

Individual Development Log

Our game involves RTS (Real-Time Shooter) game where a player needs to get out of a facility and save themselves from an alien invasion that has occurred in the plant. The player needs to make it out alive by shooting and killing the aliens.

My role within the group was character design. I was set the task of designing the alien enemies. There were many setbacks in this process as I joined my group late, so I had to catch up on all the details that I had missed.

I began the process of designing the enemy by sketching out many different ideas. Based on what my team had ask for, I needed to keep my style somewhat cartoony, but still somewhat realistic. There were three main ideas that I came up with. A cartoon, stereotypical alien, a more realistic, mouse-like alien and a humanoid eyeball alien (See figure 1, figure 2, figure 3.)

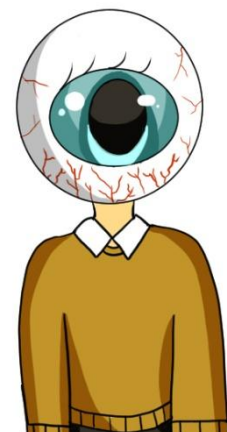
Figure 1.



Figure 2.



Figure 3



These three designs went to my teammate who gave me some great feedback. We ditched the first design (Figure 1) as we felt it was too generic and too cartoonish. We did keep Figure 2 and Figure 3 as we felt these designs gave more design choices. Figure 2 was originally going to be the set design, but we realised that it was too detail heavy, which would be too difficult for my teammate to sculpt in blender. We settled on Figure 3 as we felt it was more the style we wanted.

I began to expand on Figure 3, designing it to be more militarized (see Figure 4.)



Figure 4.

Figure 4 was a much better fit for the games design and for the setting but it wasn't the final choice. I began to explore more of a monstrous design, with the help of my team. Two sketches were drawn up of the final designs, where we later selected our final monster design (see figure 5 and figure 6).

These sketches then led me into designing a colour scheme for our final monster design. This was an easy process as the palette was very much greens and reds, to make the monster appear terrifying and alien. (See figure 6)

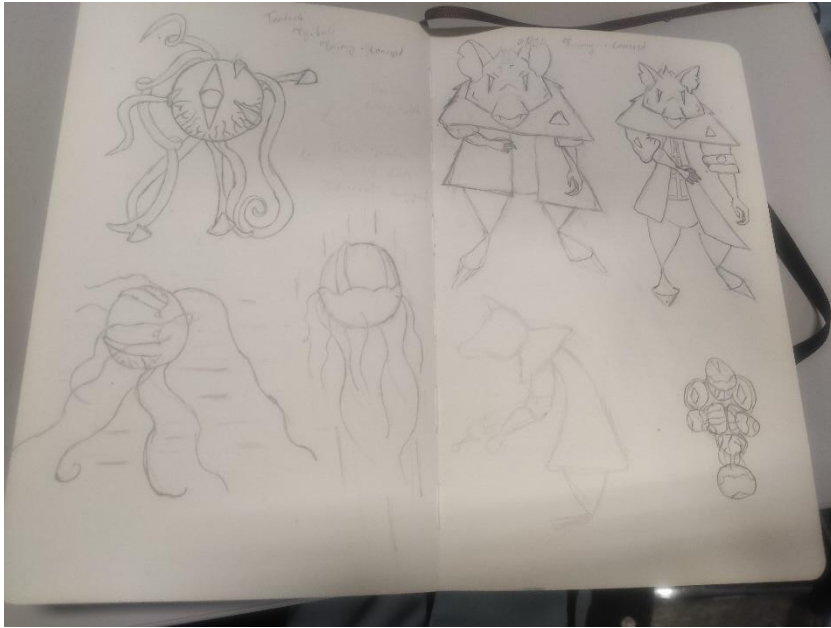
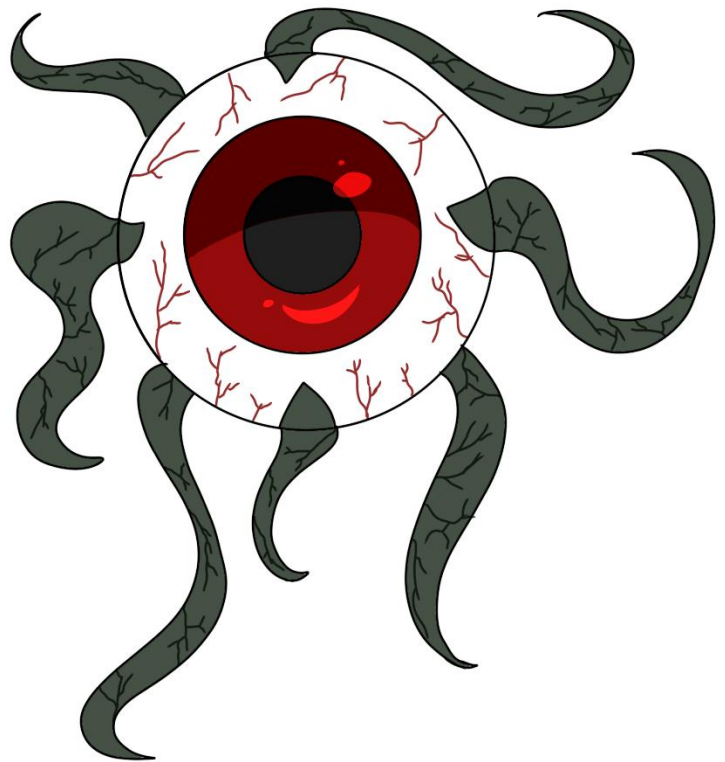


figure 5.

Figure 6.



These many designs that we came up with led to the final design (Figure 6).

My team are now currently modelling and implementing this into the game. I have been working on other colour schemes but the current one seems to be the set one that we have decided on.