

Cover Sheet

DIT3000 Design Science and Information Systems

Trimester 1, 2025

Assessment 3 - Project Prototypes

Student Name: Grace Turner

Student Number: U1154159

Statement of Authorship:

In submitting this work, I declare that, unless otherwise acknowledged, this work is wholly my own.

I understand that my work may be submitted to Turnitin and consent to this taking place.

Project Overview

For my project, I am designing a cooperative multiplayer investigative horror/mystery game where players have to work together to solve a murder case on a large estate. I will be modelling the 3D game environment as well as designing the game style and characters.

For the overall style I am aiming for a 3 dimensional realistic aesthetic with dim lighting and desaturated colours to create an eerie atmosphere.

In the following document I am experimenting with different ideas, primarily around different building styles and setting the game in different time periods. It was also suggested by my lecturer Alistair Ward that I could potentially plan on expanding the game in future and creating levels with the same playable characters set in different time periods, however, for the scope of this project I will just be designing for one game set in a single time period.

Once I have decided which of the refined prototypes I want to go ahead with, I will use the image of the mansion as a blueprint to block out the 3D building in Autodesk Maya, then move on to developing and refining the model.

All reference images used are on the linked Pinterest board:
<https://au.pinterest.com/EllaMolly8/design-major-project-ideas/>

Stage 1: Initial Sketches

Logo - Name and Fonts

Font: Another Danger (The Branded Quotes 2016)

SLEUTH

HOMICIDE

I think the style of this font fits the horror and murder mystery theme of the game.

Font: Blood Crow (Iconian Fonts 2009)

SLEUTH

HOMICIDE

This font still has a horror theme as well as a more traditional aesthetic that suits the estate setting.

Font: Detective Bildo (Medina 2020)

Sleuth

Homicide

This font is very different in that it has more of an old-timey murder mystery aesthetic and is a bit more fun and lighthearted.

Font: Death Crow (Senzana 2021)

SLEUTH

HOMICIDE

This again goes for a more traditional aesthetic, but has less emphasis on the horror theme.

Font: Artdeco MN (Mecanorma Collection n.d.)

SLEUTH

HOMICIDE

This font uses an art deco style themed for the 1920s, again giving an old-timey feel.

Characters

As the game is designed to be a cooperative multiplayer, players will select one of five characters to play as. Each character has their own special abilities related to their role in the investigation and this impacts how the player has to play the game. This should allow players to replay the game in different roles to maintain interest.

I was initially unsure of what time period the game was going to be set in, defaulting to a contemporary setting in an old-fashioned mansion. However, after showing my lecturer Alistair Ward my initial building sketches for feedback, he suggested I try different time periods. For the following sketches I have experimented with different character outfit designs for different potential time periods.

I have trouble drawing people so after initial failed attempts at freehand drawing the characters, I decided to photograph myself in different poses and use these photographs as the base for the anatomy, then worked on top of that to create different characters.

Characters - The Detective

Special ability/role: can combine clues to make additional clues for solving the murder case

Experimenting with poses:



1920s

1950s

1960s

Contemporary

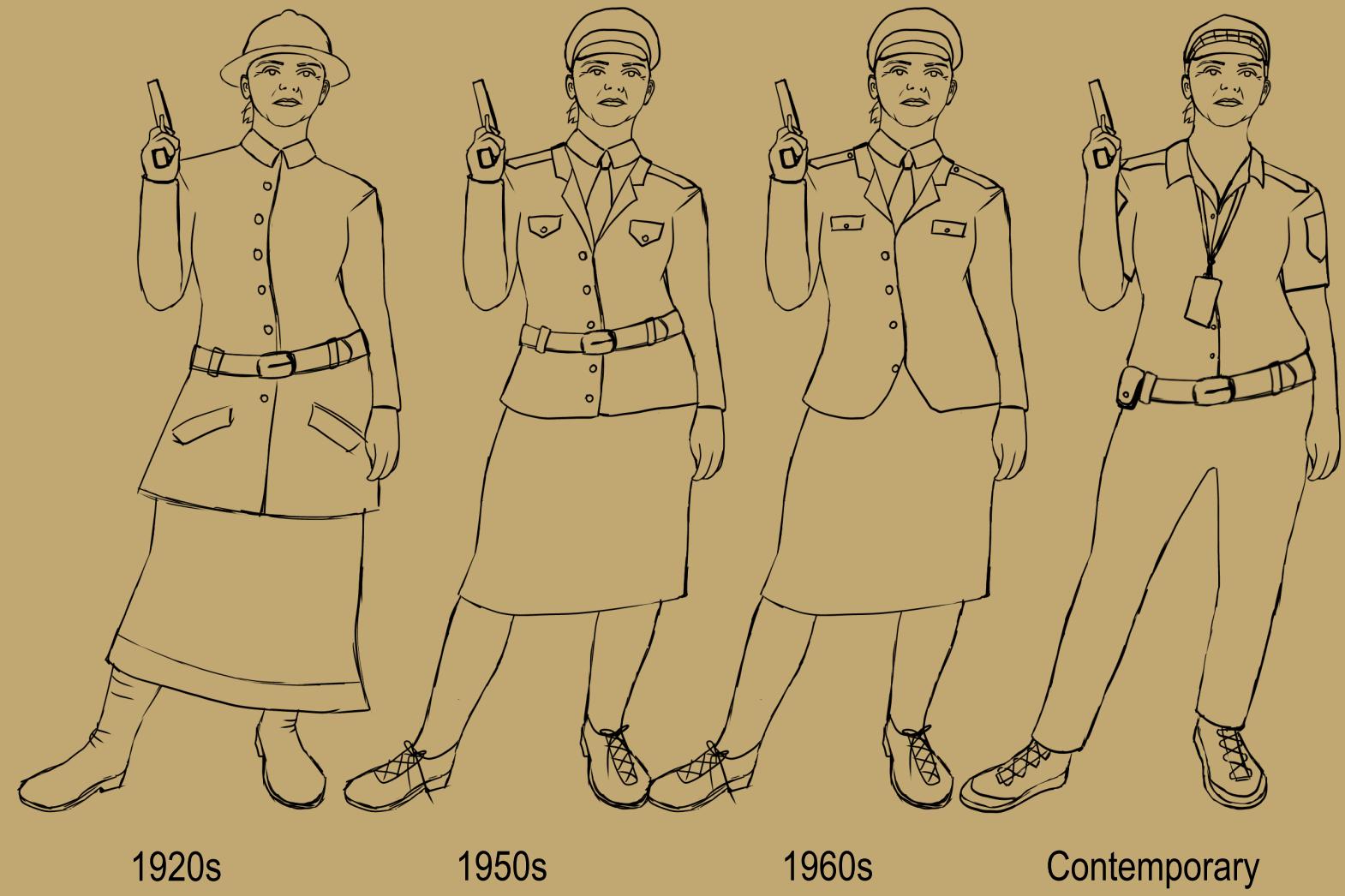
Characters - The Police Officer

Special ability/role: can defend against the attacker using their gun



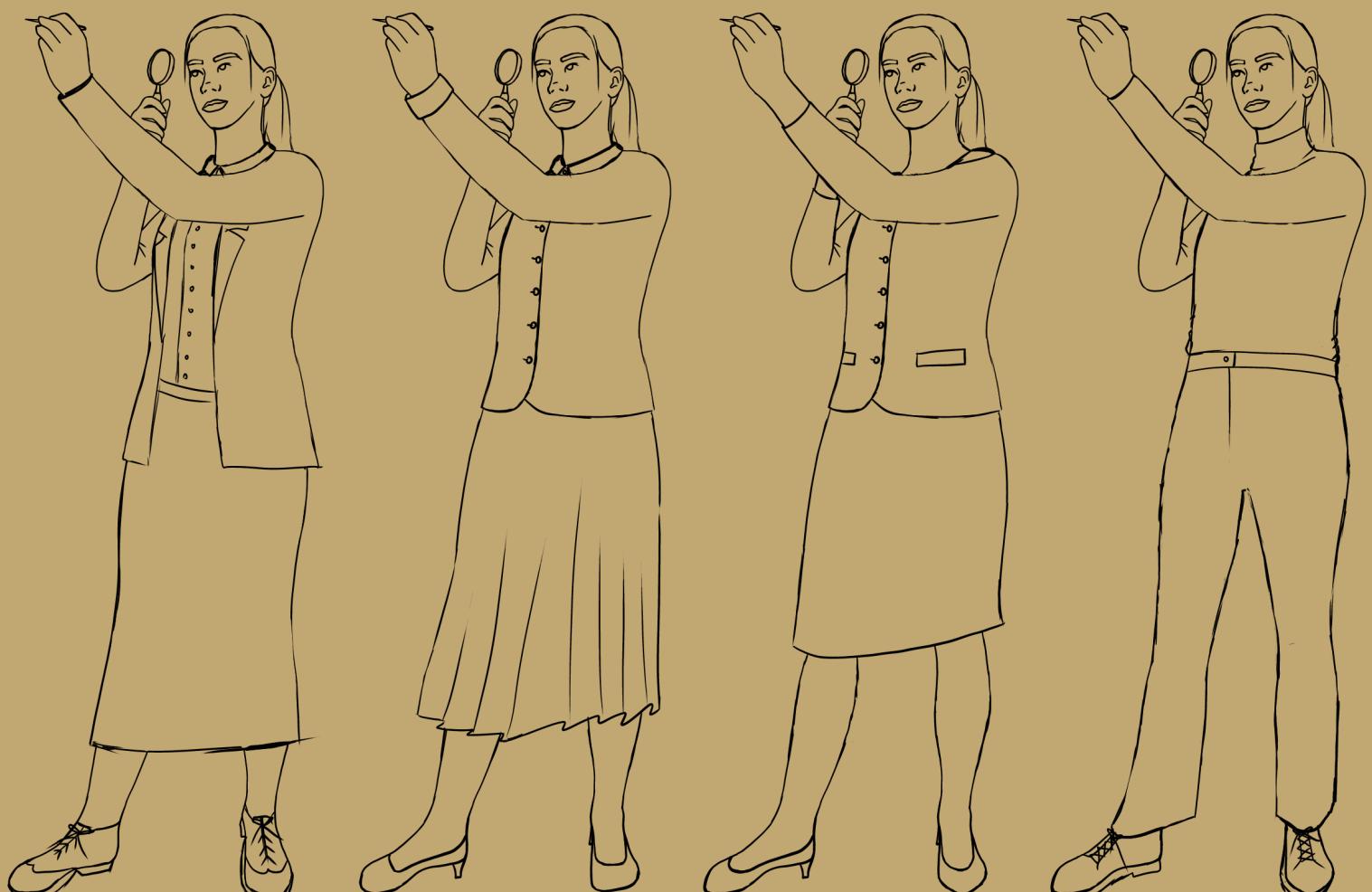
I researched different police officer uniforms for different time periods to try to accurately represent the different aesthetics.

Flipped to differ from other character poses



Characters - The Forensic Scientist

Special ability/role: can collect scientific evidence



1920s

1950s

1960s

Contemporary

Characters - The Psychologist

Special ability/role: can find extra information about suspects' relationships and whereabouts



1920s

1950s

1960s

Contemporary

Characters - The Photographer

Special ability/role: can photograph visual evidence



1920s

1950s

1960s

Contemporary

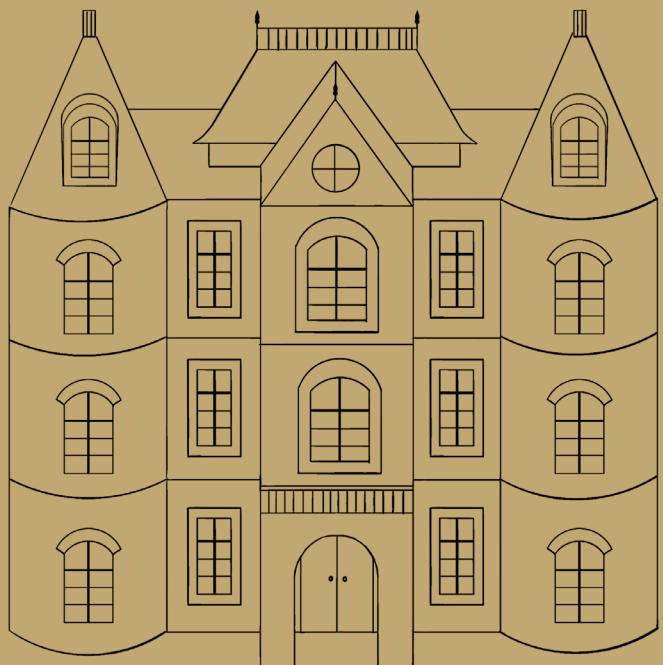
Environment

The game is set in a large estate or mansion.

Initial sketches - focusing on old fashioned mansions



Trying asymmetrical vs symmetrical



Lecturer Alistair Ward noticed these were in a French Chateau style, and suggested I look further into this and try setting the characters in a matching time period.



Trying 2 vs 3 stories depending on how large I want the game environment to be.

Environment

Experimenting further with French Chateau style



Experimenting with different window shapes common in French Chateaus

Too big?



I think 2 stories may be a good environment size for the game, especially for some of the wider mansions

Environment

Trying more contemporary styles



More common
contemporary
house shape

Boxy-shaped
modern-style mansions



I think a lot of the contemporary buildings have lots of windows which doesn't work as well with the premise of the game, where players can be jumpscared, and it also would make the building less eerie

A contemporary building in French Chateau style - just looks like a French Chateau



Stage 2: Early Prototypes

Early Prototype 1

1920s Style with French Chateau

SLEUTH



Early Prototype 2

1920s Style with Alternate French Chateau

SLEUTH



Made some minor changes to the contemporary French Chateau-style mansion to make it look more traditional as I think this is a good size and layout for the game environment.



Early Prototype 3

1950s Style with Very Large French Chateau

HOMICIDE



This might be too complex for the duration of the project if I plan on modelling the interior as well.



Early Prototype 4

Contemporary Style with French Chateau

SLEUTH



Early Prototype 5

Contemporary Style with Modern Mansion

HOMICIDE



Early Prototype 6

Contemporary Style with more traditional Modern Mansion

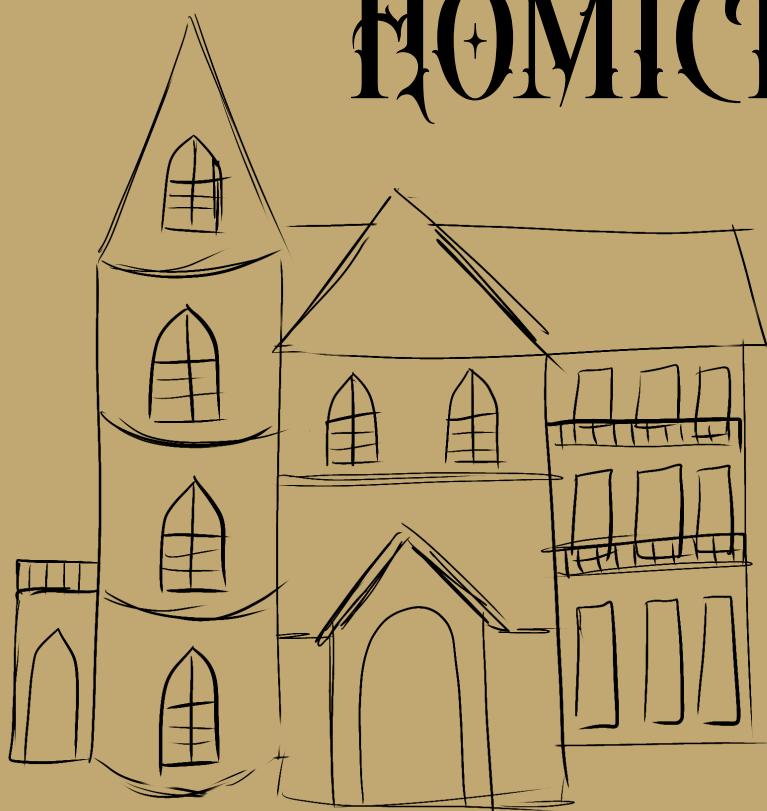
SLEUTH



Early Prototype 7

My original plan - Contemporary Style with Old-Fashioned Building

HOMICIDE



Early Prototype 8

1960s style with French Chateau

Sleuth



Stage 3: Refined Prototypes

Refined Prototype 1

1920s Style with Alternate French Chateau

I think this font suits the French Chateau aesthetic as well as the horror theme

SLEUTH

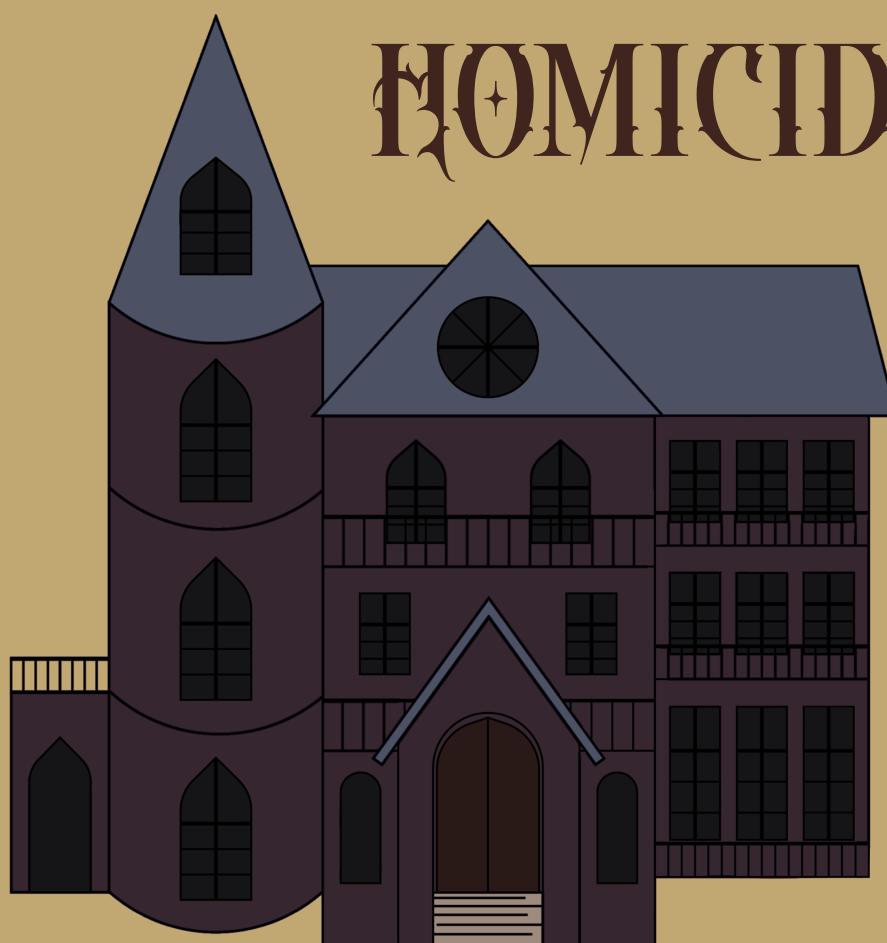


I was having difficulty choosing between the two 1920s early prototypes as they have very different aesthetics but I didn't dislike either. I sought feedback from Graeme Turner, who suggested this one as he thought it had more character, which upon reflecting, I think it fits the aesthetic and atmosphere I was going for better.

Refined Prototype 2

My original plan- Contemporary Style with Old-Fashioned Building

HOMICIDE



Refined Prototype 3

1950s Style with Very Large French Chateau

HOMICIDE

I think this font also suits the wealthy estate aesthetic.



My primary drawback with this one is the size of the building. While I think a larger building would make for a fun game, I am not sure if it is within the scope of this project. If I were to do this I may have to do less or no interior modelling and just focus on the exterior.

References

Iconian Fonts 2009, *Blood Crow*, TrueType font file, DaFont, viewed 5 May 2025, <<https://www.dafont.com/blood-crow.font>>.

Mecanorma Collection n.d., *Artdeco MN*, font file, Adobe Fonts, San Jose, California, viewed 5 May 2025,
<<https://fonts.adobe.com/fonts/artdeco-mn#licensing-section>>.

Medina, G 2020, *Detective Bildo*, TrueType font file, DaFont, viewed 5 May 2025, <<https://www.dafont.com/detective-bildo.font>>.

Senzana 2021, *Death Crow*, TrueType font file, DaFont, viewed 5 May 2025, <<https://www.dafont.com/death-crow.font>>.

SpideRaYsfoNtS 2017, *The X-Files*, TrueType font file, DaFont, viewed 17 March 2025, <<https://www.dafont.com/the-x-files.font>>.

The Branded Quotes 2016, *Another Danger*, OpenType font file, DaFont, viewed 5 May 2025, <<https://www.dafont.com/another-danger.font>>.