GUUDO

Technical Design Document

Version 3.0

Last Edited by Richard Delamore
02/11/20

CONTENTS

1.0 REVISION HISTORY

Version	Description
1.0	Initial document.
2.0	Removed a Team Member.
	Redesigned the Game Logic.
	Changed the Controls.
	Updated the Mechanics, Systems and Graphics.
	Updated File and Programming Naming Standards.
	Updated Technical Risks.
3.0	Extensively updated Game Objects and Logic (Removed several objects and added many more, primarily Hints)
	Updated Keyboard Bindings
	Updated Object and Component Mechanics
	Completely rewritten Systems as several systems were rolled into the new Map and Item Management System
	Completely rewrote the Levels section
	Updated the Interface section with new screenshots

2.0 TEAM MEMBERS

The following is a list of the Guudo Team Members:

Mitchell Sayer	**Richard Delamore**	**Tiana Knobloch**	**Joshua Freeman**	**Daniel Iaria**
Game Designer	Game Programmer	Character/ UI Artist	Environmental Artist	Prop/ Technical Artist

3.0 DEVELOPMENT ENVIRONMENT

The Development Environment can be broken down into the following subsections:

3.1 Game Engine

We are using Unreal Engine 4.23.1

There were only three possible choices when it came to choose an Engine. These choices were Unity, Unreal and my custom Engine. I decided to use Unreal Engine due to the following reasons:

Shaders

Unreal has an amazing visual shader system that enables artists to take full ownership of the shader system without requiring much input from the programmer. Unity has a strong shader system, but this system is very restrictive and requires a deep understanding of HSL shader code. Additionally, our Technical Artist, Daniel Iaria is already highly proficient in Unreal Shader shaders, so we wanted to tap into his skills. Finally, our game is very shader intensive and will need to affect the geometry of our main character, especially as he interacts with his environment.

Particles

Both Unreal and Unity have powerful particle systems, but experience tells me that Unreal's particle system is a lot stronger and has a lot more functionality. It is also visually easier to understand. Again, this enables our artists to take full ownership of the particle system without requiring much input from the programmer.

UI Elements

Unreal's UI system is a breeze to work with. In essence, it's a drag-and-drop system and can easily tap into other subsystems without much hassle. Additionally, I can also easily lock it down so the artists can work on the front end without accidently affecting the underlying logic. Considering that a major part of our game is character customizer, I wanted to make this system as logical as possible.

Physics

Unreal's physics engine is way better than that of Unity's. Our character needs the ability to grow and shrink to access different areas of the map. Their physical form also needs to morph as they interact with their environment. Considering our limited time constraints, I didn't want to develop a physics system from scratch.

3.2 IDE

We are using Visual Studio 2019.

3.3 Source Control

We are using Gitkraken with Github (URL: https://github.com/Evildea/Omni)

3.4 Source Control Procedures and Work Flow

We maintain two separate branches:

Master Branch

This is the Production branch, but it's also used by the Artists and Designer. Originally, we planned to keep the Production branch separate to the artists branch, but our Designer works very closely with the artists and they are constantly updating the assets (at least a few times a day) and these changes don't have the possibility of breaking the game, so it was pointless to have a separate branch for them.

Development Branch

This will be used exclusively by the programmer to develop new features. The programmer often needs to develop and test new features that require a few days to develop and test. These features can be highly unstable and crash the game. It was important that the Programmer be quarantined from the Master Branch until features were ready to be pushed out.

3.5 Source Control Naming Conventions

The following conventions are used for Source Control.

Summary

A summary must be prefixed with one of several of the following tags:

- Added
- Modified

- Removed

For example:

Modified: Guudo BP

Description

A description must be provided.

- For added, it should describe what it is and where it's expected to be used/placed in the project.
- For modified, it should describe what has been changed and if it still needs further editing.
- For removed, it should state what asset was removed and why it has been replaced, state what it has been replaced with.

3.6 Third Party Libraries

We aren't currently using or planning to use any third-party libraries.

3.7 Asset Store or Market Place Content

No Asset Store or Market Place content is being used.

3.8 Other Software

The following external software packages will also be used:

- Gitkraken (Source control)
- Maya (3D Modelling)
- Substance Painter (Texturing)
- Substance Designer (Procedural texturing)
- ZBrush (High poly modelling and sculpture)
- Photoshop (Texture editing and concepting)
- Marmoset Toolbag 3.0 (Texture baking)
- Speed Tree (Procedural trees)
- Unreal (Game engine)
- Visual Studio (Programming)
- Microsoft Office Suite (Documentation)

4.0 GAME OVERVIEW

4.1 Genre

At its core, Guudo is a sci-fi, puzzle action game. The player is tasked with navigating a movie set environment and collecting specific objects to help them build a 'human body' that fits a specific theme. This is a fast-paced game as the player needs to race against the clock to get on set on time to receive a score displaying how well they did during that run.

4.2 Perspective

The entire game operates using a 3rd person camera.

4.3 Intended Platform

We're developing for PC because we don't have access to a Development kit for console. Additionally, this game wouldn't work well on console and we wouldn't be able to incorporate the gel features we're aiming to develop whilst maintaining a smooth framerate.

4.4 Platform Specific Development Processes

We're only developing for PC.

4.5 Technical Goals and Features

The following technical goals have been established:

Gel body

The Guudo character has a gel / goo-like physics-based body that interacts with his environment and movements to create a bouncy, gello non-solid feeling. His body also expands, shrinks and wobbles as he pickups up objects all falls from high locations giving a sense of realism.

Character customizer

The character customizer must be both intuitive and easy for the designer to update with new models.

Smooth Framerate

A framerate of at least 60 fps must be maintained.

4.6 Recommended specs to run the game

The recommended specs for running the game are:

Operating System: Windows 10 64-bit

Processor: Quad-core Intel or AMD, 2.5 Ghz or faster

Memory: 8 GB

Graphics card: Direct X 11 or DirectX 12 compatible graphics card

Space: 850 MB

4.7 Game Objects and Logic

The following is a list of the most important Game Objects:

4.7.1 GENERAL GAMEPLAY

Guudo Character (AGuudoCharater)

The Guudo Character is controlled by the Player controller. It can move, jump, interact, consume, grow and shrink.

Guudo Game Mode (AGuudoGameMode)

The Guudo Game Mode is responsible for setting the input mode.

Pickup Data

The Pickup Data is a struct that contains a collection of data for pickups. It's used by multiple classes across the game.

4.7.2 PICKUP ITEM MANAGEMENT

Guudo Game Instance (UGuudoGameInstance)

The Guudo Game Instance holds the Player's inventory and a list of pickups and their current state for every level. It is also responsible for calculating the final score the Player receives for their custom character design. This object is persistent and isn't destroyed between levels. The Game Instance is accessed and managed by multiple different objects such as the Guudo Character, Silhouette Widget, Customisation Widget and more.

4.7.3 GENERAL INTERACTABLES

Ball (AActor)

The Ball is essentially a boulder that can be pushed around the map and onto a pressure plate to activate it.

Door (ADoor)

The Door blocks a region of the map but can be opened through the activation of one or many other objects.

Pressure Plate (APressurePlate)

The Pressure Plate can be activated by a heavy object, thus activating something else like a door.

Push Plate (APushPlate)

The push plate can be walked on by the Player. It then propels the Player along a set path to a set destination.

Switch (ASwitch)

The switch can be activated or deactivated by the Player, thus activating something else like a door.

Physics Component (UPhysics)

The physics component enables the designer to specify when physics should be active for an object based on the different states Guudo can be in.

Pickup Component (UPickup)

The pickup component enables the item to be collected by the Player and then used on the Customisation Screen to customise the final Guudo character.

Shakeable Component (UShakeable)

The shakeable component enables an item to experience tremors and bounce up and down when Guudo in large form walks by.

4.7.4 SILHOUETTE FEATURE

Silhouette Widget (USilhouetteWidget)

The Silhouette Widget displays a silhouette of the character with the desired pickups to the Player's HUD. Its various parts also change green when the Player picks up the correct object.

4.7.5 TUTORIAL HINT POPUPS

Base Hint (ABaseHint)

The Base Hint is the base class for all the tutorial hints that appear in the game. It generates a UI popup (Hint Widget) when Players enter its collision box that tell the Player something specific. Multiple blueprint and C++ classes are derived from the Base Hint class.

Interaction Hint (AInteractionHint)

This Hint is derived from the Base Hint and provides additional functionality such as auto destruction after appearing on the screen once.

Level Change Hint (ALevelChangeHint)

This Hint is derived from the Base Hint and provides additional functionality such as requiring keyboard input to transition to another level.

Hint Widget (UHintWidget)

A UI Widget that is generated by the various Hint classes. It provides a template design that Designers and artists must use when designing UI popups.

4.7.6 CUSTOMISATION SCREEN

Body Part Selection Tool (ABodyPartSelectionTool)

A 3D UI element that enables the Player to switch between what items to display in the Customisation Widget. The options are head items, chest items, arm items and leg items.

Customisation Widget (UCustomisationWidget)

A UI widget that shows all the Player's inventory items and enables them to equip those items to the Modular Character. This widget tells the Modular Character what items to equip and unequip.

Inventory Widget (UInventoryWidget)

A UI widget that represents all the items in the Player's inventory. This can be displayed or hidden by pressing the "Tab" key at any time.

Item Image Widget (UItemImageWidget)

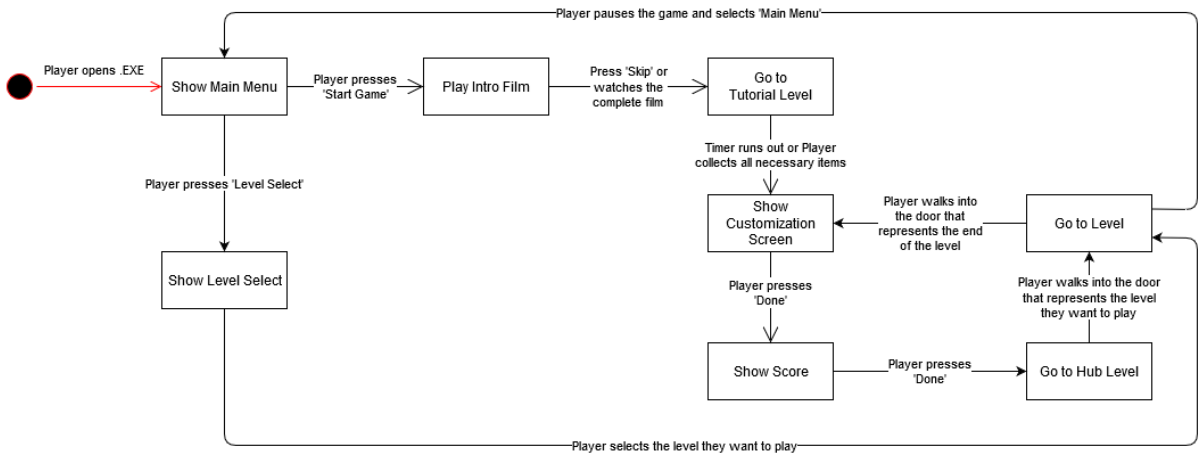
A UI element that represents one item in the Player's inventory. This is spawned by the Inventory Widget and the Customisation Widget.

Modular Character (AModularCharacter)

The Modular Character is a Guudo-style mannequin whose appearance can be customised through the selection of inventory items. The objective is to make the Modular Character look like the silhouette.

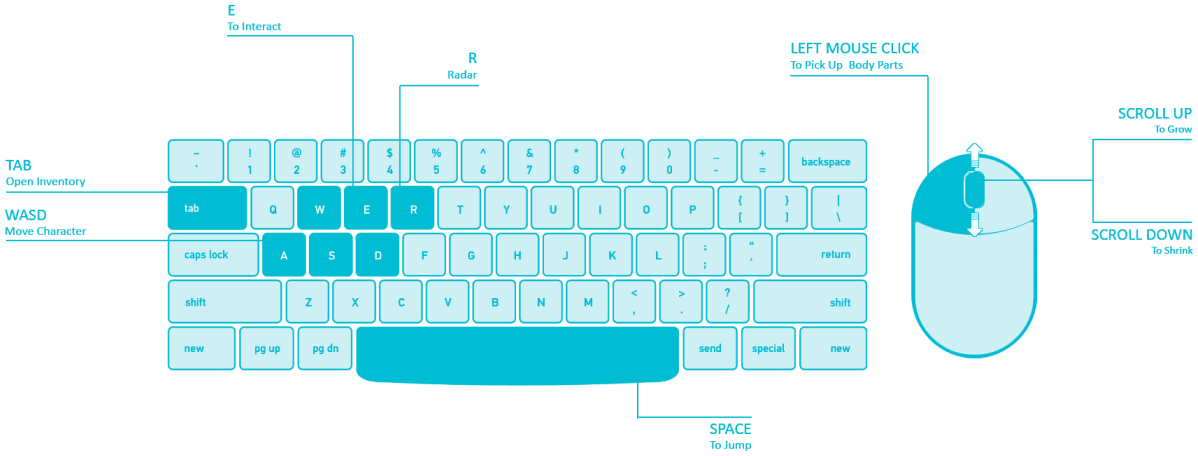
4.8 Game Flow

The basic game loop is:



5.0 CONTROLS

The following key bindings are used to control the movements of Guudo.



5.1 Game Play

The controls for general game play are:

Key Binding	Result
W	Forward
A	Move left
D	Move right
S	Move backwards
E	Interact (With button or door) or set off radar
Left mouse button	Consume Item (If within range)
R	Fire off radar
Scroll Wheel Up or 1	Grow
Scroll Wheel Down or 2	Shrink

Space	Jump
Scroll wheel	Zoom in / out
Tab	Open / Close the Inventory
Esc	Open the Pause Menu

5.2 Menus

The player needs to use the Left Mouse Button to select items or buttons on the menu screens. There are no other special mouse or keyboard inputs.

5.3 Complex Input

There are no complex inputs.

6.0 MECHANICS

The main game mechanics can be split into three categories; player mechanics, object mechanics and component mechanics.

6.1 Player Mechanics

The following is a list of Player mechanics that require further explanation. This list doesn't include standard Player mechanics like movement and jump.

Grow and Shrink Mechanics

The Player can grow and shrink. These mechanics are activated by using the 1 and 2 keys or by using the scroll wheel. These mechanics enable the Player to take on one of three forms (small, normal and large). Each of these forms provide the Player with different advantages and disadvantages.

- The small form enables the Player to fit into tight spaces but slows their movements and disables their ability to push large objects.
- The normal form enables the Player to run fast but disables their ability to fit into tight spaces.
- The large form enables the Player to push large objects but slows their movements and disables their ability to fit into tight places.

The shrink mechanic roughly halves the size of the Player's character. It can only be activated when at a large or normal size.

The grow mechanic roughly doubles the size of the Player's character. It can only be activated when at a small or normal size.

Consume

The Player can consume objects that are within range and have the pickup component applied. Once an object is consumed it is added to the Player's inventory.

Interact

The Player can interact with objects that are a switch and can be turned on and off.

Radar

The Player can fire off a radar that activates a post-processing effect illuminating all pickups nearby. This enables the Player to find objects that are hidden.

Open Inventory

The Player can open his inventory by pressing the tab key and see a list of all pickups he has consumed.

6.2 Object Mechanics

The following is a list of Object mechanics that require further explanation. This list doesn't include standard object mechanics like physics.

Push Plate

The push plate is an object with a mechanic that pushes a player along a path (spline) when activated by the Player's weight. This is particularly useful when shooting the Player up into the air towards a target region. It simulates a jump pad with an arc the Designer can modify.

Switch

The switch is an object with a mechanics that enables it to be activated or deactivated by the Player. The activation command is then sent to a Designer specified door.

Pressure Plate

The pressure plate is an object with a mechanic that enables it to be activated or deactivated by a Designer specified heavy object such as a boulder. The activation command is then sent to a Designer specified door.

Door

The door is an object with a mechanic that enables it to receive activation commands. It can be activated by any or all the following scenarios.

- Switch activation command received.
- Pressure plate activation command received.
- The Player has collected a Designer specified minimum number of pickups.

The door activates a camera and then plays an open animation when activated. After the animation is complete it returns the camera to the Player's 3rd person view.

Destructible

The destructible is an object that can be destroyed by a heavy object such as a boulder or by the Player in large form.

6.3 Component Mechanics

The following is a list of component-mechanics that require further explanation. These components can be attached to any object.

Pickup

The pickup component enables the item to be discoverable by the Item System and enables the Player to pick it up.

The pickup component comes with the following Designer specified details:

- The unique name.
- The shape of the silhouette.
- The general shape (for comparison purposes).
- The body position it belongs to.
- Various score ratios.
- The skeletal mesh that represents it (for the customisation screen).

The use of these details is clarified further in the section on items.

Shakeable

The shakeable component activates physics for the object and enables the Player's character to shake it when at a large form and walking past it.

This gives the Player the illusion that they are massive and have an impact on their environment around them.

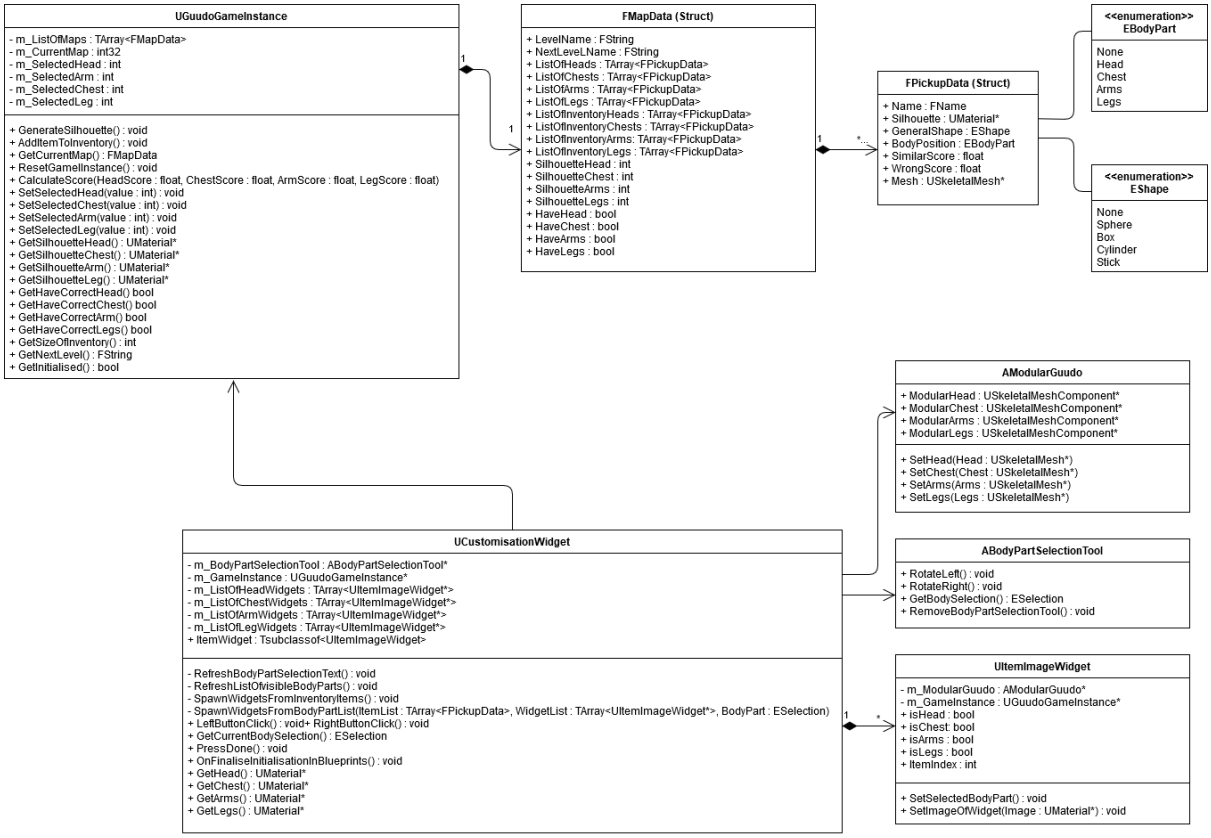
Physics

The physics component activates or deactivates physics on an object based on the Player's size. If a Player is large and close to the object, then physics is activated. If the Player is small and close to the object, then physics is deactivated.

This ensures that specific objects can only be pushed when the Player is the correct size.

7.0 SYSTEMS

The following is a class diagram of the custom game systems followed by a detailed breakdown of how they interact with one another.



Map and Item Management System

The Map and Item Management System is owned by the Game Instance. It has the following responsibilities:

- Creating and managing a list of active maps (levels) and their pickups.
- Generating and maintaining a randomised silhouette for each map based its pickups.
- Tracking pickups for each map and whether they've been collected by the Player or not.
- Calculating the Player's score based on how closely their customisation selections match the silhouette for the map.
- Providing easy data access to other systems such as the Player's Inventory, the Silhouette UI, the Customisation Screen, Doors and numerous others.

The Map and Item Management System categorises raw data into an easy to navigate tree hierarchy. It also rearranges this data as the state of the game changes. The following is the basic hierarchy of the data:

- List of Levels
    - Silhouette
        - Head of Silhouette
        - Chest of Silhouette
        - Arms of Silhouette
        - Legs of Silhouette
    - List of Pickups on the Map
        - List of Heads
        - List of Chests
        - List of Arms
        - List of Legs
    - List of Pickups in the Player's Inventory
        - List of Heads
        - List of Chests
        - List of Arms
        - List of Legs

Character Creation System

The Character Customisation System first activates when the Player transitions to the Character Customisation Screen. This system accesses the Map and Item Management System and pulls out the Player Inventory Data and Silhouette Shape Data. It then categorises the items into four arrays based on pickup types:

- List of head pickups
- List of chest pickups
- List of arm pickups
- List of leg pickups

The Character Creation System then displays the correct list of pickups based on what the Player has selected. It also accesses the data for these pickups when the Player presses apply and sends that data to the modular character to display.

Score Calculation System

The Score Calculation System is a sub-system of the Map and Item Management System. It accesses the Character Creation System and calculates a score based on how similar the Player's creation is to the Silhouette for the current map. It then provides this score as direct feedback to the Player.

8.0 GRAPHICS

8.1 Perspective

Our game will primarily be from the 3rd person perspective.

The perspective of an FPS or isometric 3D Game would be an awkward angle that wouldn't fit the feel of the game we were aiming for. With games like I am Bread, Goat simulator and Animal crossing as references, they present their games through a 3rd person perspective that allows them to explore the world around them with a free roaming camera, immersing the player better in the world that was intended for the target audience.

8.2 Art Style

We are using a stylised PBR (Physically Based Rendering).

8.3 Graphic Features

We don't employ any additional graphic features beyond the post-processing and shaders.

8.4 Expected Polycount and Texel Density

The artists are working under the following constraints to keep the game optimized and running smoothly:

Texel density: 1024x1024

Polycount: On average 500-1000 polys depending on the size and importance of the model.

8.5 Post-Processing

We are only using the following post-processing features:

Scan Effect:

Highlights to show where pickup items are to help the Player identify pickups from other static models laying around the map. This is used by the radar feature and is activated when the Player presses ‘E’.

We've decided to include an outline shader because this is a very fast-moving game and we want players to be able to easily identify pickups even at a distance.

Volumetric Height Fog:

This will be used to create light shafts which will give depth to the level. Without the fog effect, the levels would lack depth and would appear quite bland.

8.6 Shaders

The following shaders are being use:

Guudo’s Material Shader:

This shader will give Guudo a liquid/gel-like appearance that sways, moves, and deforms as the Player traverses the level. This is required because the main character is an alien who has an outer shell of goo. This goo won't look natural if it's completely static, the goo shader will make it look more real.

Water Material Shader:

This shader is used in the ship scene for the water around the ship.

Foliage Shader:

This shader is used to create the movement of grass as well as create a subsurface scattering of light as it passes through leaves. We've decided to include a Foliage shader because foliage will be used to hide the seams within the map and to also create an environment that is more alive.

Landscape Shader:

This shader is used for applying landscape materials to the landscape. It takes in multiple textures and enables the artists to paint multiple textures onto the landscape to create a more dynamic, natural look.

8.7 Lighting

We are using dynamic lighting in the Space / Inside ship scene. However, for the outdoor jungle and ship scene we are using directional lighting with sky dome features.

8.8 Particle effects

We're using the following particle effects with more effects possibly being added in the future:

Footprints:

Guudo generates footprint particles that indicate where he has been. This will help the player avoid taking paths they've already treaded.

Goo Splat:

This particle effect will be generated when he shrinks and grows. This particle exists simply to make Guudo more liquid like.

9.0 PHYSICS

We are using the built physics engine that comes with Unreal Engine.

The primary features we're using are standard collision detection, collision resolution, gravity and impulse, however, we're also using physics as part of the Guudo gel workflow.

9.1 Physics used

Gravity

Gravity is used in the following situations:

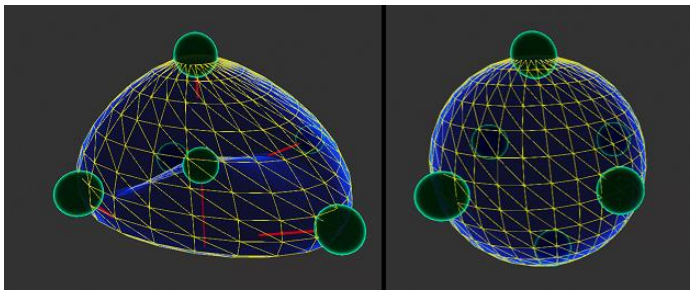
- The shakeable component uses gravity to enable the object to bounce up and down when the Player walks past it in large form.
- Various game mechanics like the pressure-plate require objects to be pushed onto them to activate. Gravity is required to ensure the ball doesn't bounce off into the sky.

Impulse

Impulse is used in the following situations:

- The shakeable component uses impulse to enable the objects to shoot up into the air slightly when the Player walks past them in large form.
- The grow mechanics applies an impulse against everything around it to ensure the Player doesn't get stuck under something when growing.

Shaders



Physics is used to create the gel-like appearance of the Player's character. The shader accesses several physics enabled sockets that bounce around as the Player moves. This is then used to stretch the characters skin.

9.2 Potential slowdowns identified

The only concern we have related to potential slowdowns is if heaps of objects are near the Player and they all have the shakeable component.

We have tested with 20 separate objects utilising the shakeable component at once without any noticeable slowdowns. We don't intend on ever having that many objects with the shakeable component next to each other at once, so this shouldn't be an issue.

The second biggest issue is that on rare occasions Guudo's skin, which is physics controlled, gets caught on various objects thus causing a shearing effect.

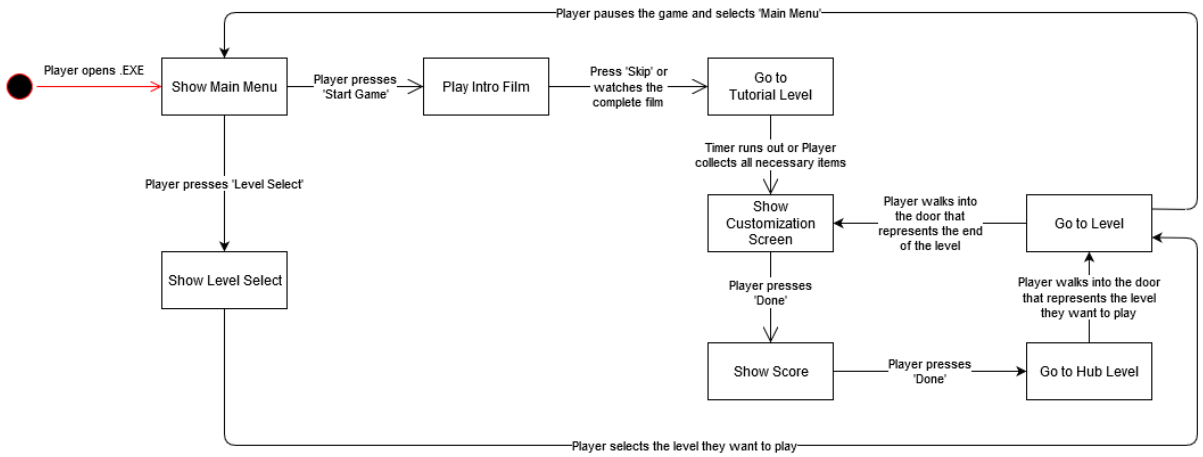
The tech artist is constantly tweaking the values of the skin to avoid this.

10.0 GAME FLOW

10.1 Mission / Level Structure

The basic game loop is:

Show Main Menu → Play Intro Film → Go to Tutorial Level → Show Customisation Screen → Show Score → Go to Hub Level → Go back to Show Customisation Screen.



Show Main Menu

When the Player opens the .EXE, the first thing they see is the Main Menu. They can choose to either 'Start Game' or go to 'Level Select'

Play Intro Film

When the Player presses 'Start Game', the intro film starts playing. They have the option of watching the complete film or skipping it by pressing the skip button.

Go to Tutorial Level

When Game-play begins, the Map and Item Management System and the Silhouette Creation system activate and update the HUD with the silhouette the Player needs to collect. The Player then needs to navigate around the environment to find items (pickups) to make their silhouette by platforming, shrinking and knocking things over.

Customise the Character

When the Player collects all the necessary items, or the timer runs out, they'll be able to use the items they've collected along the way to build their custom character.

Show Score

When the Player has confirmed their choice, they will be scored on how accurate they did when constructing their final form.

Go to Hub

The Player is returned to the Central Hub which represents a room with many doors enabling them to level select.

10.2 PLAYER OBJECTIVES

For the tutorial part of the level, the Player starts the game in the starting area in front of the crash landing of Guudo's ship

Learning the Grounds

The Player will be taught how to move and jump around the storage area.

Making the Jumps

They will need to learn how to overcome basic platforming to reach obtainable props

Open Wide

The Player will learn how to eat objects and fire off their radar. They'll need to use these abilities to proceed to collect the remaining props in the area

Leaving the Nest

The Player will then be taught how to Shrink and Grow. They'll need to use these abilities to proceed to the next area.

Learning to Run

The Player will then start the actual game-play experience.

10.3 EVALUATION OF PLAYER PROGRESS

The Map and Item Management System stores level and item data in the Game Instance. This ensures that the Inventory and Item Level Data isn't destroyed when transitioning to the Character Customisation Screen. The Map and Item Management System only maintains the current state of the game for as long as the game is open. There are no save game mechanisms.

11.0 LEVELS

The Guudo game features three primary levels. Each level forces the Player to perform different actions.

Space:

The space level revolves around platforming to collect objects for the silhouette, specifically jumping from platform to platform whilst using shrink and grow to knock things over to reach certain places.

Jungle:

The jungle level revolves around puzzle solving, where the player needs to traverse mazes, push objects to open new paths and platform to reach higher places.

Caribbean:

The Caribbean level also revolves around physic manipulation, where again the player will need to push objects to a place to open a new path, use platforming to reach new places, and using grow and shrink inside the boat.

12.0 ITEMS

12.1 Item Functionality

Any item that has the Pickup Component added can be collected by the Player.

The Pickup component comes with the following variables that can be tweaked by the Designer:

Variable	Comment
Name	A unique name. Items need unique names as these names are stored by the inventory.
Silhouette	A Silhouette image that represents the item. This is used by the HUD and Character Customisation screen.
General Shape	This is an enumerator that represents the general shape of the object. If the player uses the wrong item in the Character Customisation screen, but it has the correct shape, they'll get the **Similar Score**. The possible shapes are Box, Sphere, Cylinder or Stick.
Body Position	This is an enumerator that specifies what part of the body this pickup can be applied to. The possible options are Head, Chest, Arms and Legs.
Similar Score	How many points the Player will get out of 100 if their pickup matches the shape but not the name in the Character Customisation screen.
Wrong Score	How many points the Player will get out of 100 if their pickup doesn't match any of the requirements for the Character Customisation screen.
Mesh	A Skeletal Mesh that represents the item. This is used by the Character Customisation screen.

12.2 List of Items

The following is a List of Items (pickups) that will exist in the game:

Heads:

- UFO
- Alien Head
- Relic
- Mushroom
- Coconut
- Camera
- TV

Torso:

- Planet
- Open Scroll
- Keg Barrel
- Fan
- Computer Tower

Arms:

- Alien Gun
- Cluster of Crystals
- Map
- Boom Mic
- Flintlock

Legs:

- Robot Leg
- Log
- Bundle of vines
- Pirate leg
- Musket
- Telescope
- Baguette

12.3 Player Effect

The Pickups don't give the Player any specific benefit until they reach the Customisation Screen.

12.4 Influence on Gameplay

When the Player reaches the Customisation Screen, they'll need to apply the pickups to build their custom character. The goal is to make their custom character match as closely as possible to the silhouette they've been provided. The closer their design is, the more points they'll get.

13.0 INTERFACE

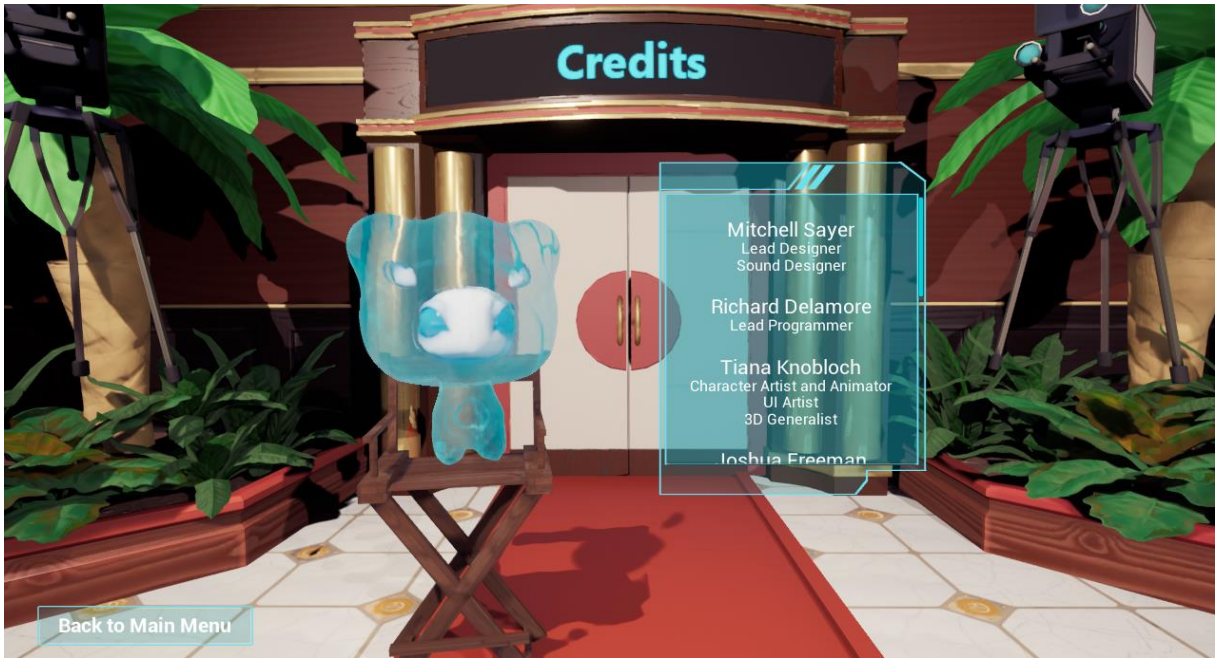
13.1 Menus

Main Menu:

This is the main Entry Point into the game. The "Start Game" button takes the Player to the Introduction Video. The “Level Select” button takes the Player to a level selection menu and the "Credits" button takes the Player to the Credits Screen.

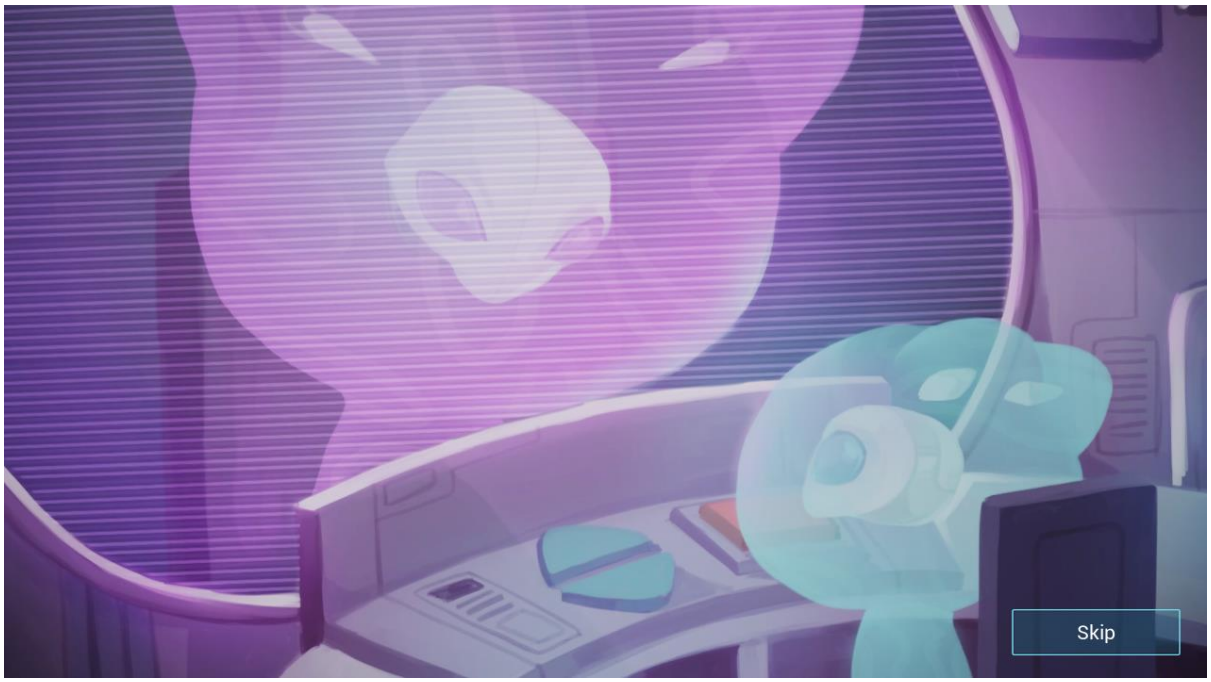
Credits Screen:

This screen simply lists the people involved in creating the project. There is nowhere to go but back to the Main Menu.



Intro Video

The Intro Video presents the background story for the Guudo game. It tells how Guudo crashed on earth and how he needs to collect items. The Player can choose to watch the whole cinematic or press the "Skip" button to jump ahead to the main level.



13.2 UI / HUD

Gameplay HUD:

There are four main parts to the Gameplay HUD:

The **Objective** widget (Top-left): This emphasises what the Player needs to do.

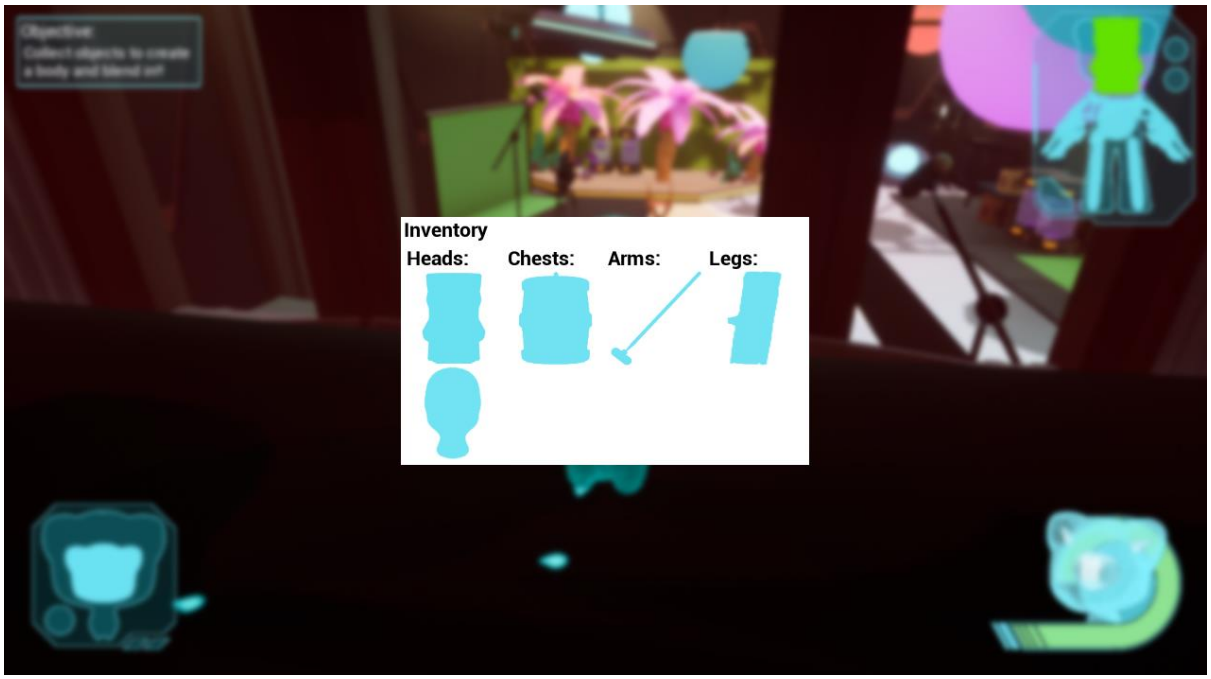
The **Current Size** widget (Bottom-left): This visually indicates to the Player their current Growth State. It also flashes red when they attempt to grow in an area where they can't grow. This is managed by the Playable Guudo Character.

The **Silhouette** widget (top-right): This visually indicates to the Player the type of body parts that they need to try and collect. This information is supplied by the Map and Item Management System. For more information on how the Silhouette is generated, please see the section on Systems.

The Health widget (bottom-right): This visually indicates to the Player how much health Guudo has remaining.

Inventory HUD

The inventory HUD appears when the Player presses the "tab" button. It lists all the items the Player has collected so far.



Pause Menu HUD

The pause HUD appears when the Player presses the “Esc” button. It enables them to access the controls, return to the main menu or exit the game. In Levels apart from the Tutorial, an additional option appears enabling them to return to the Hub level.

Hint Widgets:

There are various kinds of Hint Widgets that appear throughout the game. These provide the Player with feedback on what they should do to help teach the Player as they progress through the game.

13.3 Character Customisation

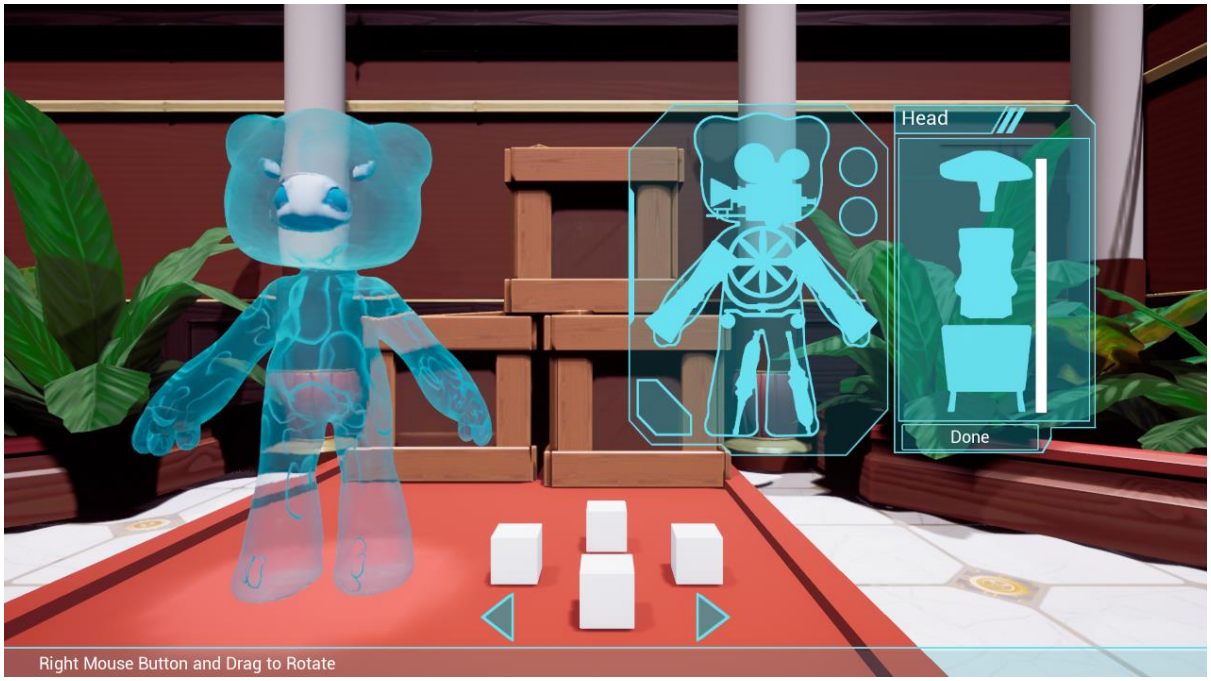
The following two screens are used to score the Player's character customisation. To understand how they work in depth, please see the section on Systems.

Character Customisation Screen

The Character Customisation screen displays a list of items the Player has in their Inventory.

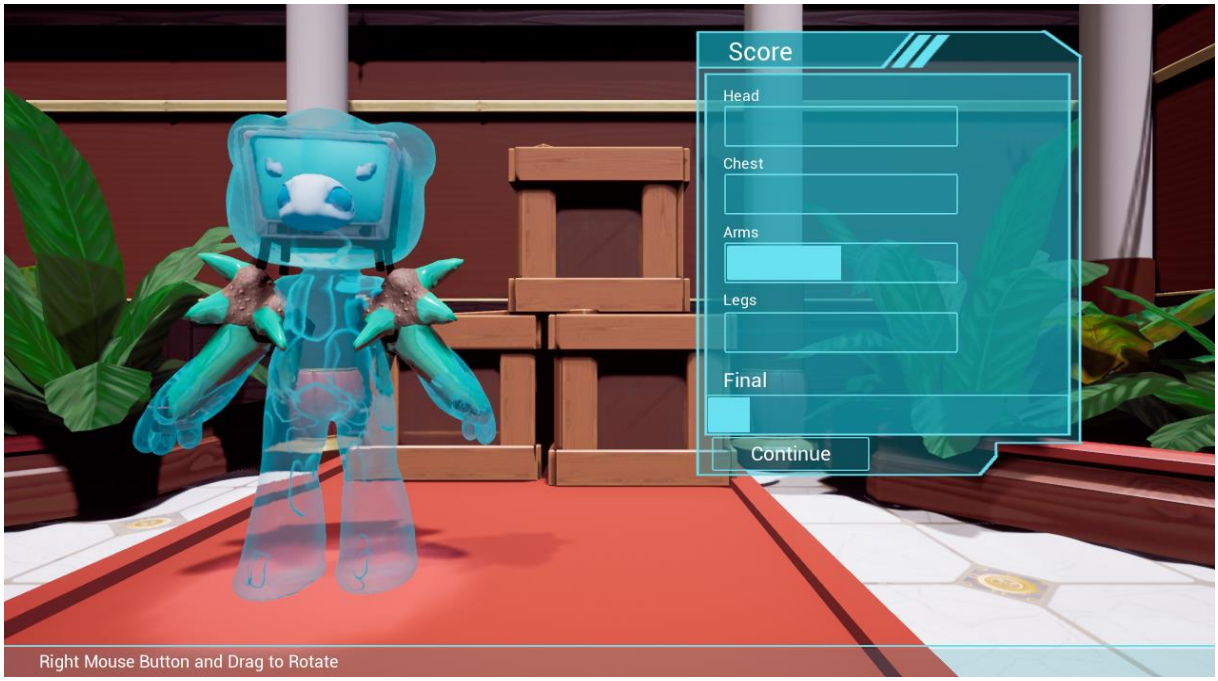
In the bottom-middle of the screen is the Body Part Selection Tool. Clicking on the Left or Right arrows updates which part of the body the Player can update. In the example graphic below, the Player has selected the Head part of the body.

Clicking on any of the items in the Character Customiser will apply it to the Player's body.



Score Screen

The Score Screen indicates how many points the Player got for each part of the body and overall.



13.4 Camera Operation

The entire game operates using a 3rd person camera attached to the end of a camera arm that trails behind the main Guudo character.

The camera arm automatically pushes the camera out of the way when scene objects block the camera's view of the Player.

The only time when the camera changes its view target is when the Player activates a door. The camera then quickly sweeps across to look at the door as it opens and then sweeps back to the original position behind the Player when the opening animation is completed.

Finally, the camera also influences the Guudo character's material. If the camera gets too close to the Guudo character, the character starts to fade out to enable the Player to look through the character easily and see the environment.

13.5 Player Controls

The various interfaces simply tap into the Player Controller. There are no custom controls used.

To learn about the controls in depth, see the section titled Controls.

14.0 FILE AND PROGRAMMING STANDARDS

14.1 Folder Structure

The following file are to be adhered to:

Folder (level 1)	Folder (level 2)	Comment
Assets		
	Decals	Decals such as the footprints.
	M	Material and Material Instances.
	Particles	Particle Effects.
	PP	Post Processing Effects.
	Silhouettes	Silhouette UI Images.
	SK	Skeletal Meshes.
	SM	Static Meshes.
	SpeedTree	Speed Tree imports.
	T	Raw Textures.
	Test	Test Folder.
Blueprints		General Blueprints derived from C++ classes.
	Customisation Screen	Blueprints dedicated to just the Customisation Screen. Some of these are derived from C++ classes.
CameraShake		Camera Shake Effects such as the pickup effect and the heavy walk effect.
HUD		Various HUD widgets such as the Loading screen, Credits and Media Player
	Cusomisation Screen	Widgets derived from C++ classes that are dedicated to just the Customisation Screen.
	UI	Raw textures used just by the HUD.
Levels		
	Level Templates	The Menu and Game Play Levels.
Manager		Game Instance (This holds the inventory which is global)
Movies		Video and Media Player for the Intro Cinematic
Sound		Various sounds such as background music.
	Footprints	Sounds dedicated to just the footprints.
	UI	Sounds dedicated to just the UI.

14.2 Naming Conventions

The following affixes are added to assets to specify their purpose:

Prefix	Suffix	Use
M_		Material or Material Instance.
T_		Raw Texture
	_A	Alpha Map
	_N	Normal Map
	_ORM	Occlusion Roughness
	_E	Emissive Map

P_		Particle System
SK_		Skeletal Mesh
SM_		Static Mesh
BP_		Blueprint Implementation
	_Greybox	Grey box Level
	_BGM	Background Music

14.3 Script Conventions

The following prefixes are added to variables and classes to specify its purpose:

Prefix	Use
M_	Private Variable
E	Enumerator. This is a requirement set by Unreal.
F	Struct. This is a requirement set by Unreal.
A	Actor. This is a requirement set by Unreal.

Public variables won't include any prefix because these are directly visible in the Unreal Editor.

14.4 Good Coding Conventions

```
#include "CoreMinimal.h"
#include "GameFramework/Character.h"
#include "GuudoCharater.generated.h"

// Enumeration called by Blueprint Widget
UENUM(BlueprintType)
enum class EAction : uint8
{
    Consume     UMETA(DisplayName = "Consume"),
    Hold        UMETA(DisplayName = "Hold"),
    Drop        UMETA(DisplayName = "Drop"),
};

UCLASS()
class GUUDO_API AGuudoCharater : public ACharacter
{
    GENERATED_BODY()

public:
    // Sets default values for this character's properties
    AGuudoCharater();

protected:
    // Called when the game starts or when spawned
    virtual void BeginPlay() override;

public:
    // Called every frame
    virtual void Tick(float DeltaTime) override;

    // Called to bind functionality to input
    virtual void SetupPlayerInputComponent(class UInputComponent* PlayerInputComponent) override;

    // COMPONENTS //////////////////////////////////////////////

    // Camera
    UPROPERTY(VisibleAnywhere, Category = Camera)
        class UCameraComponent* Camera;

    // Camera Arm
    UPROPERTY(VisibleAnywhere, Category = Camera)
        class USpringArmComponent* CameraArm;
    UPROPERTY(EditAnywhere, Category = "Designer")
        float CameraTrailDistance = 600.0f;

    // Capsule Settings
    UPROPERTY(EditAnywhere, Category = "Designer")
        float CapsuleRadius = 42.f;
    UPROPERTY(EditAnywhere, Category = "Designer")
        float CapsuleHeight = 45.f;
```

15.0 TECHNICAL RISK MANAGEMENT

15.1 POTENTIAL TECHNICAL RISKS

Time constraints

This is one of the biggest concerns as we are working under a tight schedule. To mitigate this issue, I focussed on programming the absolute necessary components first such as the inventory system and the customisation screen.

Source Control

One of the main issues we have faced so far is source control. Twice I've lost considerable time due to people using source control incorrectly. The only way to mitigate this issue is to train team members in how to correctly use source control.

Rating System

The rating system, which is part of the character customisation screen and pickups, was one of the most complex systems in the game to develop. This system is crucial to the success of the game, so I needed to focus my efforts on ensuring I finished it first to test whether it worked as intended.

The rating system is currently in place, but I won't know if there will be any issues with the rating system until the Designer finishes building the levels and sprinkles them with items (pickups).

Gel Body

This was the second biggest potential headache; however, we successfully implemented a gel-like body system by using sockets, physic objects and shaders.

16.0 ASSET LIST

16.1 Script Assets

The following is a list of Script Assets

Guudo.Target.cs
GuudoEditor.Target.cs
Guudo\Customisation
Guudo\Hint
Guudo\Interactables
Guudo\ItemManagement
Guudo\Silhouette
Guudo\Guudo.Build.cs
Guudo\Guudo.cpp
Guudo\Guudo.h
Guudo\GuudoCharater.cpp
Guudo\GuudoCharater.h
Guudo\GuudoGameMode.cpp
Guudo\GuudoGameMode.h
Guudo\GuudoGameModeBase.cpp
Guudo\GuudoGameModeBase.h
Guudo\PickupData.cpp
Guudo\PickupData.h
Guudo\Customisation\BodyPartSelectionTool.cpp
Guudo\Customisation\BodyPartSelectionTool.h
Guudo\Customisation\CustomisationWidget.cpp
Guudo\Customisation\CustomisationWidget.h
Guudo\Customisation\InventoryWidget.cpp
Guudo\Customisation\InventoryWidget.h
Guudo\Customisation\ItemImageWidget.cpp
Guudo\Customisation\ItemImageWidget.h
Guudo\Customisation\ModularGuudo.cpp
Guudo\Customisation\ModularGuudo.h
Guudo\Hint\BaseHint.cpp

Guudo\Hint\BaseHint.h
Guudo\Hint\HintWidget.cpp
Guudo\Hint\HintWidget.h
Guudo\Hint\InteractionHint.cpp
Guudo\Hint\InteractionHint.h
Guudo\Hint\LevelChangeHint.cpp
Guudo\Hint\LevelChangeHint.h
Guudo\Interactables\Ball.cpp
Guudo\Interactables\Ball.h
Guudo\Interactables\Door.cpp
Guudo\Interactables\Door.h
Guudo\Interactables\Physics.cpp
Guudo\Interactables\Physics.h
Guudo\Interactables\Pickup.cpp
Guudo\Interactables\Pickup.h
Guudo\Interactables\PressurePlate.cpp
Guudo\Interactables\PressurePlate.h
Guudo\Interactables\PushPlate.cpp
Guudo\Interactables\PushPlate.h
Guudo\Interactables\Shakeable.cpp
Guudo\Interactables\Shakeable.h
Guudo\Interactables\Switch.cpp
Guudo\Interactables\Switch.h
Guudo\ItemManagement\GuudoGameInstance.cpp
Guudo\ItemManagement\GuudoGameInstance.h
Guudo\ItemManagement\ScoreCalculator.cpp~RFabb3a29.TMP
Guudo\Silhouette\SilhouetteWidget.cpp
Guudo\Silhouette\SilhouetteWidget.h

16.2 General Assets

The following is a list of the General Assets:

Assets\lambert1.uasset
Assets\C_Mesh\C_JungleTree.uasset
Assets\C_Mesh\UCX_Desk.uasset
Assets\Decals\M_Footprint.uasset
Assets\Decals\M_Shrink_Area.uasset
Assets\Decals\M_Shrink_Area_Inst.uasset
Assets\Destruct\AD_MazePressurePad.uasset
Assets\Destruct\AD_MazePressurePad_DM.uasset
Assets\Destruct\MazeCover_BP.uasset
Assets\M\Foliage
Assets\M\HubDoors
Assets\M\LandscapeLayerInfo
Assets\M\Masters
Assets\M\Particles
Assets\M\PirateShip
Assets\M\SciFi
Assets\M\Water
Assets\M\lambert1.uasset
Assets\M\M_AlienAtlas.uasset
Assets\M\M_AlienHead.uasset
Assets\M\M_Baguette.uasset
Assets\M\M_BeachTree.uasset
Assets\M\M_Book.uasset

Assets\M\M_BoomMic.uasset
Assets\M\M_Boulder.uasset
Assets\M\M_BoulderSlot.uasset
Assets\M\M_BrainJar.uasset
Assets\M\M_Cage.uasset
Assets\M\M_Cannon.uasset
Assets\M\M_cannonball.uasset
Assets\M\M_CleanHedge.uasset
Assets\M\M_Coconut.uasset
Assets\M\M_Column.uasset
Assets\M\M_Computer.uasset
Assets\M\M_CrateMovable.uasset
Assets\M\M_CrystalPickup.uasset
Assets\M\M_CustomizerGuudo.uasset
Assets\M\M_Desk.uasset
Assets\M\M_Dirt.uasset
Assets\M\M_Doors.uasset
Assets\M\M_ElephantLeaf.uasset
Assets\M\M_Film.uasset
Assets\M\M_Floor.uasset
Assets\M\M_GlassGuudo.uasset
Assets\M\M_Grass.uasset
Assets\M\M_GreenPlanet.uasset
Assets\M\M_Greenscreen.uasset
Assets\M\M_Greybox.uasset
Assets\M\M_GroundDirt.uasset
Assets\M\M_Guudo.uasset
Assets\M\M_GuudoHead.uasset
Assets\M\M_Guudo_Inst.uasset
Assets\M\M_Hallway.uasset
Assets\M\M_HubDesk.uasset
Assets\M\M_HubWall.uasset
Assets\M\M_JungleFloor.uasset
Assets\M\M_JungleLeaf.uasset
Assets\M\M_JungleTree.uasset
Assets\M\M_JungleVines.uasset
Assets\M\M_JungleWalls.uasset
Assets\M\M_Keg.uasset
Assets\M\M_KrakenTentacle.uasset
Assets\M\M_LightStand.uasset
Assets\M\M_Log.uasset
Assets\M\M_MazeCover.uasset
Assets\M\M_Mazepad.uasset
Assets\M\M_MenuPlinth.uasset
Assets\M\M_MushromPickup.uasset
Assets\M\M_Mushroom.uasset
Assets\M\M_MushroomPickup.uasset
Assets\M\M_Mushrooms.uasset
Assets\M\M_Nav.uasset
Assets\M\M_NavPickup.uasset
Assets\M\M_PadDirt.uasset
Assets\M\M_Pantheon.uasset
Assets\M\M_PegLeg.uasset
Assets\M\M_Pillar.uasset
Assets\M\M_PlaneDirt.uasset
Assets\M\M_PurplePlanet.uasset
Assets\M\M_Relic.uasset

Assets\M\M_Road.uasset
Assets\M\M_Rock.uasset
Assets\M\M_RockPathAtlas.uasset
Assets\M\M_Scaffold.uasset
Assets\M\M_Scaffolding.uasset
Assets\M\M_ScifiAtlas.uasset
Assets\M\M_ScifiPanelFloor.uasset
Assets\M\M_ScifiTile.uasset
Assets\M\M_SoundproofWall.uasset
Assets\M\M_SpaceWalls.uasset
Assets\M\M_StageDirt.uasset
Assets\M\M_StagePieces.uasset
Assets\M\M_Stages.uasset
Assets\M\M_StageSand.uasset
Assets\M\M_Table.uasset
Assets\M\M_Tower.uasset
Assets\M\M_TowerDoor.uasset
Assets\M\M_VinePick.uasset
Assets\M\M_VinePickup.uasset
Assets\M\M_Wood.uasset
Assets\M\YOURASIMP.uasset
Assets\M\Foliage\M_BeachLeaf.uasset
Assets\M\Foliage\M_ElephantLeaf.uasset
Assets\M\Foliage\M_Elephant_Leaf.uasset
Assets\M\Foliage\M_JungleLeaf.uasset
Assets\M\Foliage\M_JungleLeaf_Alpha.uasset
Assets\M\Foliage\M_JungleTree.uasset
Assets\M\Foliage\M_JungleTreeMast.uasset
Assets\M\Foliage\M_JungleTreeMaster.uasset
Assets\M\Foliage\M_LeafyFern.uasset
Assets\M\Foliage\M_Lilypads.uasset
Assets\M\Foliage\M_MasterFoliage.uasset
Assets\M\Foliage\M_Vines.uasset
Assets\M\HubDoors\M_CustomisationFloor.uasset
Assets\M\HubDoors\M_Hub.uasset
Assets\M\HubDoors\M_HubCaribbean.uasset
Assets\M\HubDoors\M_HubCredits.uasset
Assets\M\HubDoors\M_HubFloor.uasset
Assets\M\HubDoors\M_HubHub.uasset
Assets\M\HubDoors\M_HubJungle.uasset
Assets\M\HubDoors\M_HubSpace.uasset
Assets\M\LandscapeLayerInfo\Layer_1.uasset
Assets\M\LandscapeLayerInfo\Layer_1_Carribean.uasset
Assets\M\LandscapeLayerInfo\Layer_1_Island.uasset
Assets\M\LandscapeLayerInfo\Layer_1_Jungle.uasset
Assets\M\LandscapeLayerInfo\Layer_2.uasset
Assets\M\LandscapeLayerInfo\Layer_2_Carribean.uasset
Assets\M\LandscapeLayerInfo\Layer_2_Jungle.uasset
Assets\M\LandscapeLayerInfo\Layer_3.uasset
Assets\M\LandscapeLayerInfo\Layer_3_Carribean.uasset
Assets\M\LandscapeLayerInfo\Layer_3_Jungle.uasset
Assets\M\Masters\M_EmissivePanner.uasset
Assets\M\Masters\M_Guudo.uasset
Assets\M\Masters\M_LandscapeCarribean.uasset
Assets\M\Masters\M_Master.uasset
Assets\M\Masters\M_MasterFoliage.uasset
Assets\M\Masters\M_MasterInvert.uasset

Assets\M\Masters\M_MasterLandscape.uasset
Assets\M\Masters\M_MasterLandscapeJungle.uasset
Assets\M\Masters\M_MasterLandscape_Inst.uasset
Assets\M\Masters\M_Master_TwoSided.uasset
Assets\M\Particles\M_Bubble.uasset
Assets\M\Particles\M_Bubble_Inst.uasset
Assets\M\Particles\M_Fire.uasset
Assets\M\Particles\M_Fireflies.uasset
Assets\M\Particles\M_Firefly.uasset
Assets\M\Particles\M_Firefly_Inst.uasset
Assets\M\Particles\M_Sparkle.uasset
Assets\M\Particles\M_Sparkle_Inst.uasset
Assets\M\Particles\M_Wind.uasset
Assets\M\Particles\M_Wind_Inst.uasset
Assets\M\PirateShip\M_Black.uasset
Assets\M\PirateShip\M_PirateShip.uasset
Assets\M\PirateShip\M_Rigging.uasset
Assets\M\PirateShip\M_ShipParts.uasset
Assets\M\PirateShip\M_woodPlanks.uasset
Assets\M\SciFi\M_CrystalLeaf.uasset
Assets\M\SciFi\M_CrystalTree.uasset
Assets\M\SciFi\M_ScifiWall.uasset
Assets\M\Water\MF_DepthBuffer.uasset
Assets\M\Water\MF_Gerstner.uasset
Assets\M\Water\MF_RadialDistFieldCoordinates.uasset
Assets\M\Water\MF_RadialUVCoord.uasset
Assets\M\Water\MF_Triplanar.uasset
Assets\M\Water\MF_TriplanarBehindTranslucency.uasset
Assets\M\Water\M_Oil.uasset
Assets\M\Water\M_WaterJungle.uasset
Assets\M\Water\M_WaterMaster.uasset
Assets\M\Water\M_Water_Inst.uasset
Assets\M\Water\NewBlueprint.uasset
Assets\Particles\JellySplash.uasset
Assets\Particles\M_Guudo_Bubble.uasset
Assets\Particles\M_JellySplash.uasset
Assets\Particles\P_Bubble.uasset
Assets\Particles\P_Firefly.uasset
Assets\Particles\P_Wind.uasset
Assets\PP\OcclusionMasking.uasset
Assets\PP\Outline.uasset
Assets\PP\PC_Scan.uasset
Assets\PP\PP_Scan.uasset
Assets\PP\PP_Scan_Inst.uasset
Assets\PP\PP_Underwater.uasset
Assets\PP\PP_Underwater_Carribean.uasset
Assets\PP\PP_Underwater_Jungle.uasset
Assets\PP\SampleOffsetPixels.uasset
Assets\PP\StencilBitMask.uasset
Assets\SK\Animations
Assets\SK\Customiser
Assets\SK\Guudo_Shadow
Assets\SK\GuudoMenu_BP.uasset
Assets\SK\SK_Guudo.uasset
Assets\SK\SK_Guudo_Anim.uasset
Assets\SK\SK_Guudo_PhysicsAsset.uasset
Assets\SK\SK_Guudo_Skeleton.uasset

Assets\SK\SK_Guudo_Skin_Skeleton.uasset
Assets\SK\SK_KrakenTentacle.uasset
Assets\SK\SK_KrakenTentacle_Anim.uasset
Assets\SK\SK_KrakenTentacle_PhysicsAsset.uasset
Assets\SK\SK_KrakenTentacle_Skeleton.uasset
Assets\SK\Animations\Anim_Idle01.uasset
Assets\SK\Animations\Anim_Idle02.uasset
Assets\SK\Animations\Anim_Idle03.uasset
Assets\SK\Animations\Dance_Anim.uasset
Assets\SK\Animations\Death_Anim.uasset
Assets\SK\Animations\GuudoShadow_BP.uasset
Assets\SK\Animations\Guudo_AnimBP.uasset
Assets\SK\Animations\Guudo_BS.uasset
Assets\SK\Animations\Idle_Anim.uasset
Assets\SK\Animations\InAir_Anim.uasset
Assets\SK\Animations\JumpEnd_Anim.uasset
Assets\SK\Animations\JumpStart_Anim.uasset
Assets\SK\Animations\MiniSprint_Anim.uasset
Assets\SK\Animations\NormalSprint_Anim.uasset
Assets\SK\Animations\Pickup_Anim.uasset
Assets\SK\Animations\Walk_Anim.uasset
Assets\SK\Customiser\Arms
Assets\SK\Customiser\Head
Assets\SK\Customiser\Legs
Assets\SK\Customiser\Torso
Assets\SK\Customiser\SK_GuudoCustomizer.uasset
Assets\SK\Customiser\SK_GuudoCustomizer_Skeleton.uasset
Assets\SK\Customiser\Arms\SK_AlienGun.uasset
Assets\SK\Customiser\Arms\SK_BoomMic.uasset
Assets\SK\Customiser\Arms\SK_Crystals.uasset
Assets\SK\Customiser\Arms\SK_Flintlock.uasset
Assets\SK\Customiser\Arms\SK_Scroll.uasset
Assets\SK\Customiser\Head\SK_AlienHead.uasset
Assets\SK\Customiser\Head\SK_Camera.uasset
Assets\SK\Customiser\Head\SK_Coconut.uasset
Assets\SK\Customiser\Head\SK_Mushroom.uasset
Assets\SK\Customiser\Head\SK_Relic.uasset
Assets\SK\Customiser\Head\SK_SetUFO.uasset
Assets\SK\Customiser\Head\SK_TV.uasset
Assets\SK\Customiser\Legs\SK_Baguette.uasset
Assets\SK\Customiser\Legs\SK_Log.uasset
Assets\SK\Customiser\Legs\SK_Musket.uasset
Assets\SK\Customiser\Legs\SK_PegLeg.uasset
Assets\SK\Customiser\Legs\SK_RobotLeg.uasset
Assets\SK\Customiser\Legs\SK_Telescope.uasset
Assets\SK\Customiser\Legs\SK_Vines.uasset
Assets\SK\Customiser\Torso\SK_ComputerTower.uasset
Assets\SK\Customiser\Torso\SK_Fan.uasset
Assets\SK\Customiser\Torso\SK_Keg.uasset
Assets\SK\Customiser\Torso\SK_RingedPlanet.uasset
Assets\SK\Customiser\Torso\SK_ScrollTorso.uasset
Assets\SK\Guudo_Shadow\SK_Guudo_shadow.uasset
Assets\SM\GrassClump
Assets\SM\Pirate_Ship
Assets\SM\Default_Material.uasset
Assets\SM\lambert3.uasset
Assets\SM\M_Carribean_Atlas.uasset

Assets\SM\M_PropsAtlas.uasset
Assets\SM\SM_AlienGun.uasset
Assets\SM\SM_AlienHead.uasset
Assets\SM\SM_Baguette.uasset
Assets\SM\SM_Barrel.uasset
Assets\SM\SM_BeachTree.uasset
Assets\SM\SM_Book.uasset
Assets\SM\SM_BookOpen.uasset
Assets\SM\SM_BoomMic.uasset
Assets\SM\SM_BoomMicPickUp.uasset
Assets\SM\SM_Boom_Mic.uasset
Assets\SM\SM_Boulder.uasset
Assets\SM\SM_BoulderSlot.uasset
Assets\SM\SM_BoulderSlotDirt.uasset
Assets\SM\SM_BrainJar.uasset
Assets\SM\SM_Breakroom_Wall.uasset
Assets\SM\SM_Breakroom_WallLong.uasset
Assets\SM\SM_Bubble.uasset
Assets\SM\SM_CabinDoor.uasset
Assets\SM\SM_CageDoor.uasset
Assets\SM\SM_CageFront.uasset
Assets\SM\SM_CameraPickup.uasset
Assets\SM\SM_CamerawTripod.uasset
Assets\SM\SM_Cannon.uasset
Assets\SM\SM_CannonBall.uasset
Assets\SM\SM_Capstan.uasset
Assets\SM\SM_Chain.uasset
Assets\SM\SM_ChainShot.uasset
Assets\SM\SM_Coconut.uasset
Assets\SM\SM_ComputerTower.uasset
Assets\SM\SM_Computer_Tower1.uasset
Assets\SM\SM_Computer_Tower3.uasset
Assets\SM\SM_Crate.uasset
Assets\SM\SM_Crystal.uasset
Assets\SM\SM_Crystal_Tree.uasset
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