

# Corporate Development Log 2025



## About the game



## Keeping your future “safe”™

Safe Corp Extraction is an Extraction RTS where you play as insurance agents from the Safe Corp Corporation.

You act as bodyguards who are dispatched to alien planets to rescue high paying customers/VIPs from dangerous situations.

The game will see you gathering resources for crafting and spending, as well as navigating hostile wastelands while engaging in combat to carve the best path to safety for our VIP.

# Breakdown

Safe Corp's Vision

# Stay Safe 2100 ASC

## Devlogs

Entries from both the team and individual members for each week of development.

## Contributions

Proof of work done by each member as well as a deeper reflection on members' roles.

## Production Plan

Our plan mapped out going forward.  
- What to do and When to do it by.  
- Links to Trello + GitHub

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"Stay Safe"

## Meet the Board

**Since its foundation in Ø ASC\*, Safe Corp has been seeking to contribute to your life through business.**

Safe Corp started in Ø ASC (After Safe Corp) as a human life insurance company. At that time, life was dangerous and unsafe, most settlements were controlled by govermental agencies that hindered individual growth. Thanks to SafeCorp this historical background no longer exists. The Spirit of Personal Safety continues to be passed down to all our employees across the universe to this day, but is best exemplified by our diligent board members.



**Joe**

Team lead, NPC + Enemy AI

**David**

3D Artist, "Artchitect"



**Seamus**

QA, Balancing

## Meet the Board



**Josh**

UI + UX

**Max**

Systems + Mechanics



**Kira**

Supporting Artist + UI

**We look forward to making your future safe  
with Safe Corp.**

# Week 1

## Initial Ideation & Inspiration

Our first week was spent mostly on meeting the brief while deciding on an idea that we all felt enthusiastic about. We landed on the idea of a satirical real-time strategy meets extraction shooter where you play as intergalactic bodyguards employed by the insurance company "SafeCorp".

Your mission? Get boots on the ground, navigate hostile alien hellscapes, and extract high-paying customers who purchased your premium packages before their coverage expires (or their bodies do).

## Core Idea

We're blending RTS unit management with extraction shooter gameplay. Think:

Squad deployment & command structure like Halo Wars

Tight, high-stakes firefights & evac mechanics like Helldivers 2

You'll command small strike teams of highly expendable (yet very expensive) operatives across alien biomes, working against the clock and enemy waves to extract insured civilians. Every choice matters and every evac is a chance for a satisfied customer.

## What we've done so far...

Aligned on core concept and genre fusion. Alongside begining early design drafts for:

- Mission structure and evac mechanics
- Corporate tone and worldbuilding
- Prototyping early top-down controls and unit behaviors

# Week 1

## Joe

Was assigned as Team Lead.  
Created draft logos and Mood Board.



- Special Armed Force Extraction
- Secure Asset Force Extraction
- Strategic Automated Field Excavators
- Synthetic Assault Force Extractors
- Synthetic Agents of Extraction
- Sentient Androids for Extraction
- Security Androids for "Forcible Extraction"™

## David

Initial Safe Corp troop concept sketched



## Seamus

During the first week, we generated multiple ideas for the game and spent the time seeing which ideas had the most potential and fit our team's composition the best. We picked an RTS since our team was comprised of a lot of programmers.

## Josh

We decided on the idea and name of Safe-Corp. It's an RTS game where you are sent into alien planets to extract Safe-Corp VIPs while gathering troops to fight and fuel to escape.

## Week 2

# Assigning Tasks + Managing Scope

This week we broke down our tasks for the upcoming prototype, ensuring we would have a showcase of the core gameplay loop. After consulting with Seamus (Lecturer) we landed on these 4 key goals:

- Functioning **Player** Troop
- Functioning **Enemy** Troop
- Be able to **Extract the VIP**
- Be able to **One Resource**

We each set our roles and began work. Additionally we addressed the issue of scope. Our goal is for SafeCorp Extraction to feel like a fun, complete experience by the end of development, not an unpolished, abandoned student project.

To keep things manageable, we reviewed the mechanics and systems typically found in RTS games and selectively removed or simplified them to better match our game's pacing and project deadline.

# What to aim for Next Week

- Player Movement, Shooting and Stats
- Base Player Design Finalized
- Continued work towards prototype

## Week 2

### Joe

Created Player Gun Script and Stat Script

### David

Finalization of Safe Corp troop concept

Created Group Trello

### Max

Continued work towards prototype

Created group GitHub

### Seamus

My team role was solidified this week, so I was able to properly get started on my work. First, I wanted to research other RTS games so I could get a better understanding of how they worked. I found this website

<https://www.aoe2database.com/en> which details everything in the RTS game Age of Empires 2. Using this I was able to see how the unit stats were structured as well as what calculations the game uses for damage, building and gathering.

### Josh

Tasks were assigned to us this week. I advocated for UI as I believe this would be the best choice for me to help my team. Max made the GitHub repository this week and made a basic prototype.

## Week 3

# Continued Prototype + Group Check in

With two weeks left until our prototype deadline, we continued work on our core systems and spent this week making solid strides across all areas of development. We also had a walking check-in with Seamus (Lecturer) up to the university roof, where we discussed how each of us felt about our current tasks and the game's progress overall. The general vibe? Things are going well!

## New Advancements

- Joe created a universal stat script that acts as a central reference point for all unit stats, both player and enemy troops. Since the game is quite stat-heavy, having a single source of truth should make expanding and tweaking systems much easier moving forward.
- David committed the 3D render of the player troop, giving us a tangible in-game asset to work with for animations and mechanics testing.
- Max finished all required mechanics for the prototype, helping us lock down the foundational gameplay loop.
- Josh put together a rough outline of the UI HUD, giving us our first look at how player information might be displayed during missions.

We're aiming to start stitching everything together into a playable build and begin internal testing over the next week.

**"Remember: Clients aren't running away, they're creating dynamic extraction scenarios."**  
— SafeCorp Morale Department

# Week 3

## Joe

Created Rough Enemy script + VIP script.  
Modified Stat + Gun Script to have multiple uses.



## David

Initial Safe Corp player troop character  
3D-Model created and rigged.

## Max

Finished assigned tasks for prototype mechanics

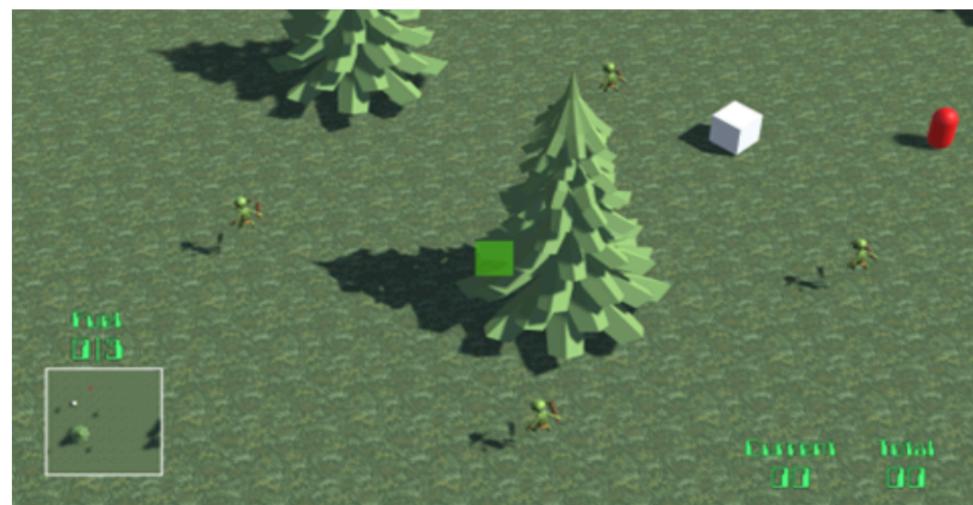
## Seamus

I started work on making a Battle Simulator for the game in excel. I first drew out an outline for how it would look and the different functions it would have. I then started making it in excel. I got the stats table for each of the troop types laid out and filled in with the sample stats.

## Josh

I oversaw the creation of UI elements including a minimap and counters for the current and total troops.

Keeping track of the current and total troops was the first thing I implemented. After a conversation with Seamus,



I changed it to make it feel more robotic and fit the style of the game better.

## Week 4

# Final Push for Prototype

With the prototype presentation just around the corner, this week was all about steady progress and remote coordination. Most of the team was unavailable in person, so we focused on individual tasks and kept communication tight through Discord to make sure everything stayed on track.

## New Advancements

David and Joe began work on the PowerPoint presentation, which will walk through the game's design goals, story, and core gameplay loop.

We welcomed a new team member, Kira, who joined as a supporting artist! They began work on early enemy design mockups.

Despite the quiet week on campus, we maintained solid momentum and are well-positioned for the final polish pass before the prototype showcase.

**"Due to budgetary optimizations, teams are encouraged to work from wherever survival is most probable. Whether stranded in the field or huddled in a break room, productivity is profit."**  
— SafeCorp Handbook, v3.5

## Week 4

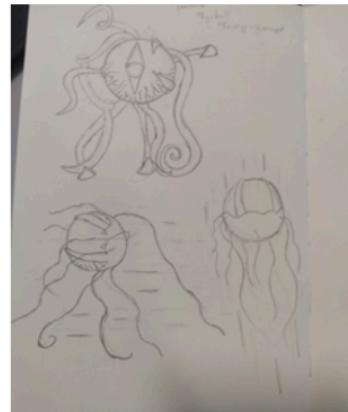
### Joe

Began work on Powerpoint Presentation Slides.



### David

Safe Corp VIP and Enemy concept



### Max

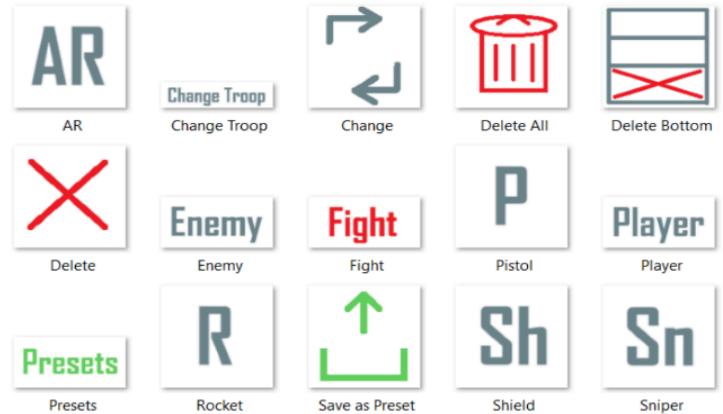
Polished + Optimized Mechanics & Systems

### Seamus

For the Battle Simulator, I created a set of icons that would be used to activate different functions in the simulator to allow me to use it efficiently.

### Josh

This week, I made a mini map and added a script to store fuel. I added in placeholder fuel to be able to test the script. I also added in a menu where you can buy troops although it doesn't do anything currently. The fuel script I committed on March 11th.



### Kira

Created Enemy Concept Sketches

Week 5

Play our prototype here!



## Prototype Presentation

This week marked a major milestone for SafeCorp Extraction, our first prototype showcase.

Despite the deadline everyone found it went really well! The feedback was overwhelmingly positive, and most importantly, everyone seemed to enjoy the satirical tone, which was a huge relief since this was the first time we'd shown the concept to anyone outside the team.

## Highlights

Joe created an in-universe advertisement for SafeCorp™, which we played during the presentation. This was to help capture the game's corporate dystopia and sell the tone to the class. He also compiled and submitted the prototype build, making sure everything was packaged and running smoothly.

<https://youtu.be/-xu2IgyGnj0>

David wrapped up the presentation slides, pulling everything together into a cohesive showcase of our progress, goals, and systems.

It was a hectic week getting everything across the finish line, but the outcome was

**"Your success is our success!"\***

(Terms and conditions apply. Success metrics subject to shareholder approval.)\*

# Week 5

## Joe

Created Advertisement  
Built Prototype

## David

Worked on presentation

## Max

Helped compile unity scene for prototype

## Seamus

Wrote a rough script out for each slide of the powerpoint

## Josh

Polished UI HUD and began work on UI paneling

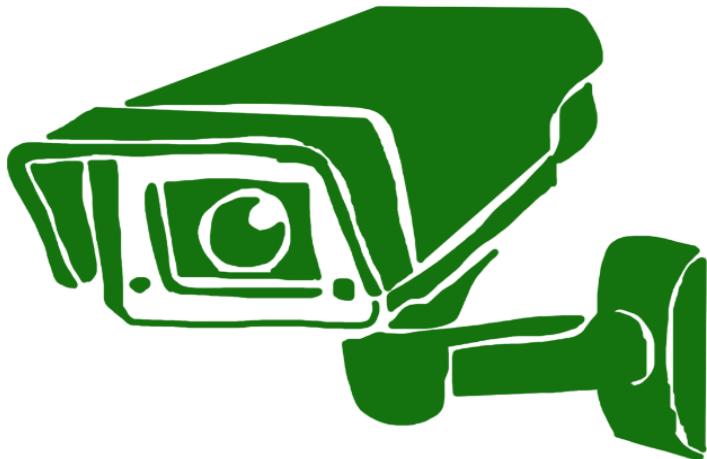
## Kira

Expanded on the Enemy Concepts for presentation



Review Week

# NO SLEEPING ON THE JOB



\*Safe Corp Employees cannot sleep as they are always legally conscious

**"Idle hands are missed extraction opportunities."**

# Review Week

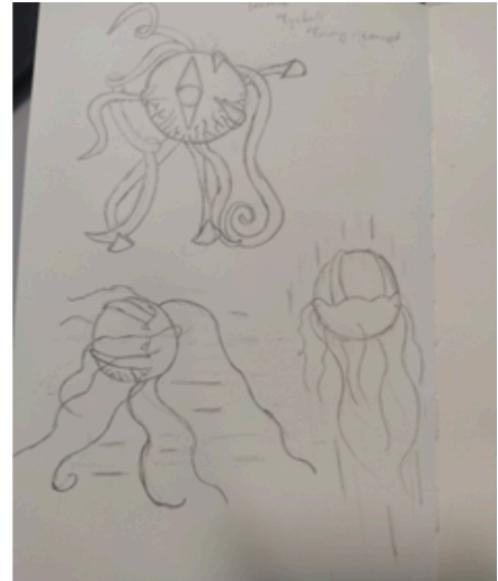
## Overview

No tasks were designated for review week to allow everyone to get a break after the rush of the prototype. However many members still contributed over the break.

### Joe

Created Launch Sequence

Created placeholder assets for DropShip + Turret



### David

Finalization of Enemy concepts.

### Seamus

I did research on video game economies to get a better understanding of how they are structured and the different components that are in them, and how that relates to our game. I also cloned each programmers git repo and looked through each of their code, making sure that I understood and was aware each feature in the game and that they were implemented as intended. I wanted to make sure that my balancing wasn't including variables that weren't there or that I wasn't missing anything.

### Max

Creation of RTS camera system

### Josh

+

Began work on troop purchasing panel

### Kira

Assigned to help with UI tasks

Week 7

## Final goalposts set!

This week we had another check-in with Seamus, where we laid out our final production plan. Specifically, where we want to be before the Easter break, and what we aim to achieve during it.

### The Plan:

Our goal is to have all core features and systems implemented before Easter. That way, we can spend the two-week break focused purely on:

- Polishing gameplay
- Adding juice (particles, animations, etc.)
- Implementing sound effects and ambient audio
- Enhancing lighting and textures
- Other General quality-of-life improvements

It's definitely going to be a big push, but thanks to the extra work completed during review week, we're steadily on track to hit those milestones.

# Week 7

## Joe

Began work on Enemy Patrol Systems  
Created skyboxes for the game

## David

Initial Enemy 3D Model created and Rigged  
Half of buildings conceptualized, sketched and initially modelled in blender

## Max

Began work on expanding resource gathering mechanics

## Seamus

I added the functionality to add and remove troops from the player and enemy team in the Battle Simulator. This is the setup for before a fight is simulated, and the functions were developed to be easily and quickly used.

## Josh

I changed the menu to buy troops as it wasn't streamlined and blocked the screen. I added code to be able to swap between the different troops to buy. I also added an early design for the ship menu, where you can add fuel, extract the VIP, and access the place to buy troops.

## Kira

Assigned UI tasks to assist Josh

# A Message from Safe Corp HQ:

**"Remember only those who log their tasks will be remembered in the Final Report. All others will be marked as voluntary losses."**

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This page provides a collection of materials used to track and document our progress throughout the development of SafeCorp Extraction.

## Software Used

We used a Trello board to manage our workflow, assign tasks, and monitor progress across different development stages.



Our Git commit history provides additional proof of ongoing development, especially for programming and implementation-related tasks.

**See next page ->**

Much of our early planning and ongoing coordination was handled via Discord, particularly during remote working weeks. While Discord doesn't offer a traditional task log, it played a key role in discussion, decision-making, and check-ins.

For roles such as artists (e.g., early concept sketches, mockups, and design work), not all contributions are represented in code commits. These were typically shared and discussed through Discord or in person. Each team member's contributions, including tasks not easily logged through tools like Git or Trello, are detailed in their personal statements, which were included with the assignment submission.

-o- Commits on Mar 5, 2025

### Enemy Layer + Player Troop Set Up

Dgeoe committed on Mar 5

aaa6015

### Move Test

Dgeoe committed on Mar 5

bf66dfe

-o- Commits on Mar 4, 2025

### current and total units UI

Viscivous committed on Mar 4

7e0353a

### Clean Up

D2max committed on Mar 4

642af66

### config

D2max committed on Mar 4

5eb60e1

-o- Commits on Feb 21, 2025

### Init

D2max committed on Feb 21

f426c96

### Initial commit

D2max committed on Feb 21

f9dd189

-o- Commits on Mar 13, 2025

### note for fuel script and placeholder fuel

Viscivous committed 3 weeks ago

4e18748

-o- Commits on Mar 11, 2025

### added a fuel script

Viscivous committed last month

0a75dec

-o- Commits on Mar 7, 2025

### added troop and fuel script

Viscivous committed on Mar 7

ce54946

### better troop panel

Viscivous committed on Mar 7

d47cf76

### fuel text and troop panel

Viscivous committed on Mar 7

9abf99d

-o- Commits on Mar 6, 2025

### mini map

Viscivous committed on Mar 6

d8c768c

### unit counter updates

Viscivous committed on Mar 6

60824bb

-o- Commits on Mar 14, 2025

### Merge branch 'Joe's-Branch' into Proto-Test-Branch

Dgeoe authored 3 weeks ago

Verified 192bc27

### Enemy, Opening Ad, VIP

Dgeoe committed 3 weeks ago

6cb47f8

-o- Commits on Mar 21, 2025

### Landing Sequence rough but workinggit add .!

 Dgeoe committed 2 weeks ago

44cae57  

### Skyboxes

 Dgeoe committed 2 weeks ago

f1a36e4  

### Dissolve and Spin

 Dgeoe committed 2 weeks ago

1422a48  

-o- Commits on Mar 19, 2025

### quick backup before URP test

 Dgeoe committed 3 weeks ago

3fc8d5d  

### Rough Landing Sequence Implemented

 Dgeoe committed 3 weeks ago

5536a79  

### Turret Prefab

 Dgeoe committed 3 weeks ago

26bbd8c  

-o- Commits on Mar 18, 2025

### dropship placeholder

 Dgeoe committed 3 weeks ago

3ccddf1  

-o- Commits on Mar 22, 2025

### Splash Damage + Melee Knockback added to guns

 Dgeoe committed 2 weeks ago

371a448  

### fixed ID generation

 Dgeoe committed 2 weeks ago

4e965b1  

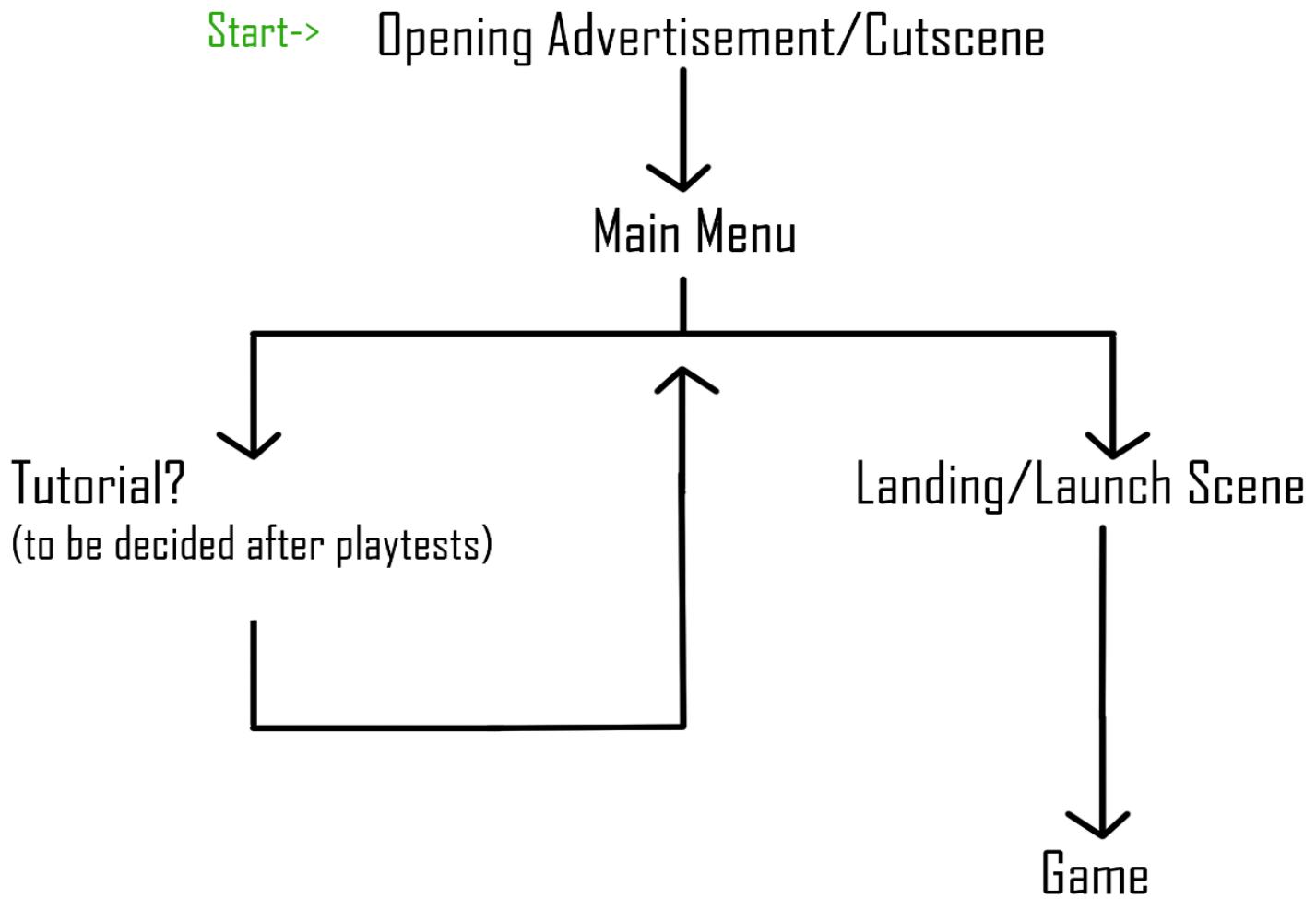
### fixed landing position in Map scene

 Dgeoe committed 2 weeks ago

8ffb6f3  

# Unity Scene Breakdown

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## Progress

Opening Advertisement/Cutscene	<b>DONE</b>
Main Menu	<b>X</b>
Tutorial?	<b>X</b>
Landing/Launch Scene	<b>DONE</b>
Game	<b>IN PROGRESS</b>

# PRODUCTION PLAN OVERVIEW

WEEK 1				
Task	Member	State	Progress	Date Completed
Create Trello	David	Complete	100%	21/02/25
Create GitHub	Max	Complete	100%	21/02/25
Prototype	All	In Progress	0%	
WEEK 2				
Assign Roles	Joe	Complete	100%	21/02/25
Research	Seamus	In Progress	0%	
RTS Systems	Max	In Progress	0%	
Concept Art	David	In Progress	0%	
UI Overview	Josh	In Progress	0%	
Player Troop	Joe	In Progress	0%	
Prototype	All	In Progress	10%	
WEEK 3				
Research	Seamus	Complete	100%	
RTS Systems	Max	In Progress	50%	
Concept Art	David	In Progress	50%	
UI Overview	Josh	Complete	100%	
Player Troop	Joe	Complete	100%	
Battle Simulator	Seamus	In Progress	0%	
UI Mini Map	Josh	In Progress	0%	
Enemy Troop	Joe	In Progress	0%	
VIP	Joe	In Progress	0%	
Prototype	All	In Progress	25%	

## WEEK 4

RTS Systems	Max	Complete	100%	
Concept Art	David	Complete	100%	
Battle Simulator	Seamus	In Progress	40%	
UI Mini Map	Josh	Complete	100%	
Enemy Troop	Joe	Complete	100%	
VIP	Joe	In Progress	0%	
UI Resource Storage	Josh	In Progress	0%	
Player Troop Asset	David	In Progress	0%	
Enemy Concept Art	Kira	In Progress	0%	
Powerpoint	David + Joe	In Progress	0%	
Prototype	All	In Progress	70%	

## WEEK 5

Prototype	All	Complete	100%	
Powerpoint	David + Joe	Complete	100%	
Advertisement	Joe	Complete	100%	
Battle Simulator	Seamus	In Progress	80%	
VIP	Joe	Complete	100%	
UI Resource Storage	Josh	Complete	100%	
Player Troop Asset	David	Complete	100%	
Enemy Concept Art	Kira	Complete	100%	
Expansion of RTS systems	Max	In Progress	0%	

Review Week				
Launch Sequence	Joe	Complete	100%	
Skyboxes	Joe	Complete	100%	
UI Purchasing Panels	Josh	In Progress	20%	
Week 7				
UI Purchasing Panels	Josh	In Progress	80%	
UI Pop Ups	Kira	In Progress	0%	
Expansion of RTS systems	Max	In Progress	30%	
Battle Simulator	Seamus	Complete	100%	
Devlogs	Joe	In Progress	50%	
Enemy Asset	David	Complete	100%	
Week 8				
UI Purchasing Panels	Josh	Complete	100%	
Expansion of RTS systems	Max	In Progress	50%	
Building Assets	David	Complete	100%	
Devlogs	Joe	Complete	100%	
Week 9				
UI	Josh	Aim: Complete	100%	
UI	Kira	Aim: Complete	100%	
QA and feedback	Seamus	Aim: Started	30%	
Enemy Patrol Logic	Joe	Aim: Complete	100%	
Particles	Joe	Aim: Started	10%	
All rough 3D	David	Aim: Completed	100%	

models				
Expansion of RTS systems	Max	Aim: Complete	100%	
<b>EASTER BREAK</b>				
Optimization + Juice	All	Aim: Complete	100%	
Playtest	Seamus	Aim: Complete	100%	
<b>Final Week</b>				
Submit Final Game	All	Complete	100%	