

REFLECTION

2022.8 - 9

Group Work / Design, 3D Art

Reflection

- 2022 Epic Mega Jam

Basic Information

Title: Reflection

Platform: Windows

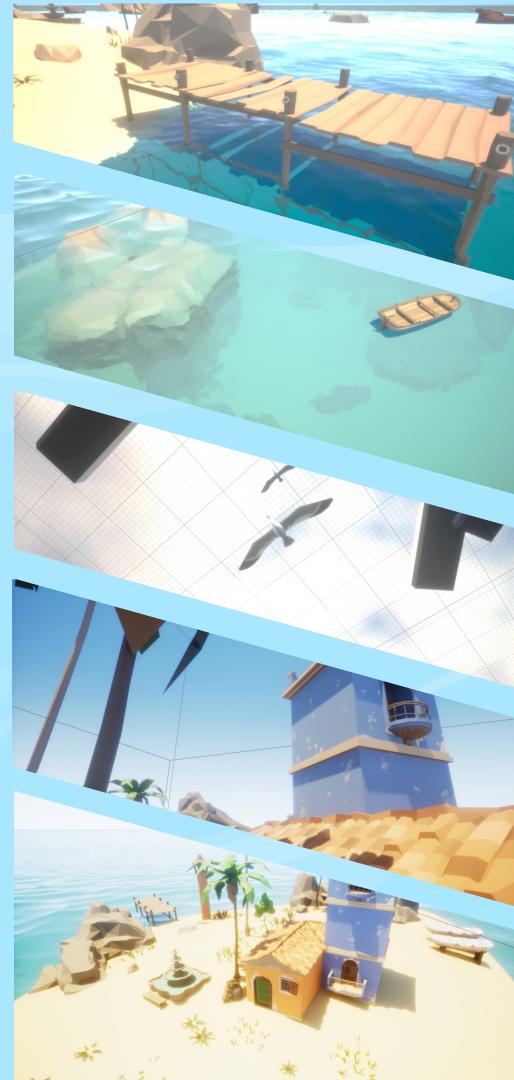
Engine: UE5

Feature List: adventure, atmospheric, sea-gull, exploration, single-player

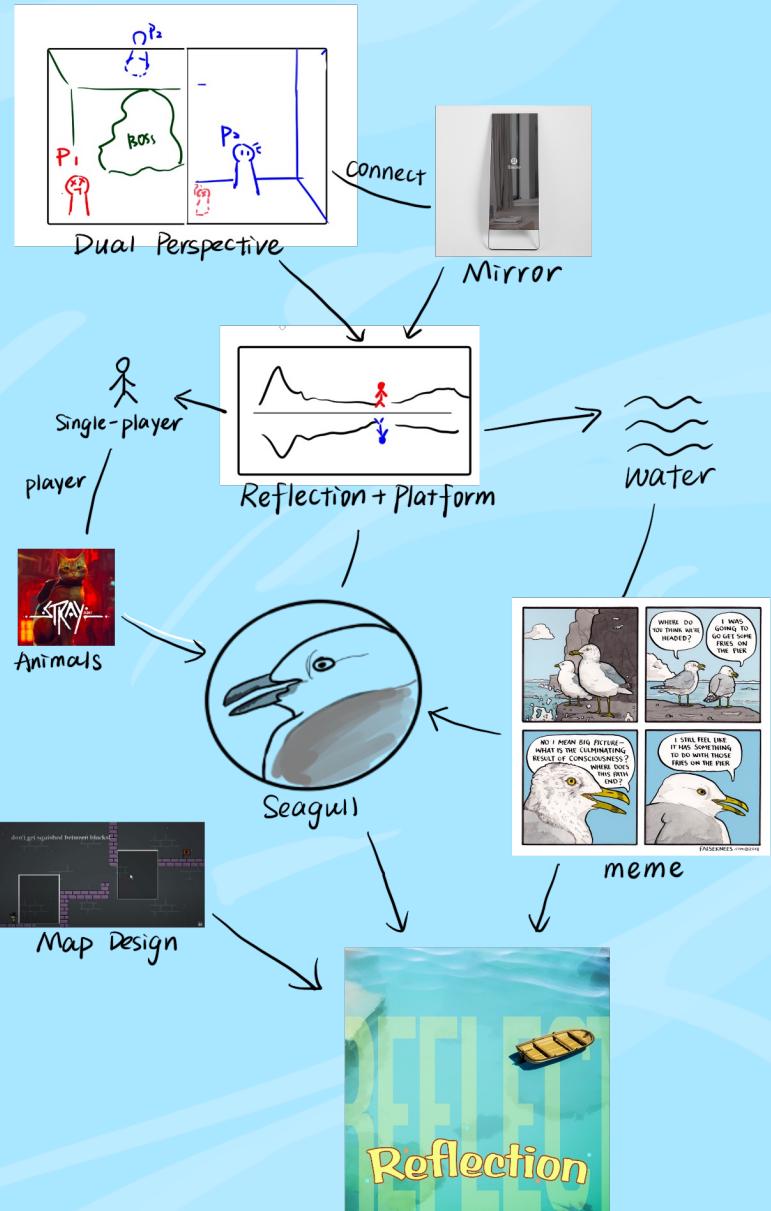
Game Concept

“As above, so below” is the theme of Reflection.

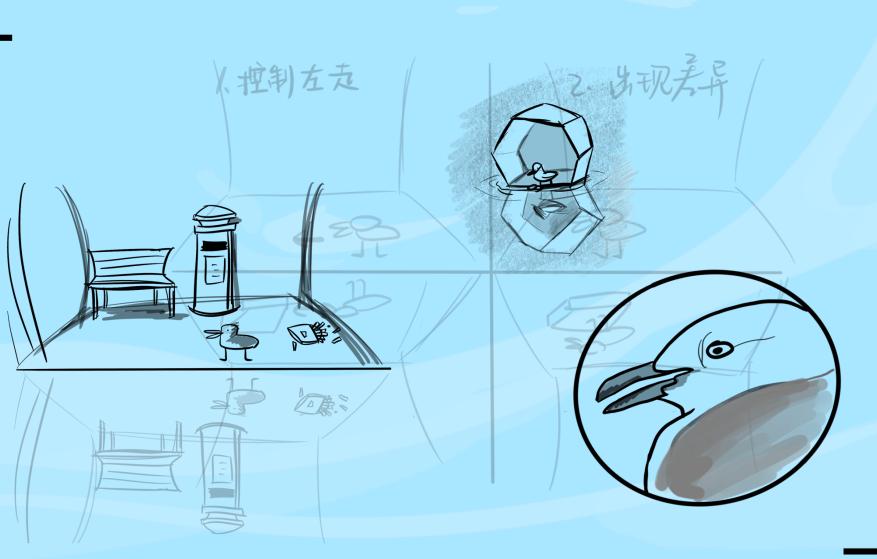
When we control the seagull to fly, we are actually playing with playing with our imagination to have more freedom.



Inspiration



Gameplay



Why Seagull?

If we assume to be an animal free to do anything, it must be something with wings.

We chose the most natural elements: ocean, seagull, sand and rock to fill the map. It could be a different experience to be a seagull flying on the ocean.

Health Point

The HP of seagull can be decreased by hunger or hitting the rocks



Barriers

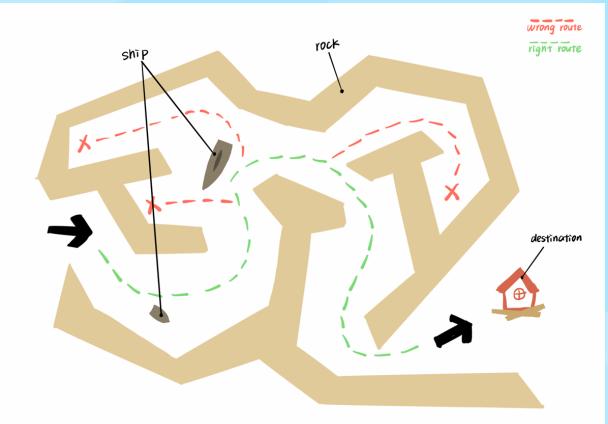
The player controls the seagull to fly and avoid the barriers.



Chips

It has to eat the fried chips floating on the water to keep alive

Map Design



Draft



3D modelling

Multiple routes

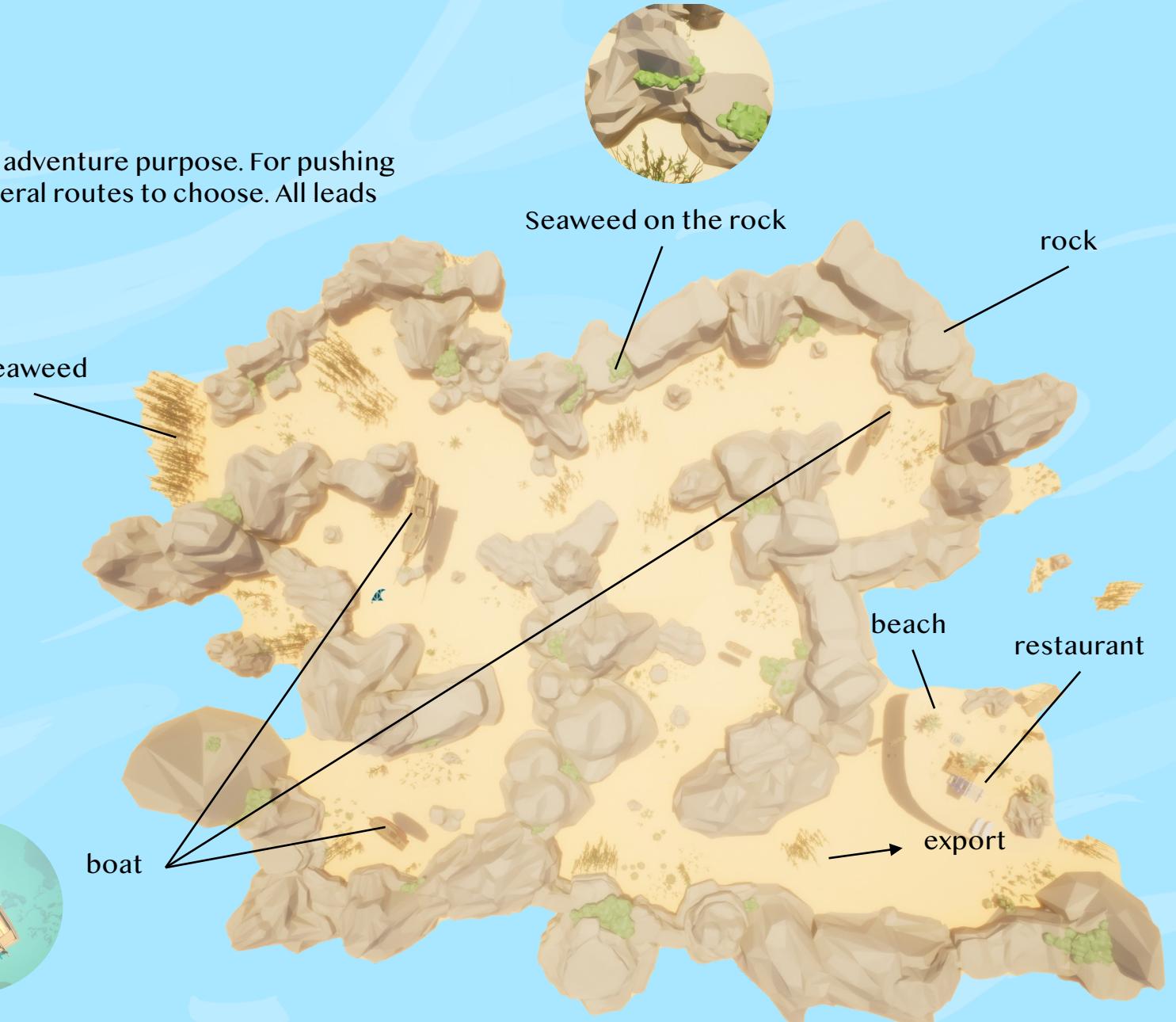
The map is designed for both leisure and adventure purpose. For pushing the player to explore more, there are several routes to choose. All leads to the destination.

Barrier

Besides the rocks wall, there are other items served as barrier, such as ships and boxes.

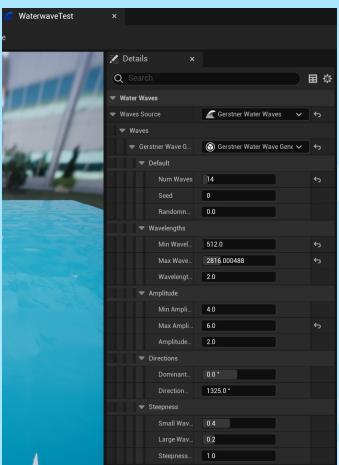
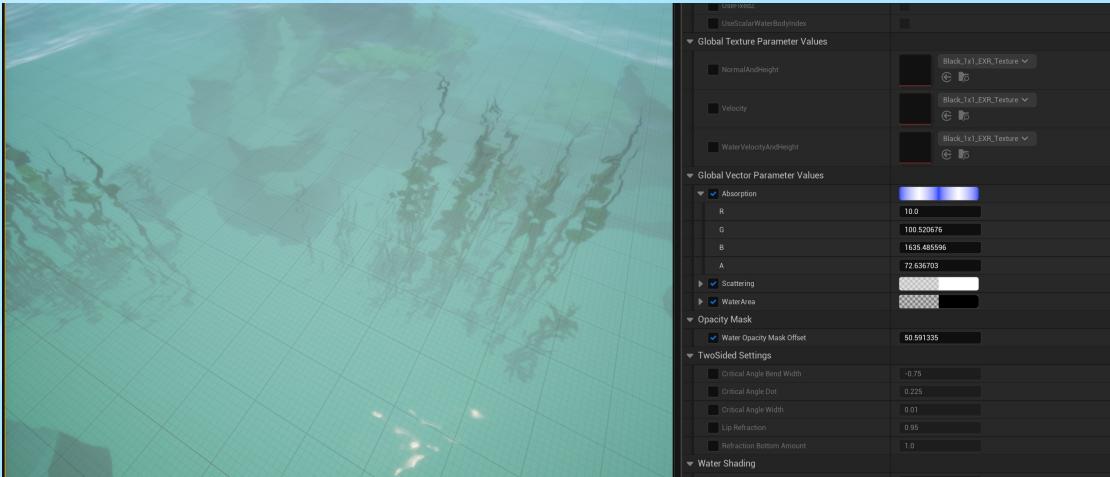
Rest point

The wooden boards randomly appear on the way, providing a place to have a rest. The positions are specially designed based on the distance.



Special Effect

Water Body Ocean



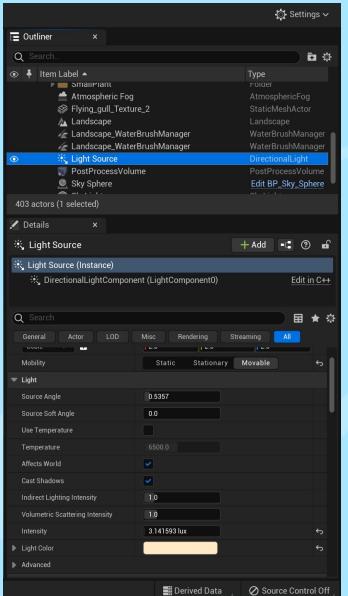
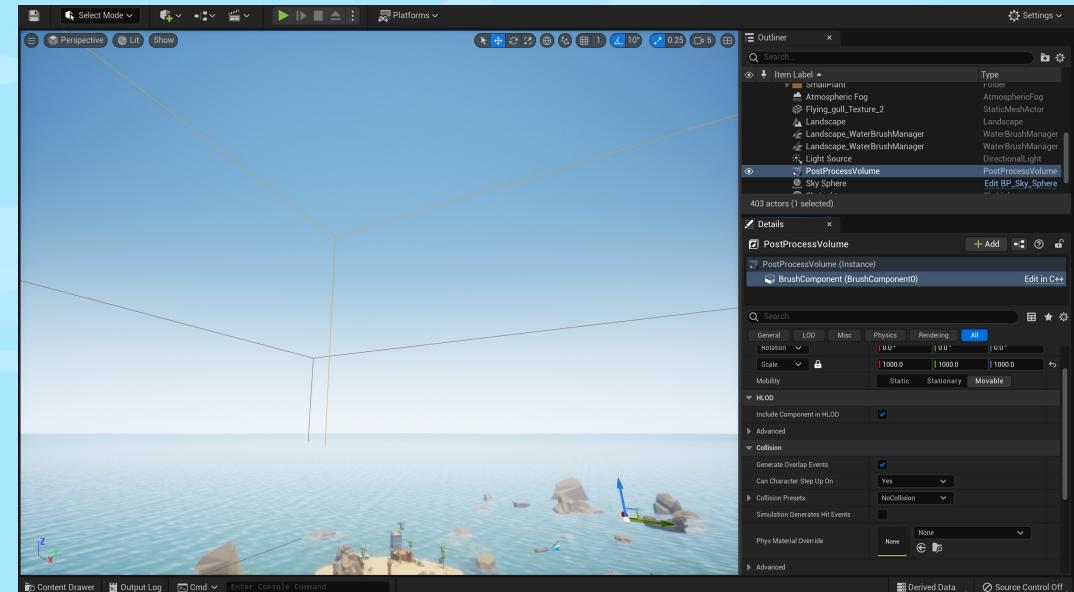
Water Wave Asset



Water Brush Manager

In order to create the water body suitable for our game, we adjust the Water Wave Asset to simulate the real surface of the ocean. And we reset the Alpha to make it easy to see the terrain.

Post Process Volume



Sky light settings

