Design goals

Development log

22/11/2018

After hearing that this brief asks us to come up with our own genre and assets, I came to the conclusion that is would be easier on the workload to not make too many original assets. I then took from the brief that it would be in our best interest to stick genres of games we are familiar with. For me that meant MMORPG style mainly from the ilk of World of Warcraft (WOW). My intention was not to make a full dungeon as that invites many mechanics and a large scope so, I looked around for smaller and more achievable examples. In the end I went with a design of a mountainous volcanic dungeon room with one major goal, a big bad enemy.

29/11/2018

I did a bit of research in looking for small dungeons as well as layouts. With looking for the volcanic dungeons from WOW for inspiration.

Got Black Rock Depths layout dungeon map from WOW website for reference as a volcanic dungeon.

Spent some time doing a basic layout for the dungeon and pitching a vertical drop as the point of interest.

6/11/2018

After class I put together a lighting regime for my dungeon and how my dungeon will be enclosed, with no natural light. So the lighting class came in clutch for putting the colour scheme and placement I was thinking of using for my dungeon.

10/12/2018

After much thought, I pieced together a light box in the vein of only a decent through 4 quadrants. Using it as a stepping stone to a vista effect to the looming boss at the bottom.