

WEND

GENERAL

THIS WILL BE A FIRST PERSON RESCUE GAME WITH SUSPENSE AND EXPLORATORY THEMES. THIS GAME WILL TARGET A T RATING WITH ITS SUSPENCFUL AND THRILLING ATMOSPHERE. THAT SAID, IT SHOULD APPEAL TO PC EXPLORER TYPE PLAYERS AGED 13-25

PLOT SUMMARY

TAKING PLACE IN ALASKA, 1959, A STATE RANGER HAS JUST RECIEVED NEWS OF A PLANE CRASH ON TOP OF A MOUNTAIN KNOWN FOR ITS HIGH FATALITY RATE AMONGST CLIMBERS. WHILE ATTEMPTING TO LOCATE AND RESCUE ANY SURVIVORS, YOU BECOME AWARE OF A MUCH GREATER THREAT TO BOTH YOURS AND THE SURVIVORS HEALTH THAN THE COLD...

MECHANICS

THE PLAYER WILL HAVE TO LOCATE AND PICK UP SCATTERED TOOLS TO BUILD UP THEIR TOOLBOX. CRAMPONS WILL BE USED TO CLIMB ICE RAMPS. A PICK/CROWBAR WILL BE USED TO PRY APART OBSTACLES TO NEW AREAS. FINALLY, A ROPE WILL BE USED TO BOTH LASSO AND SWING FROM OBJECTS. AS YOU LOCATE SURVIVORS, YOU WILL NEED TO GUIDE THEM BACK TO YOUR SLED.



THIS GAME WILL BE UNIQUE AS YOU WILL HAVE TO USE LANDMARKS ON YOUR MAP TO GUIDE YOUR ACTIONS AND WILL DIE WITHIN A SINGLE HIT BY THE ENEMY WEDIGOS, RESEMBLING REAL LIFE. THIS WILL INSPIRE THE PLAYER TO BE ALERT AND USE CAUTION

MODELING LIST**TEXTURE SIZES**

A - MOUNTAIN ENVIRONMENT WALLS/GROUND	2048
B - MINE SHACK	2048
C - PICK	2048
D - ROPE PILE	2048
E - CRAMPONS	2048
F - MEDKIT	2048
G - CAMP CRATES/SUPPLIES	2048
H - GREAT TREE	1024
I - PLANE	1024
J - MINE RAIL	1024
K - WENDIGO ARCH	512
L - BACKGROUND MTS	256-PLANE

SCALE

TOTAL SCENE WILL HAVE AN AREA OF ABOUT 70 METERS, WITH THE PLAYABLE AREA BEING CLOSER TO 45.

BUDGETED TIME (HOURS)

MODEL	UV	TEXTURE	IMPLEMENT	ADJUST	FINAL
A 12	3	4	6	2	27
I 10	3	2	1	1	17
B 7	2	3	1	1	14
G 7	3	3	1	1	15
F 1	1	3	2	1	8
C 1	1	1	2	1	6
D 1	1	2	2	1	6
E 2	2	1	2	1	8
J 1	1	1	1	1	5
H 6	3	3	1	1	14
L 2	1	2	1	1	7
K 3	2	2	1	1	9

PRODUCTION LINE

- 1 - MODEL MAIN ENVIRONMENT (GROUND, MINE, PLANE, TREE)**
- 2 - UV MAIN ENVIRONMENT MODELS**
- 3 - ALL OTHER MODELS**
- 4 - FINISH UV'S**
- 5 - TEXTURE MODELS**
- 6 - SCRIPT MECHANICS**
- 7 - IMPLEMENT MECHANICS WITH MODELS WITHIN UNITY**
- 8 - ADD LIGHTING AND SFX TO SCENE**
- 8 - REFINE/BUG TEST**

SCRIPTS

ENEMY DETECTION AND ATTACK

PILOT FOLLOWING UPON LOCATING

HEALTH

PLAYER MOVEMENT AND ATTACK

PICK UP TOOLS

AREA LOCK (DEPENDING ON ACQUIRED TOOLS)

