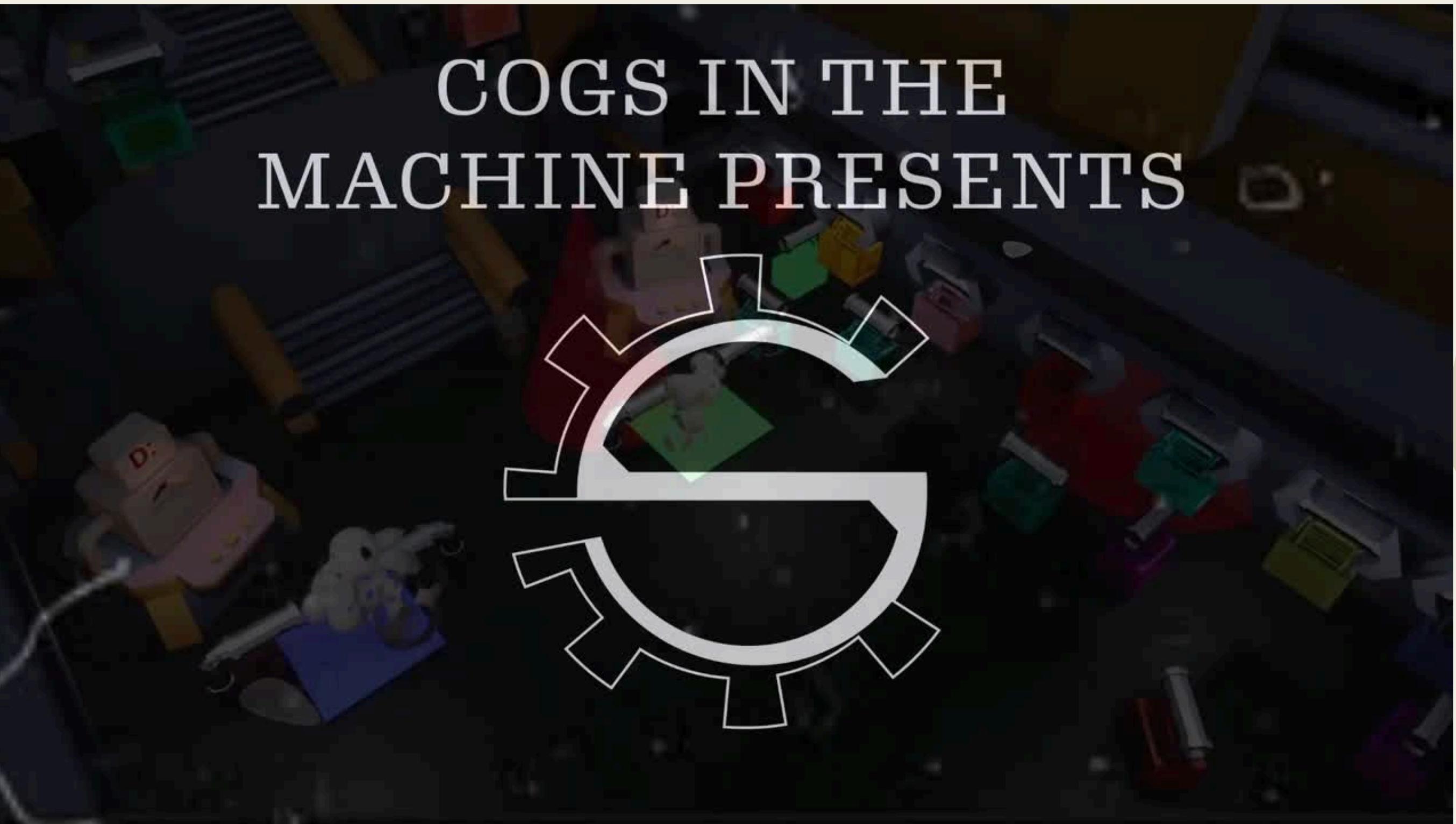
-HIGH CONCEPT-

- ENGINEER MAKES MISTAKE
- NEARLY DESTROYS FACTORY
- VENTURE BACK TO FIX IT
- SOLVE PUZZLES
- REPAIR THE FACILITY





-GAME TRAILER-



COGS IN THE
MACHINE PRESENTS



-INITIAL DESIGNS-

CONCEPT

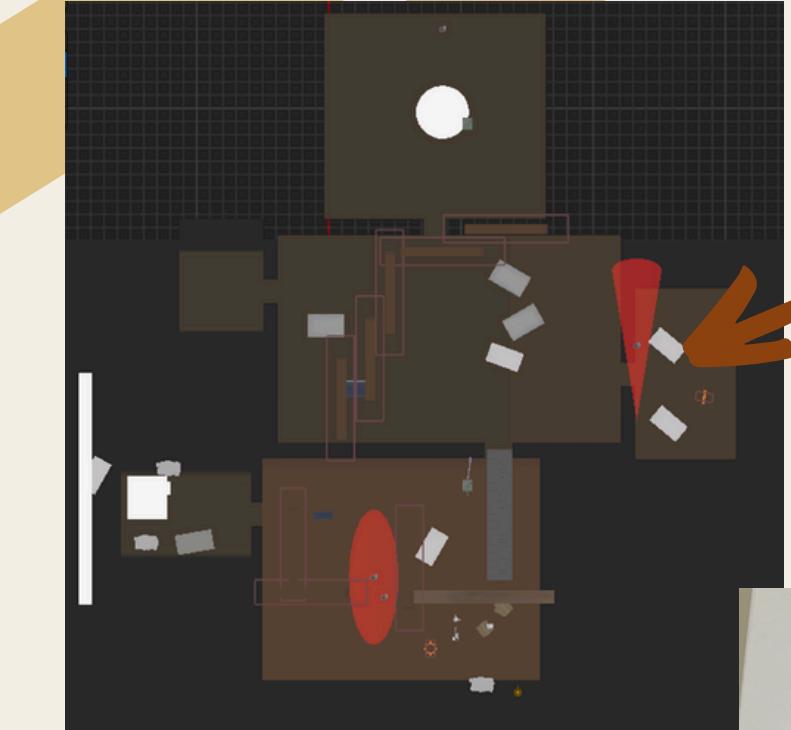
- THREE LARGE PUZZLES
- NARRATIVE PUZZLE GAME
- VENTURE INTO FACTORY

MECHANICS

- PUSH/PULL OBJECTS
- EVADE ENEMY BOTS

AESTHETICS

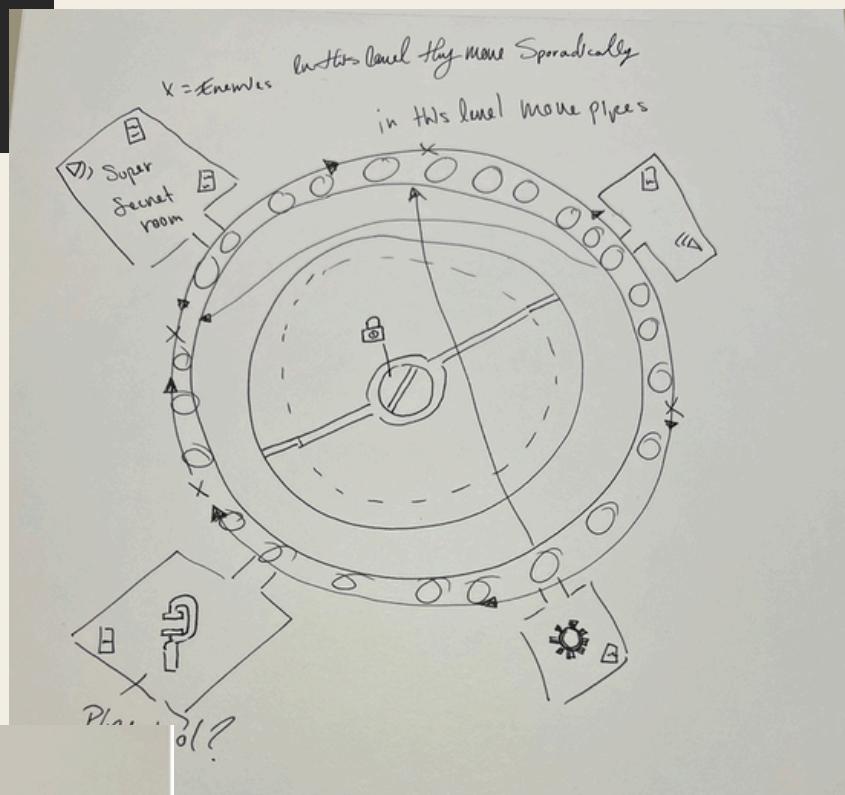
- FEELING: ADVENTURE, STRATEGY
- VISUAL: LOW POLY STEAMPUNK



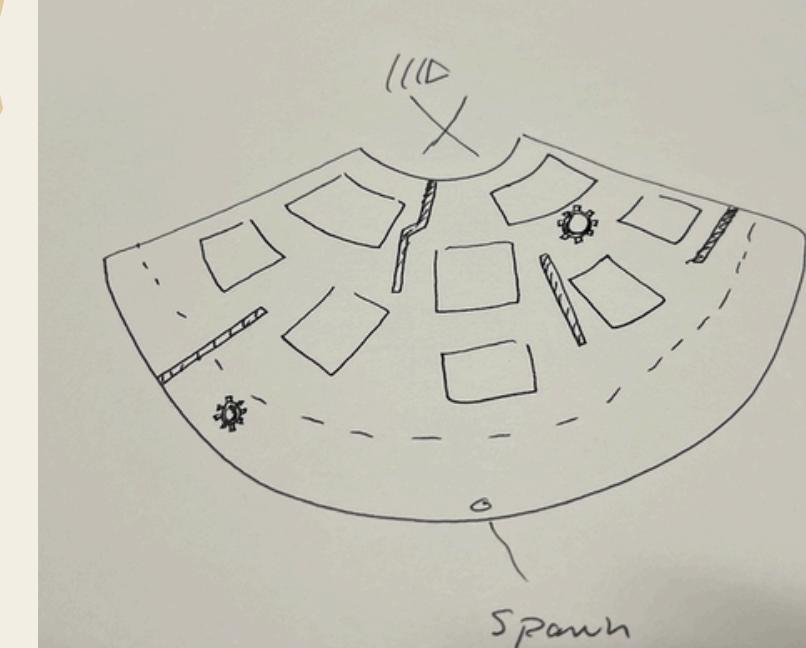
EARLY LEVEL
1 DESIGN



EARLY LEVEL
2 DESIGN



EARLY LEVEL
3 DESIGN



Spann

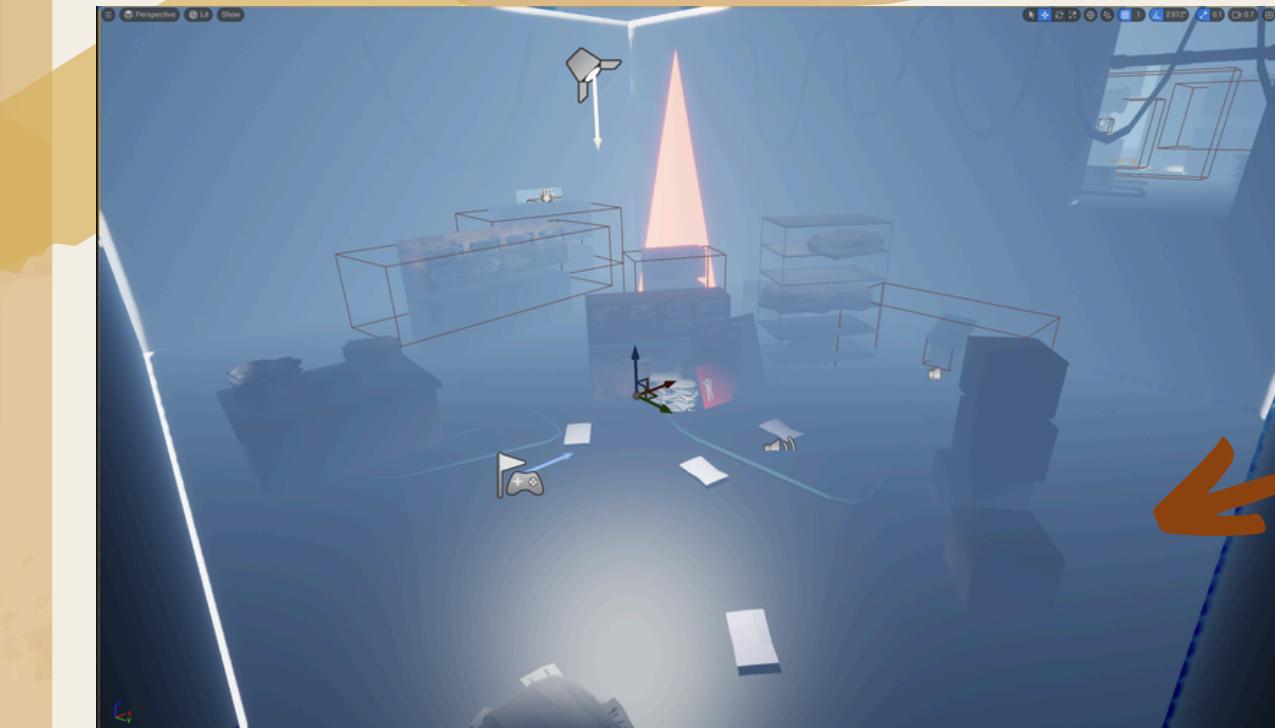
-GAME FEEDBACK-

CRITICISMS

- FACTORY SETTING NOT APPARENT
- NARRATIVE NOT IMPLEMENTED
- VAGUE DESIGN
- TAKES LONG TO GET INTO PUZZLES

CONSENSUS

- FUNDAMENTAL GAME PROBLEM
- NEED FOR FUNDAMENTAL REWORK



EARLY LEVEL
1 DESIGN



EARLY
CONCEPT ART



-GAME OVERHAUL-

CONCEPT

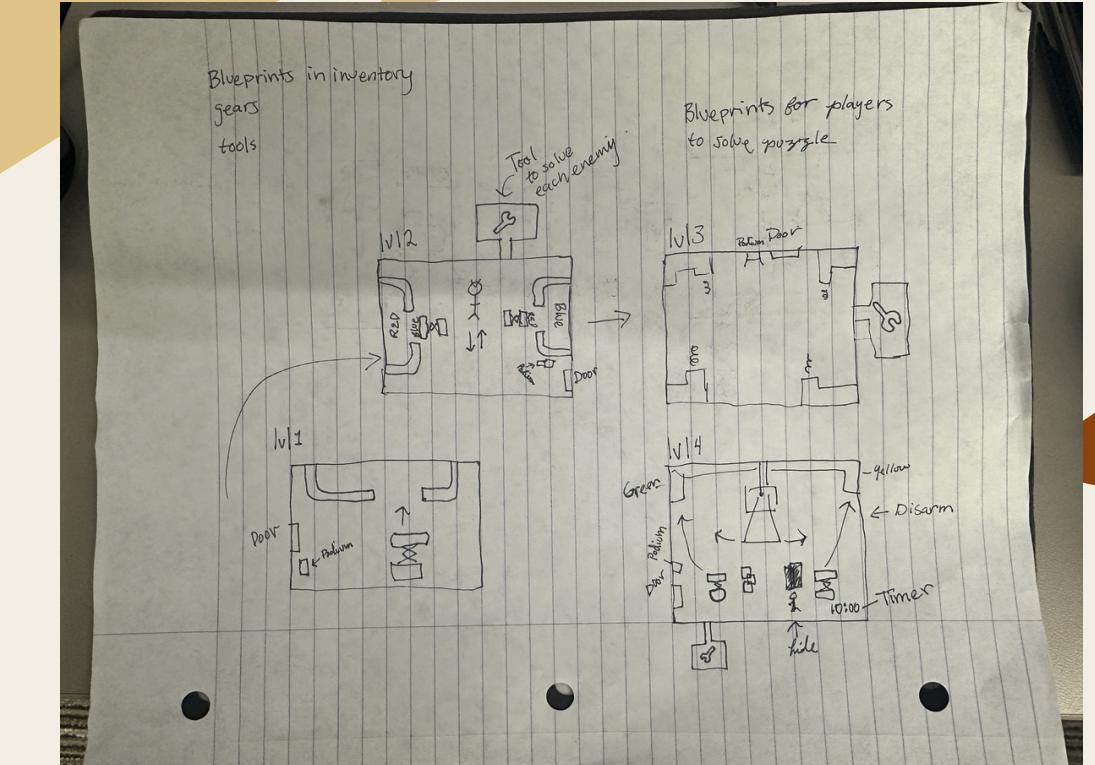
- FAST PACED PUZZLE GAME
- VENTURE INTO CHAOTIC FACTORY

MECHANICS

- SIX SHORT PUZZLES
- PUSH AND PULL OBJECTS
- EVADE ENEMY BOTS

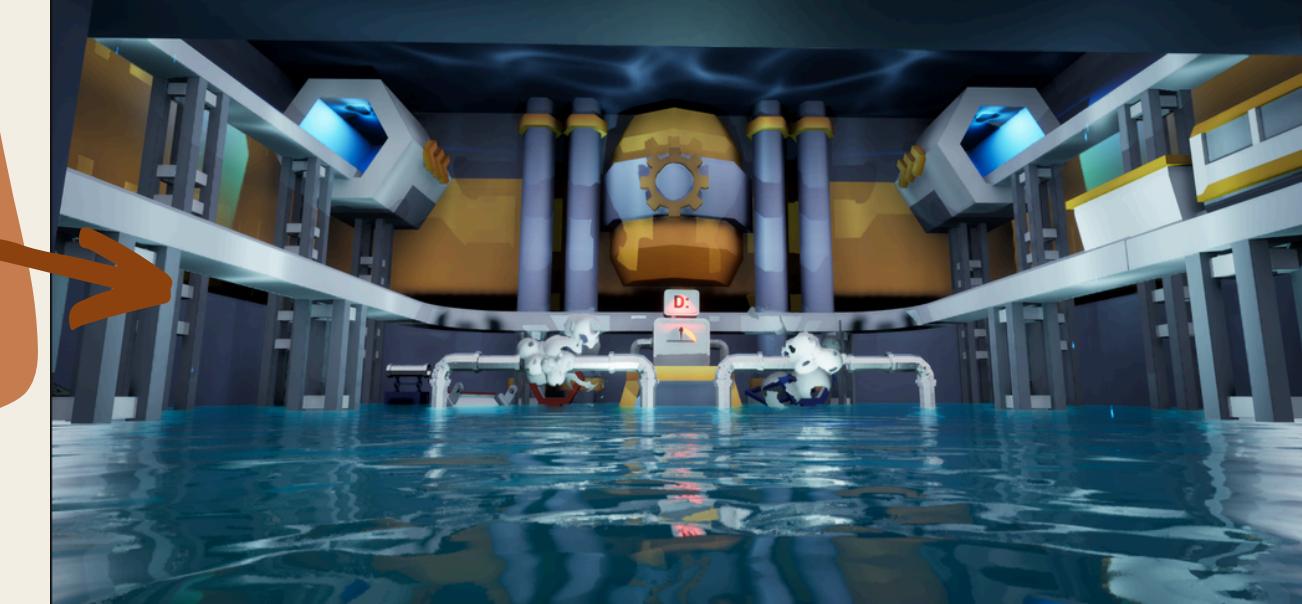
AESTHETICS

- FEELING: ADVENTURE, STRATEGY
- VISUAL: LOW POLY STEAMPUNK



INITIAL LEVEL CONCEPTS

LEVEL 4 AND
LEVEL 2 DESIGN



-GAMEPLAY-

GAMEPLAY LOOP

- SOLVE PUZZLES
- COLLECT GEARS TO OPEN DOORS
- PROGRESS

SIX TOTAL LEVELS

- FAST PACED
- SIMPLE
- PROGRESSIVE DIFFICULTY



-CORE MECHANICS-

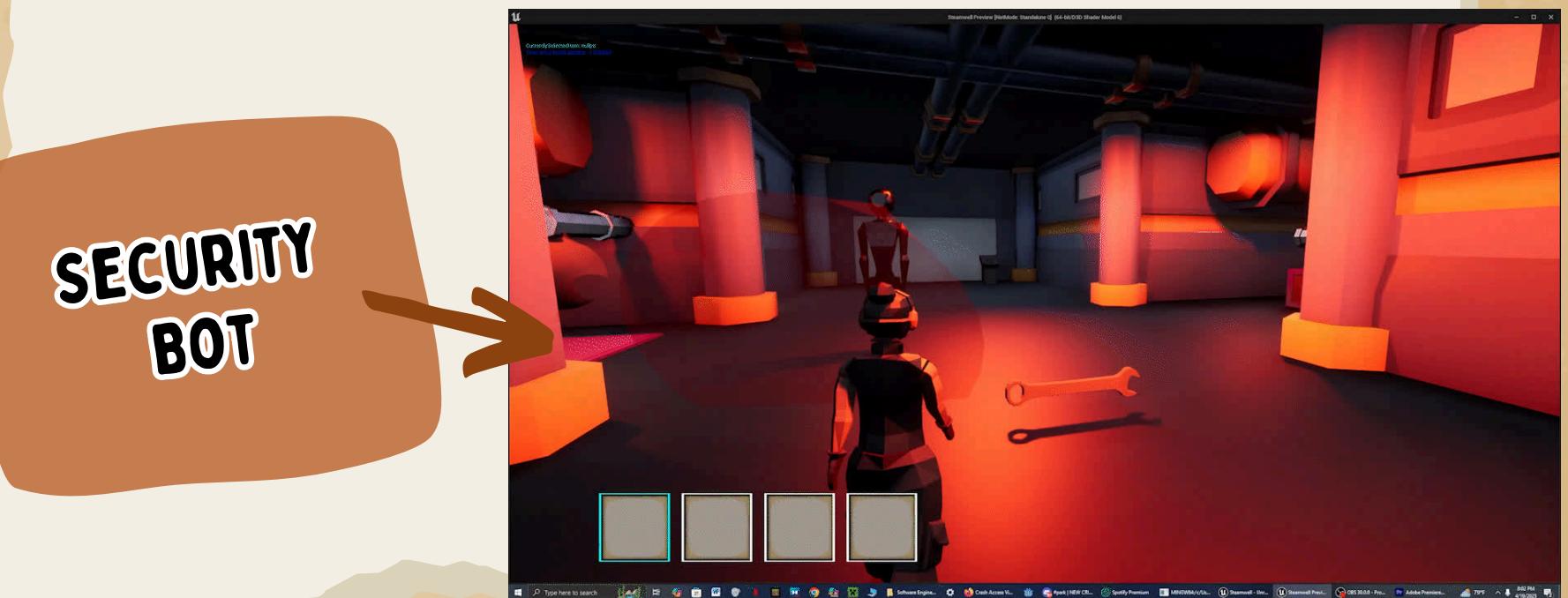
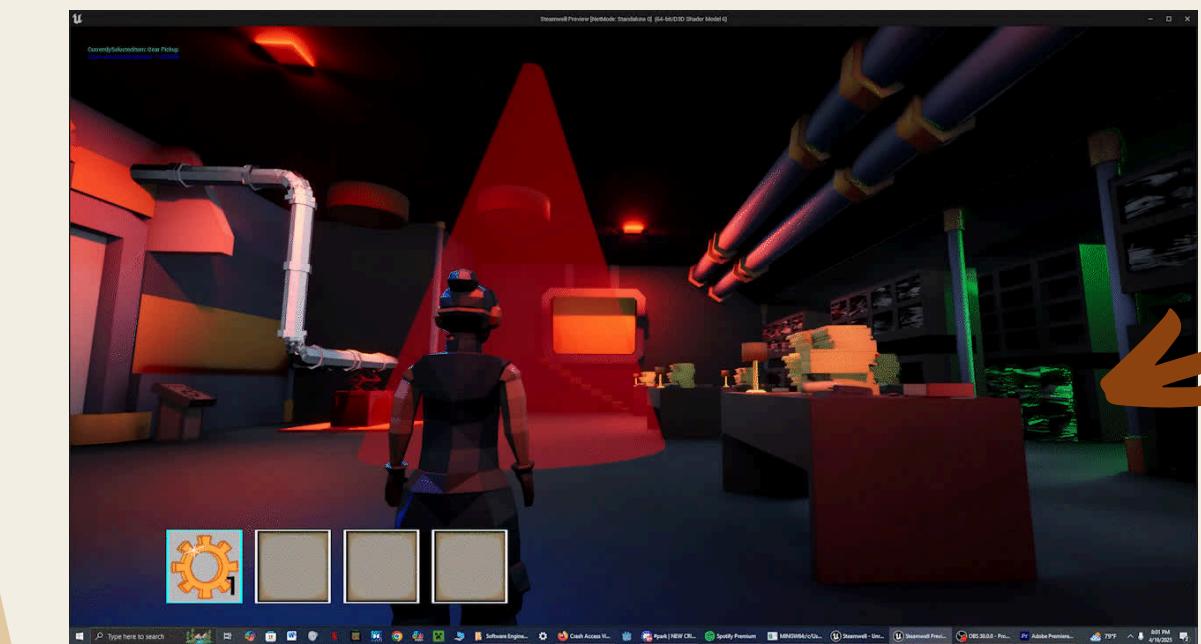
INTERACTABLES

- PUSH/PULL OBJECTS
- BLUEPRINTS
- GEARS/WRENCHES



SECURITY ENEMIES

- AVOID THEIR LASERS
- LOSE LINE OF SIGHT
- DON'T GET CLOSE



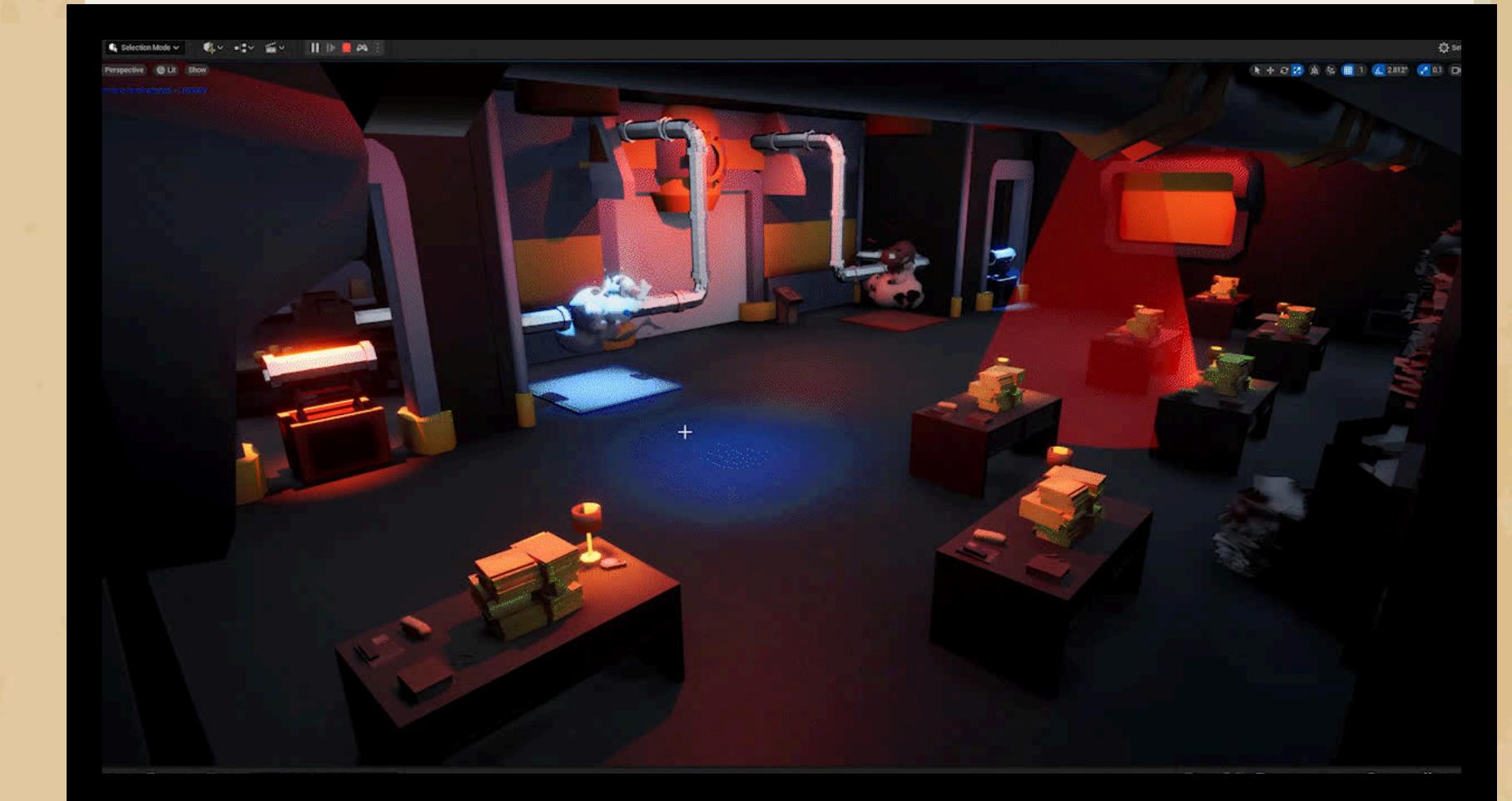
-DYNAMICS-

- STRATEGY
 - SOLVE PUZZLES
 - AVOID ENEMIES
- NARRATIVE
 - BLUEPRINTS
 - NOTES
 - VOICE LINES



-AESTHETICS-

- INTUITIVE: SMART FOR SOLVING THE PUZZLE
- THRILLING: EXCITING, DARK
- INDUSTRIAL: LOW POLY STEAMPUNK



-ART: ASSETS-

AESTHETIC

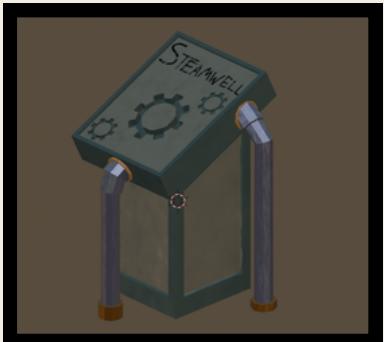
- LOW POLY
- STEAMPUNK
- INDUSTRIAL



MODEL



TEXTURE



-ART: UI-

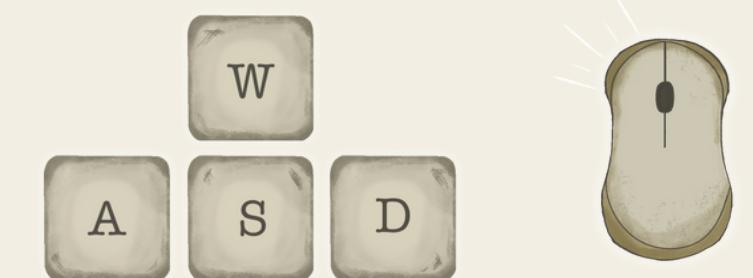
MENU



INVENTORY BAR

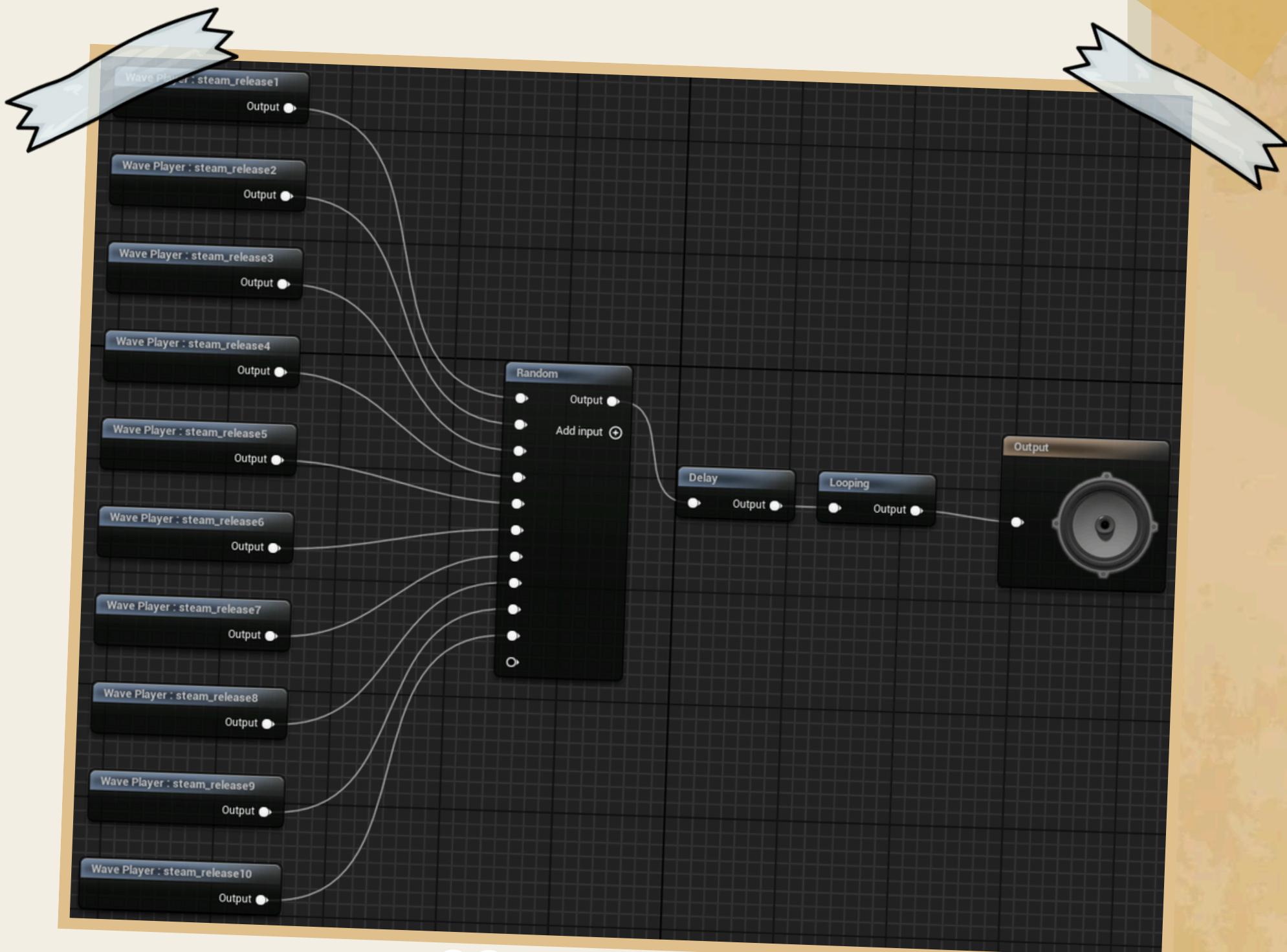


CONTROLS

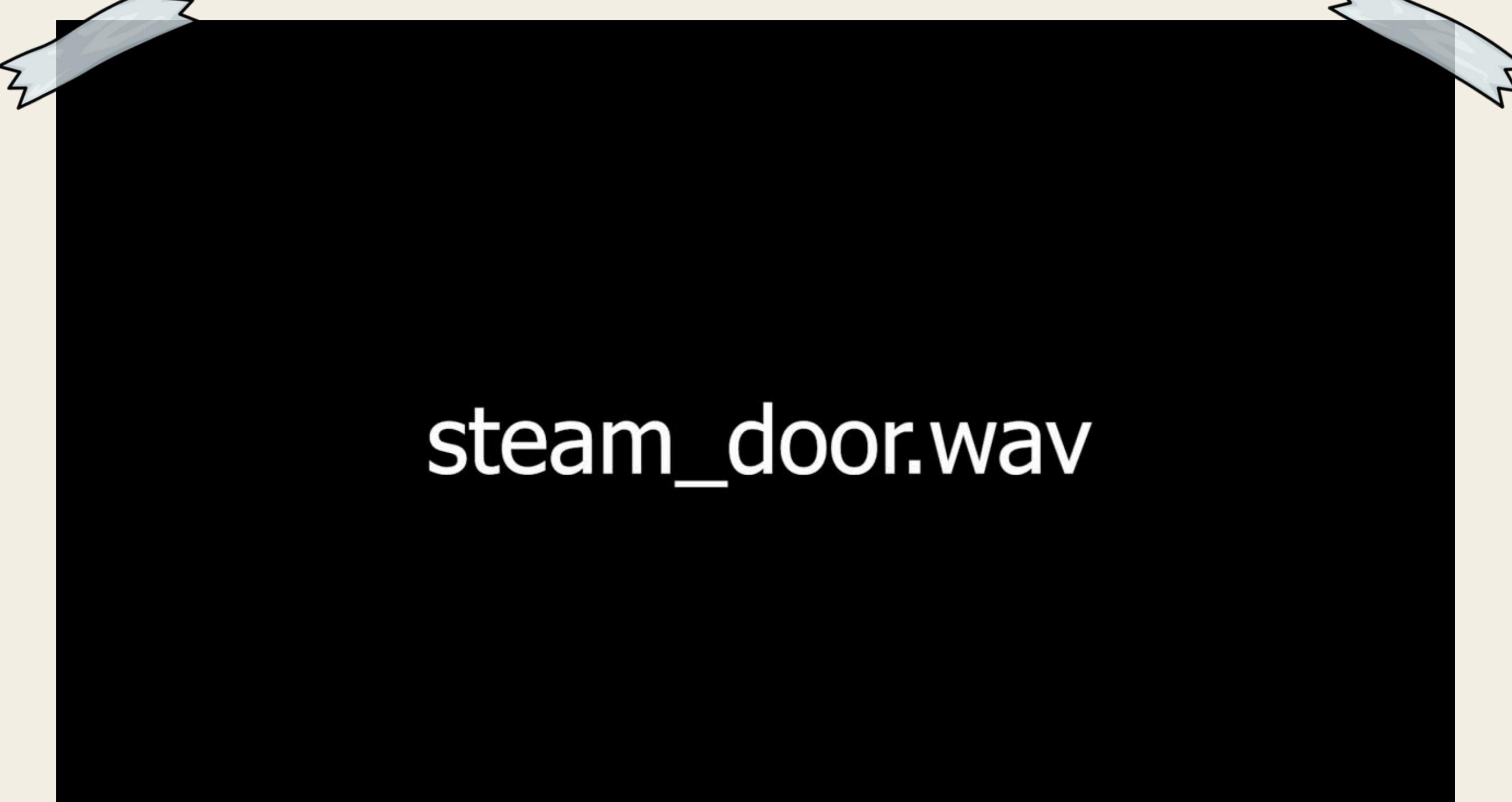


-SOUND-

- INDUSTRIAL AMBIENCE
- STEAM MACHINERY
- REACTIVE MUSIC
 - INTRO STING
 - AMBIENT
 - BOMB BABY TIMER



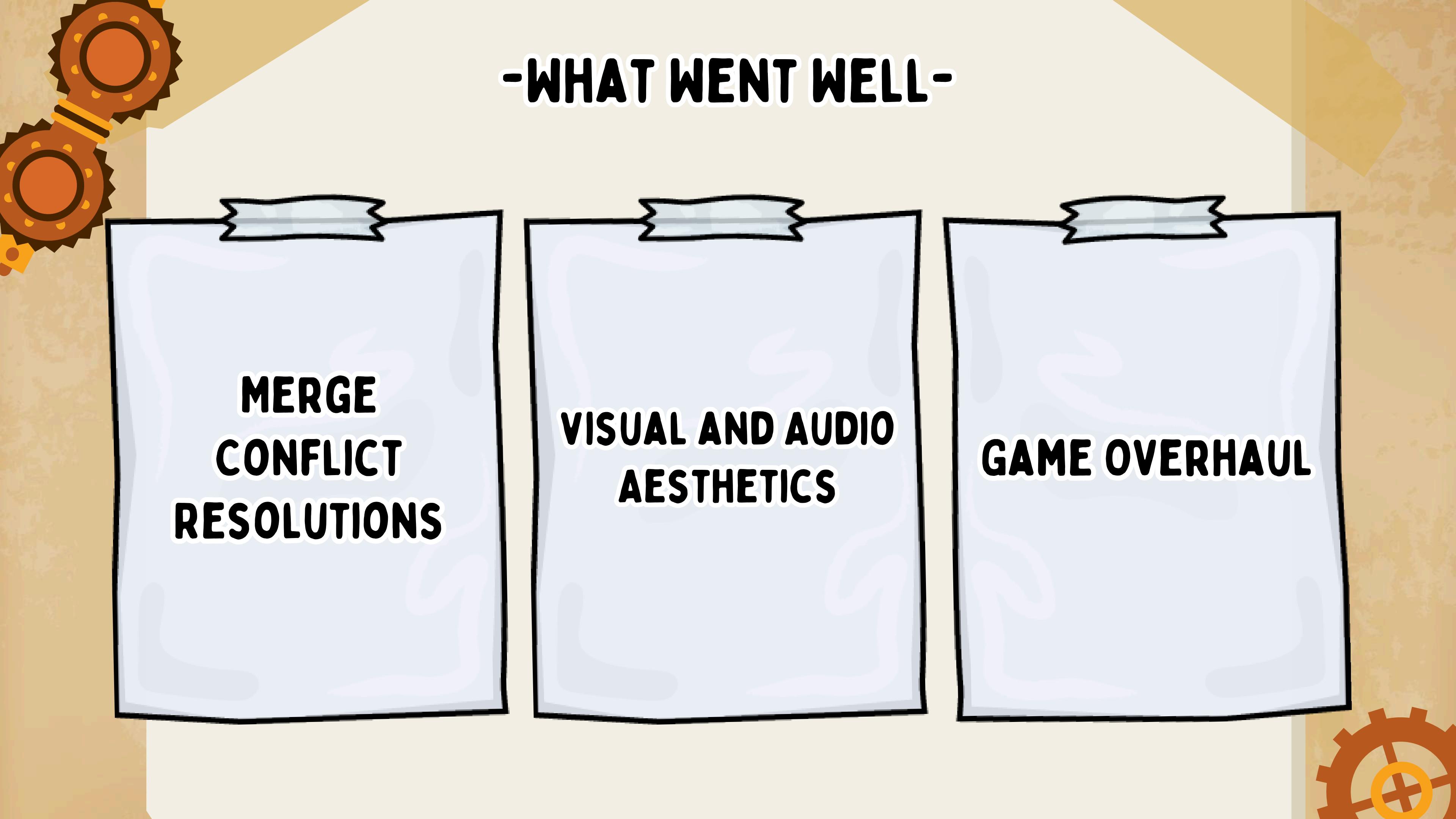
SOUND CUES



-SOUND VIDEO-

steam_door.wav

YOUTUBE LINK



-WHAT WENT WELL-

**MERGE
CONFLICT
RESOLUTIONS**

**VISUAL AND AUDIO
AESTHETICS**

GAME OVERHAUL



-WHAT COULD'VE GONE BETTER?-

**MAINTAINING
PIPELINE
SCHEDULE**

**FINALIZING
PUZZLE/GAME
DESIGN**

**IDENTIFYING
GAME FLAWS
MUCH
EARLIER/FASTER
PROTOTYPING**



-LESSONS LEARNED-

MAINTAIN
CONTINUOUS
INTEGRATION

MORE MEETINGS
=
MORE PROGRESS

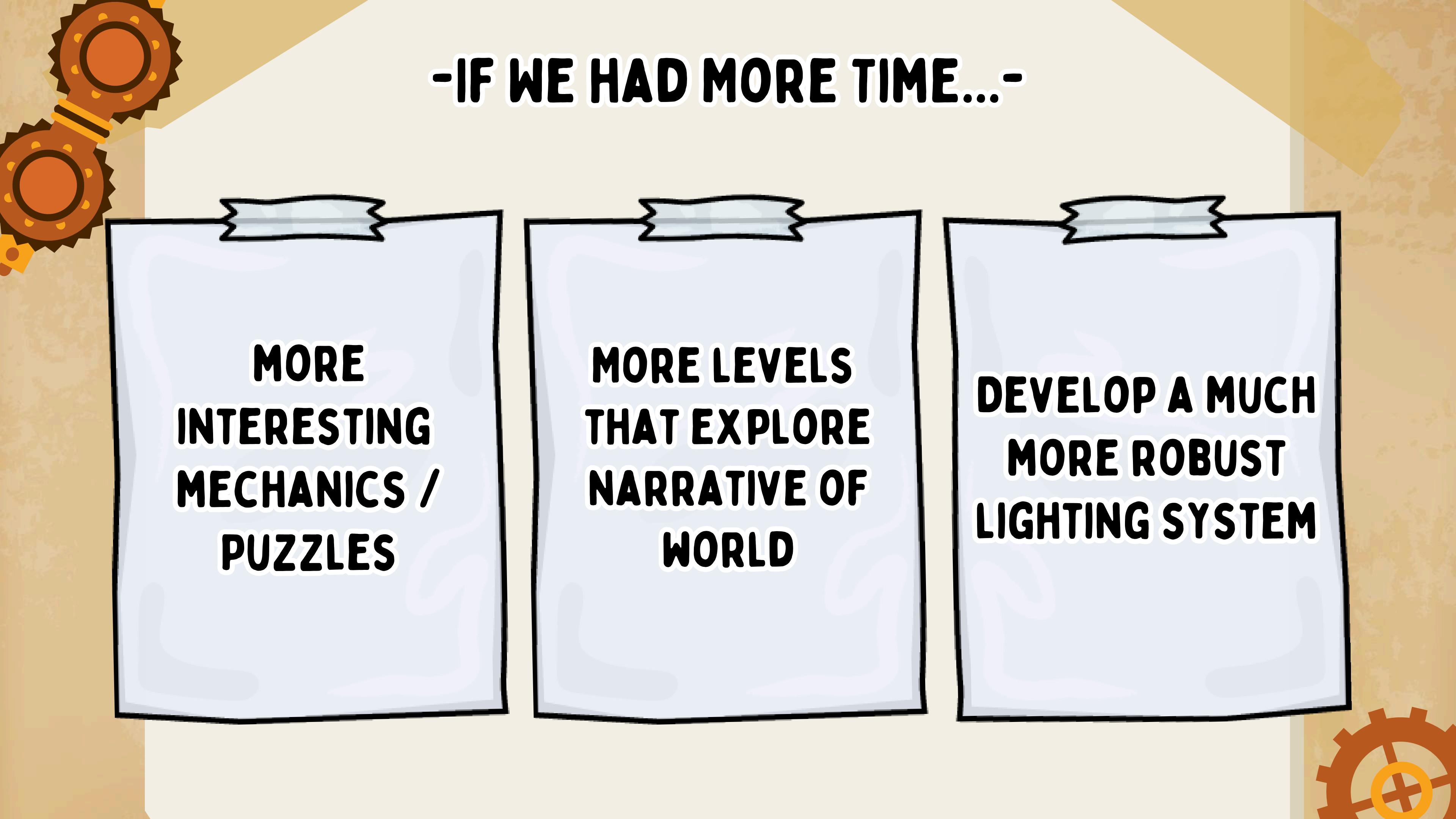
POLISH FEATURES AS
DEVELOPED



MAINTAIN CONSTANT
COMMUNICATION ON
PIPELINE STATUS



ALL MEMBERS MUST BE
INVOLVED IN ALL
ASPECTS OF GAME
PRODUCTION



-IF WE HAD MORE TIME...-

**MORE
INTERESTING
MECHANICS /
PUZZLES**

**MORE LEVELS
THAT EXPLORE
NARRATIVE OF
WORLD**

**DEVELOP A MUCH
MORE ROBUST
LIGHTING SYSTEM**



DOWNLOAD THE GAME!





THANK YOU!