



Advanced Game Design & Development

T-643-AGDD

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Attribution & Design Goals

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Attribution

Assets:

We used the water texture from:

<http://www.textures4photoshop.com/tex/water-and-liquid/water-pool-texture-seamless-and-free.aspx>

This was the only art asset we used, everything else was made by our professional artist Arnor Ingi.

Sounds

All sound effects were gotten from <https://freesound.org/>

Crate Break - Original by kevinkace

Upgrade sound - Original by benboncan

Hit sound - Original by magnuswaker

Player hurt sound - Original by whisperbandnumber1

Ocean ambience - Original by noted451

Ship breaking water - Original by soundrangers

Gunshot - Original by Marre unt Nybbe

Swing sound - Original by InspectorJ

Whale Sound Baleines.wav - Original by davidou

wolf-growl - Original by newagesoup

pop 5 - Original by greenvwbeetle

Our background music was gotten from <https://www.serpentsoundstudios.com/>

The Northern Path by Alexander Nakarada

Design Goals

The goals for the creation of our game, Arrested Waters, was to create the experience of a shipwreck survivor fending for themselves, gathering resources, and ultimately escaping. To do so we created an open world of a series of islands to be explored in seeking out this goal. On these islands you can collect resources to upgrade your ship, fight against a variety of enemies in satisfying combat, and interact with NPCs to learn about the place you find yourself in.

Open World:

- Large explorable world full of aesthetically pleasing and varied islands.
- Soundtrack and effects to make exploration interesting but tense and immersive.
- Unique feeling islands with associated resources and enemies.
- The feel of an adventure in progressing and discovering new locations and enemies.

Travel:

- Sailing mechanics and upgradable boats to mark progress.
- Animated boat to make traversing visually appealing.
- The plan was to have the ship big so we could do stuff on it while we sailed around, but the world could not be that big, and we did not want inventory system, so we scraped that and had just a simple boat

Weapons and Combat:

- Both gun and axe combined into a single tool -- The Blunderaxe.
- Sounds and animations designed to give a feeling of weight behind shooting and swinging, in conjunction with hit effects to make the combat satisfying.
- Balanced ammo to make the player alternate between ranged and melee combat to give a sense of danger to combat.
- Balanced damage values to provide incentive to shoot whenever possible.
- Health regeneration balanced to make the game forgiving of mistakes, while still difficult enough to be engaging.
- We did want to have the player upgrade its weapon, but we did not see any reason for it, based on the scale of the open world, and how already balanced it was from the start.

Enemies:

- 5 enemy types (Large, Bow, Standard, Wolf, and Sea Monster)
- We would have had more, because they were easy to make, but we needed to do so many other things.
- Enemy pathfinding and unique attacks.
- Enemy sound design for player feedback in combat.
- Particle effects for player feedback.

Resources:

- Basic inventory system for tracking resource collection.
- Resource collection script and sounds designed to be satisfying.

NPCs:

- Interactable NPCs with introductory and looping dialog to inform the player about the world, resource locations, goals, and mechanics.
- Located on all islands to give the sense of being lived in.
- Writing to both give levity and purpose to the player.