

# Project Check-in

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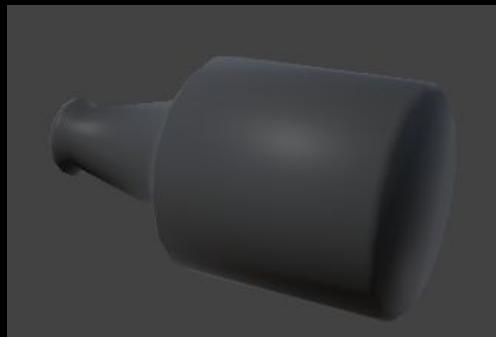
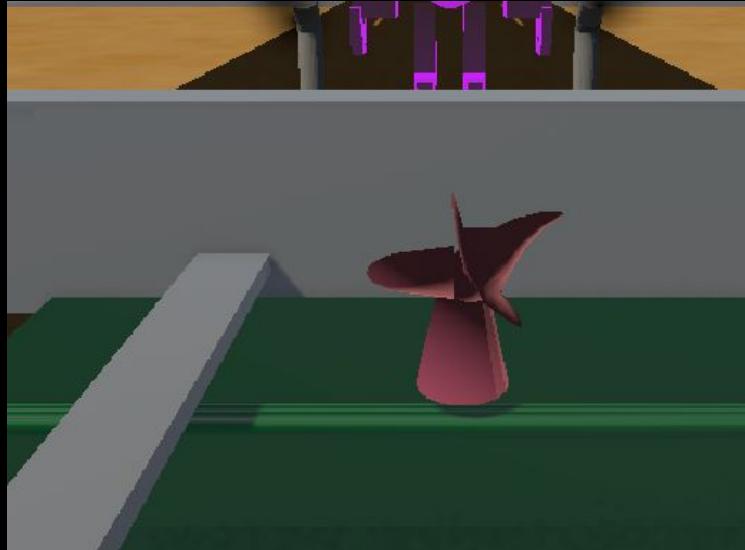
# The Game:

My Game is a segment of a larger game that I am working on, the game is a roguelike game placed in a post apocalyptic world that has been completely separated from the protection of higher entities or gods, and their absence has allowed a flow of magic that they used to fend off to take over the world that has mutated and warped the world.

The segment I made is a boss battle against one of the bosses on the highway layer. I wanted to use this as an opportunity to try and create textures to create an illusion of movement in my environment without actually needing to move anything.

# The Mechanics:

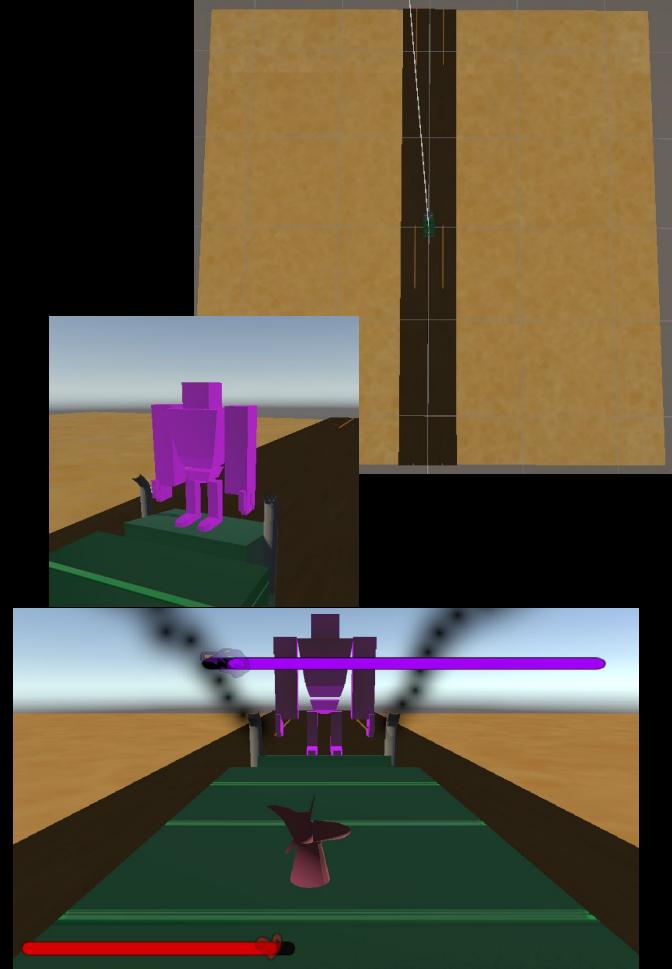
- Basic Movement: WASD
- Jumping: Space Bar
- Dash: Shift
- Shoot: Left click
  - Enemy Behaviors:
    - Molotov Cocktail drops:  
Spawns at player co-ordinates +15 on the Y value every 8 seconds
    - Cross Fire Explosions:  
spawns when molotov collider hits the truck.  
Dealing damage in a cross
    - Shockwave:  
Fires a wave that travels in a straight line  
before disappearing after 5 seconds.



# Successes

My textures for the desert and road turned out great! Took a long time to get working properly but the finished product turned out a lot better than i expected. I also was able to get my boss to work with relative success, it's a little more rustic and less cohesive than I would hope but for my first real attempt at programing a boss solo I'm pretty happy with how its turned out so far.

Despite some turbulence in my personal life I was still able to create this solo while still recovering and on pain killers so all things considered, I'm pretty happy with how it turned out lol.



# Struggles

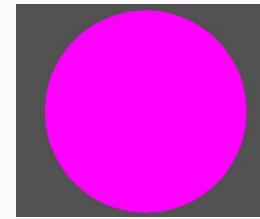
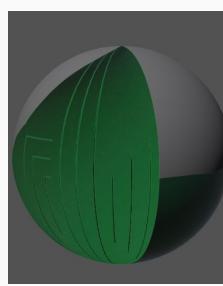
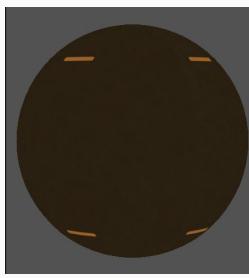


I alluded to a little in the previous slide, I had a bit of a medical issue (it's not life threatening i'm ok don't worry) which has unfortunately left me unable to work for a few weeks and still now fatigued and slightly delirious. it was definitely not the easiest to work but I was determined to get this accomplished.

Biggest issues I faced were with getting my duo texture shaders to work and time constraints. Theres not alot of demo's for what I was exactly looking for so i had to shmorgishborg a bunch of different resources together to get it working.



# What are the shaders, How do they work?



01

My most complex texture: This one is one I created for a different project that I re-tooled for this one. It's a 2 texture material that takes the first one at a base with texturing and panning, then the second one is an opaque material that is filtered through a noise filter which can be scaled through the noise scale, intensity and speed along with the base textures same tiling and panning.

02

Same as the first one, but without the noise texturing and instead feeds the whole thing through an ambient lighting filter after the 2 layers have been rendered on top of each other.

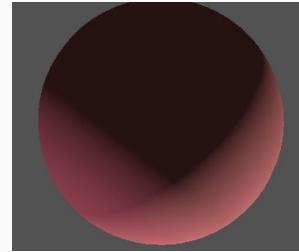
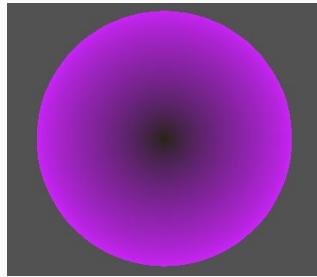
03

A material I created in subsurface painter for the truck. It has baked on layers for color, metallic, height, and normal map. It's reconstructed in a basic material.

04

A Color correction filter that I couldn't get fully working, its viewable at the victory screen where it tints the screen white.

# Extra shaders not shown in the video.



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05

A Simple Rimlighting effect like the ones we learned in class, it is supposed to go on the enemy boss one it drops below 50\$ hp in the final version.

06

A Lambert + Ambiant + Sheen render that I was going to overlay on the player when they dash.

# How its done



I practically did everything in shaders scripts over shader graphs, personally i just prefer them over graphs i've never been great at node based creation but for some of the ones in class I recycled some of the shaders with modifications when necessary. But overall most of the more complex things that i created were made with regular shader scripts.



# What I want for finished product



- Custom and more detailed skybox to help sell illusion of movement and believability in the scene
- Finished character models and full textures
- VFX and SFX for the boss and player
- Changed shaders for existing ones to better capture environment
- Shifting background elements to sell movement
- More complex boss attacks, patterns and mechanics
- More refined and snappy player mechanics

# Demo

