

Project Ocatvius

Cyber Arena TV

Ice Breaker – The floor is lava, esq game – move to different platforms to stay alive. The floor breaks behind you. Last man standing wins.

Hot Potato – Simple pass the parcel / hot potato. Player is holding onto a timed bomb, must pass to one of the other 3 characters. Person holding the bomb when it goes off is eliminated.

Bombing run – Players are placed in a dynamic arena which is filled with obstacles – the idea is to chase each other while through a live bomb at each player. If you're touched by the bomb, you are eliminated.

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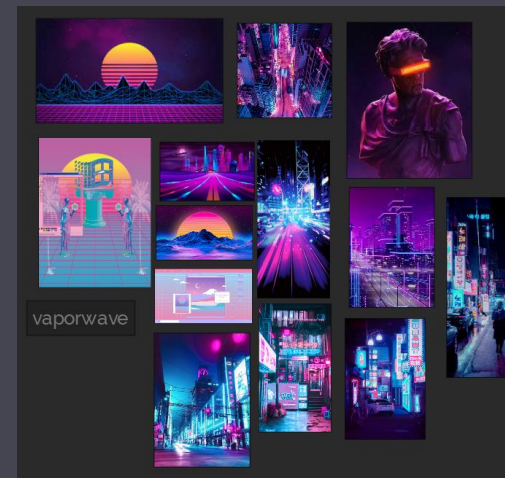
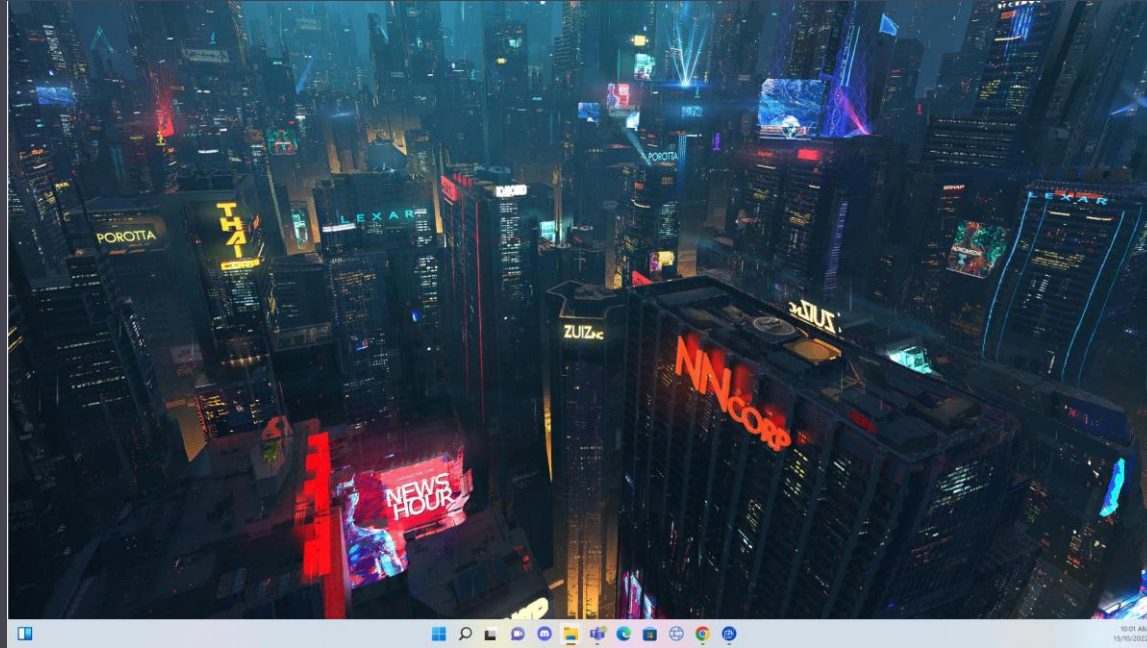
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TEAM AND ROLES

Elliot Hayward	Jack Linton	Paul Ellul	Nicolien Carteling	Ash Purnell	Crystal Zhang
Game designer	Game designer	Programmer	Programmer	Artist	Artist
Annita Te					
Artist					

Style GUIDE

- Vaporwave aesthetics
- TV show
- Retrofuturism
- Sci-fi
- Bright colours and neon lights



MOOD BOARD AND COLOUR PALLETTE

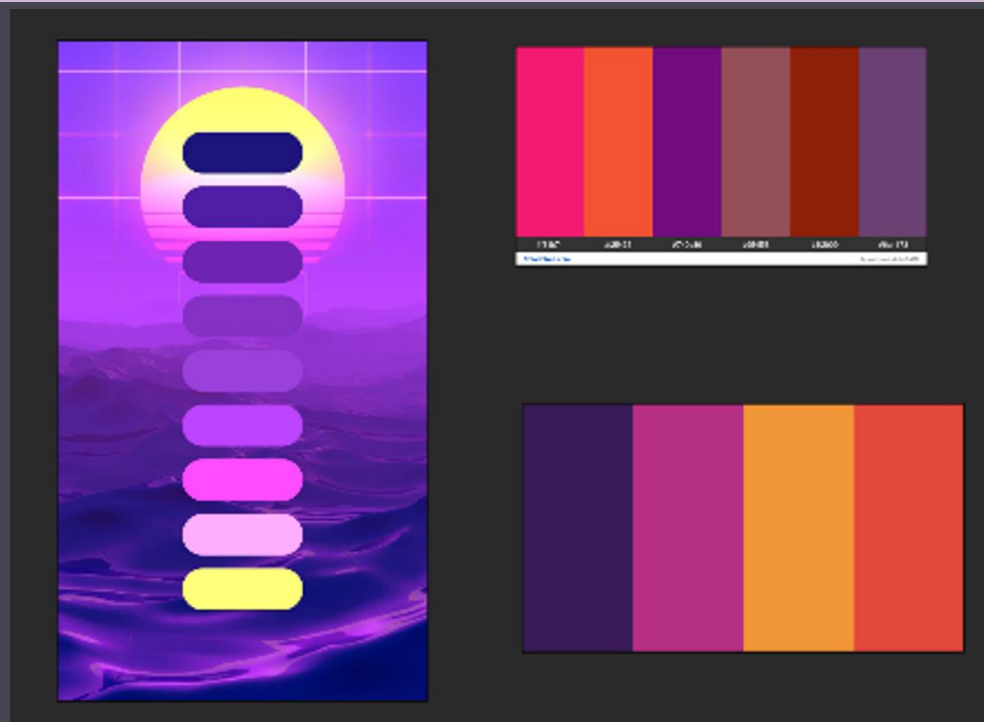


Image generated from AI

- Round geometric shapes
- Retro futuristic buildings
- Neon lights
- Vaporwave background
- Fun and friendly
- Cityscape
- Reflective and emissive materials
- Party

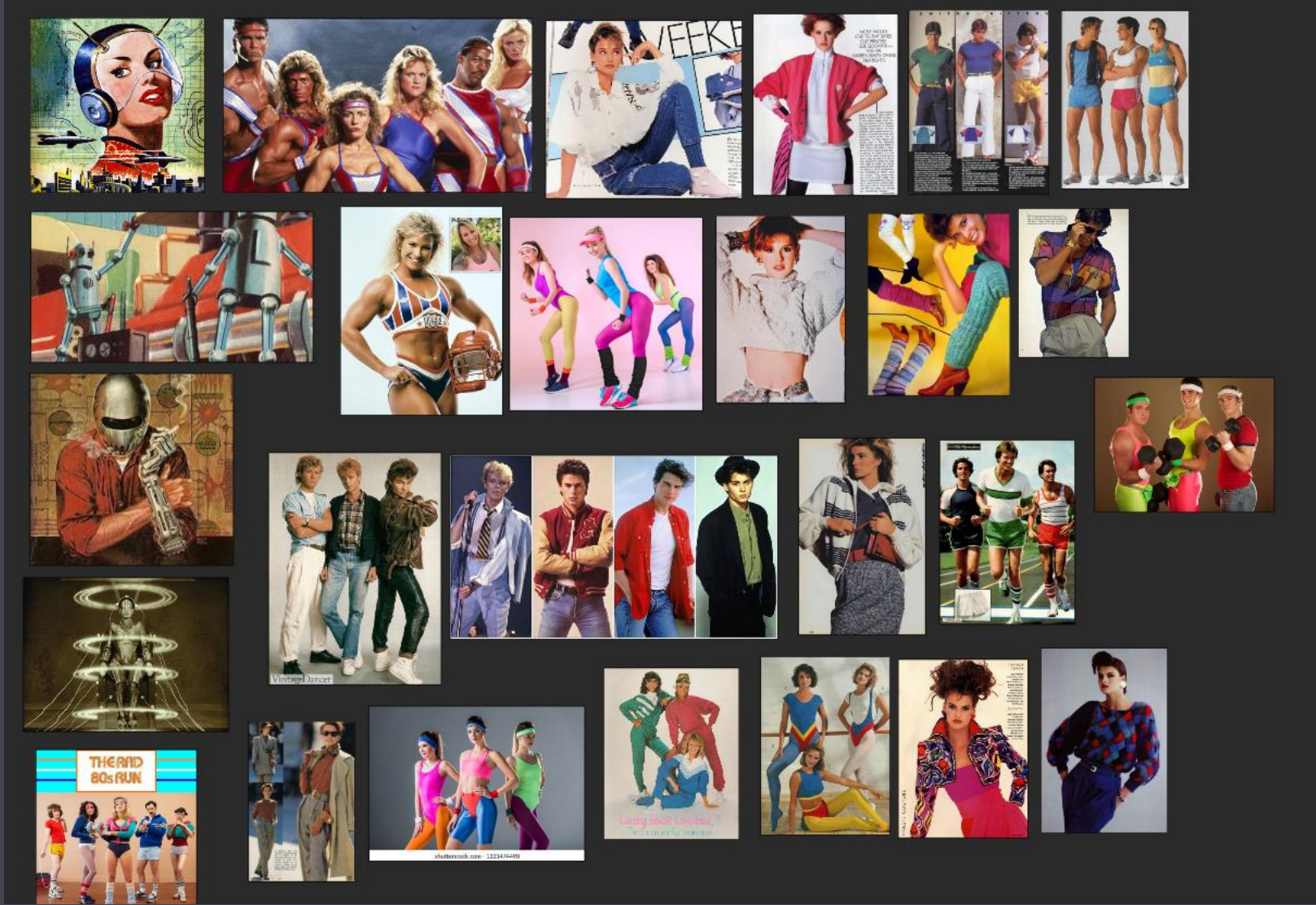


Character Art

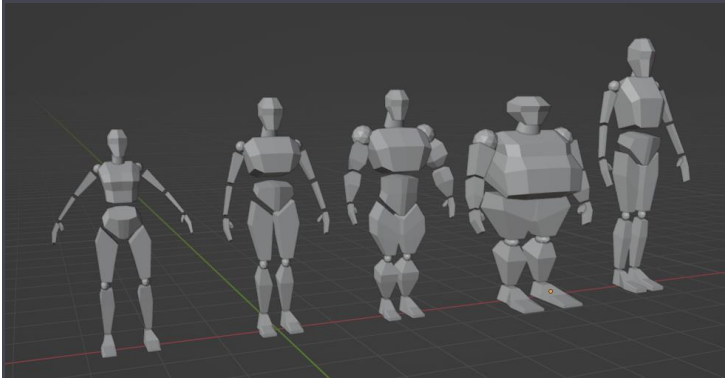




- Leg warmers
- Leotards
- Sweat band
- Colourful clothings
- 1980s fashion
- Sporty
- Inspired by the American gladiator
- TV show aspect of consideration
- Fun and friendly
- Suitable for partygames



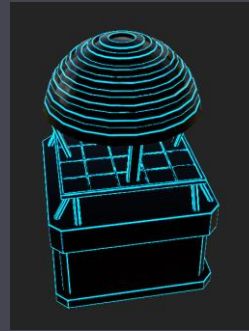
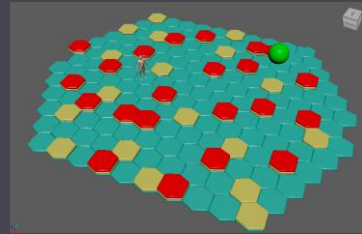
Low poly character references



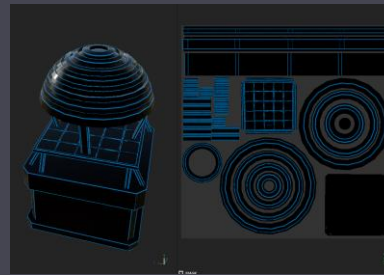
- main design aim for our characters
- low poly 2-5000 tris
- visually appealing from all angles even from distance

ASSETS: ICE BREAKER

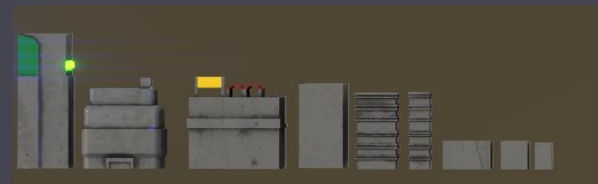
- Hexagonal platform
- City buildings (dark base colour with emissive lighting)
- Testing textures in Substance 3D painter
- Buildings under one texture map so that there is lesser files



By Ash

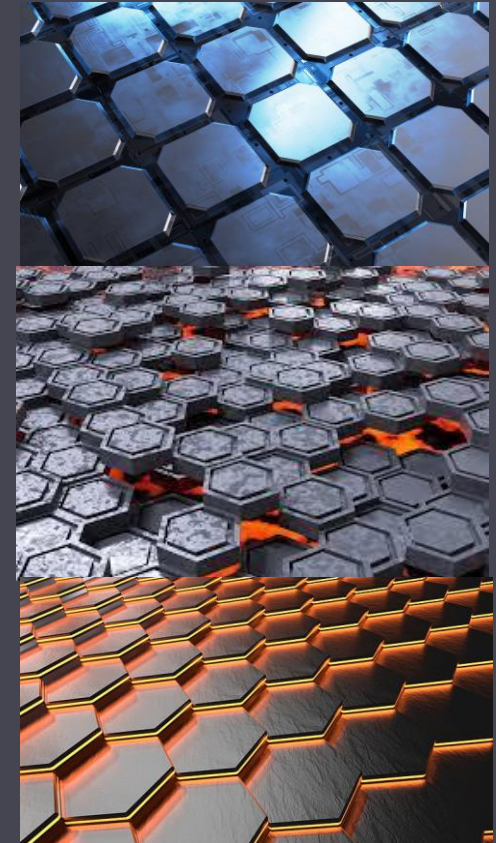
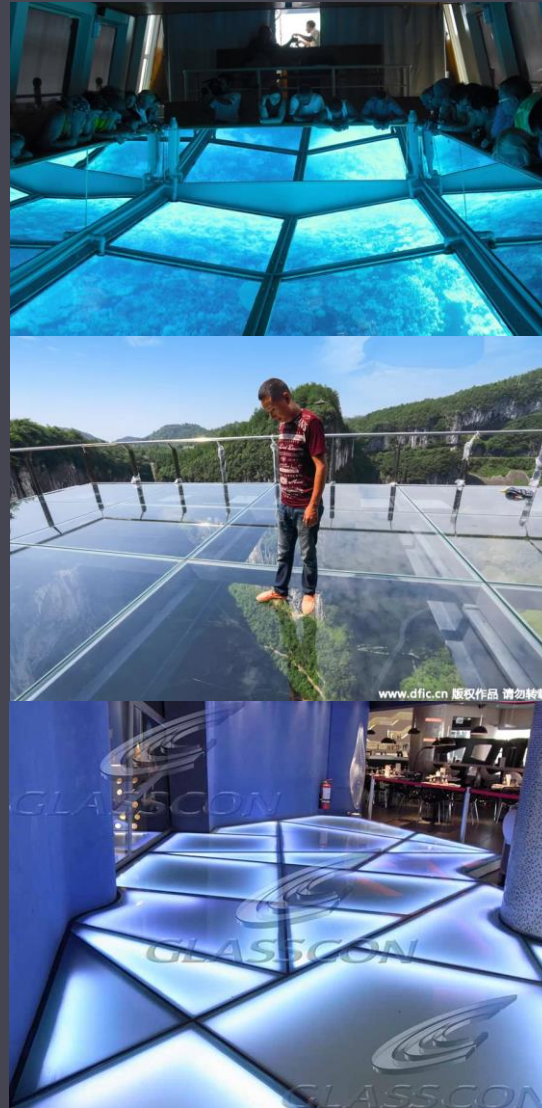


By Annita



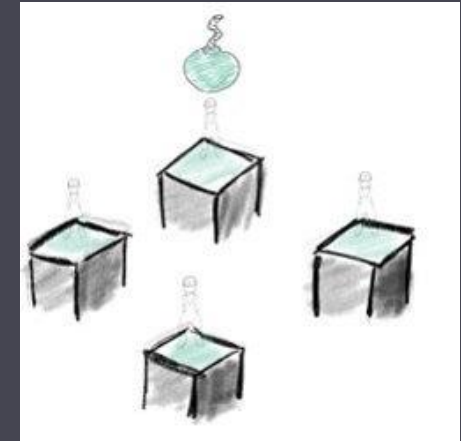
Assets: Ice Breaker - Platform

- 4 tiles hexagons
- metal
- icy, glassy
- reflective only
- interchangeable



ASSETS: HOT POTATO

- Fusion core - Pulsating core (timed bomb)
- Inside a building
- Glass panels
- Neon lights
- Players standing on the buildings
- Air vents

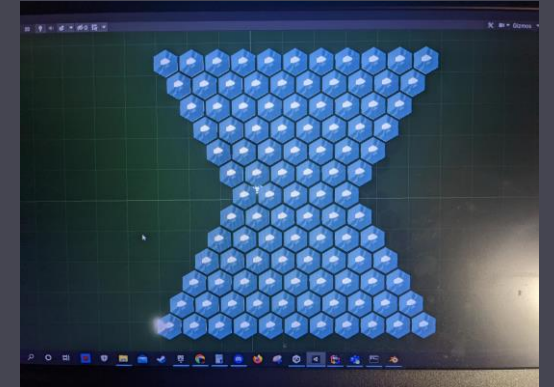
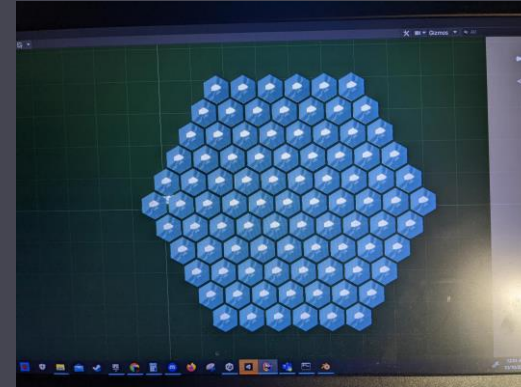
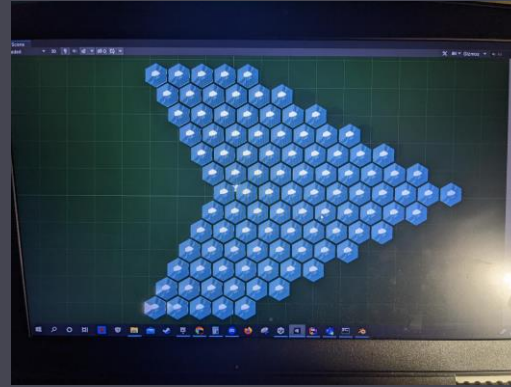


ASSETS: BOMB RUN

- Assets that have been used in the other mini games



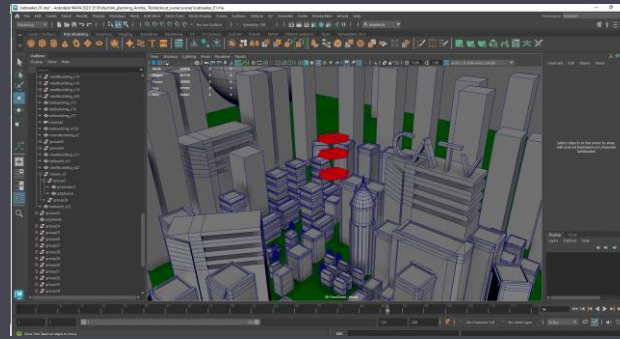
MAP LAYOUT



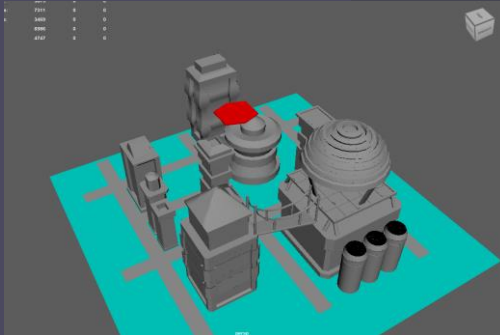
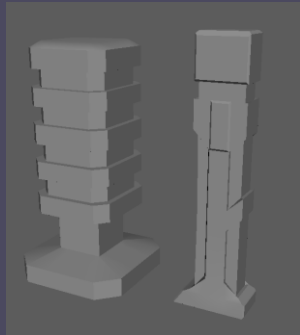
- Different kinds of shapes for the platform layout
- Hexagon
- Some of them are multiply stacked on top of each other



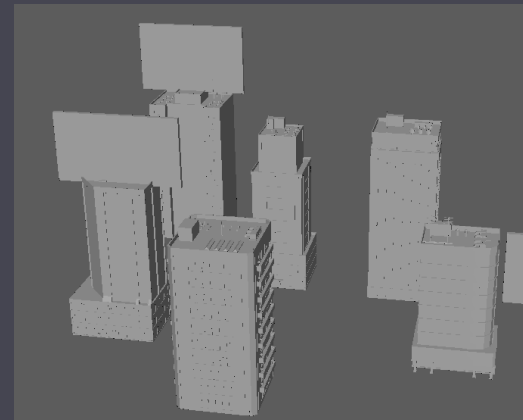
GRAY BOXING



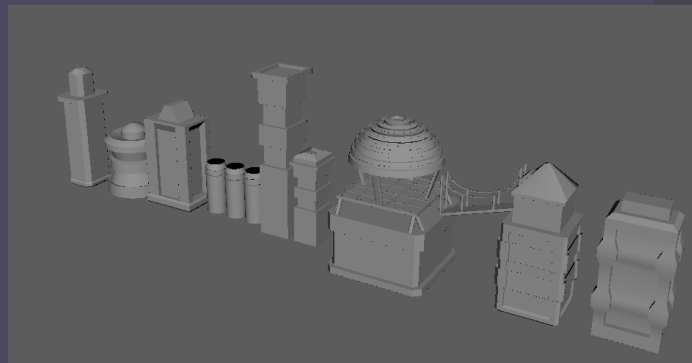
By Annita



By Ash



By Crystal



TECHNICAL DETAIL/CONSTRAINT S

- Naming Conventions:
Icebreaker_Asset_Building01
- Textures resolution: 2048 for texturing,
export 256 for lower models, 512 to 1024K
for higher or close up assets
- Characters – 2k? Main focus for player
- Texture format: Unity HDRP, png files
- Poly count: maximum 100K – Pref 1 – 3k
per asset MAX

PIPELINE

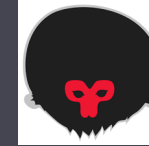
Concepting
+ blockout



3D modelling



Baking Meshes



Texturing
assets



Main Menu
graphics



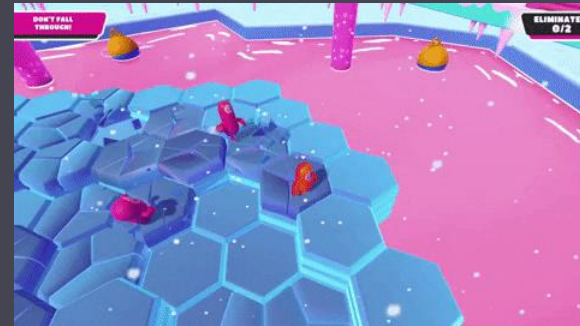
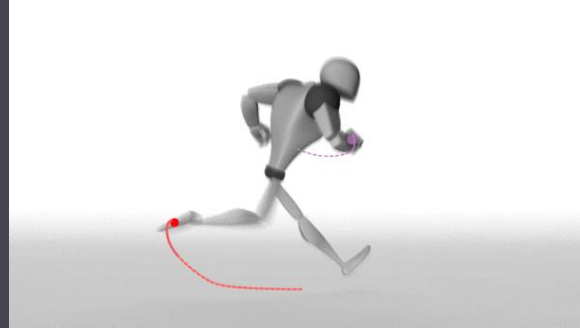
Rigging
characters



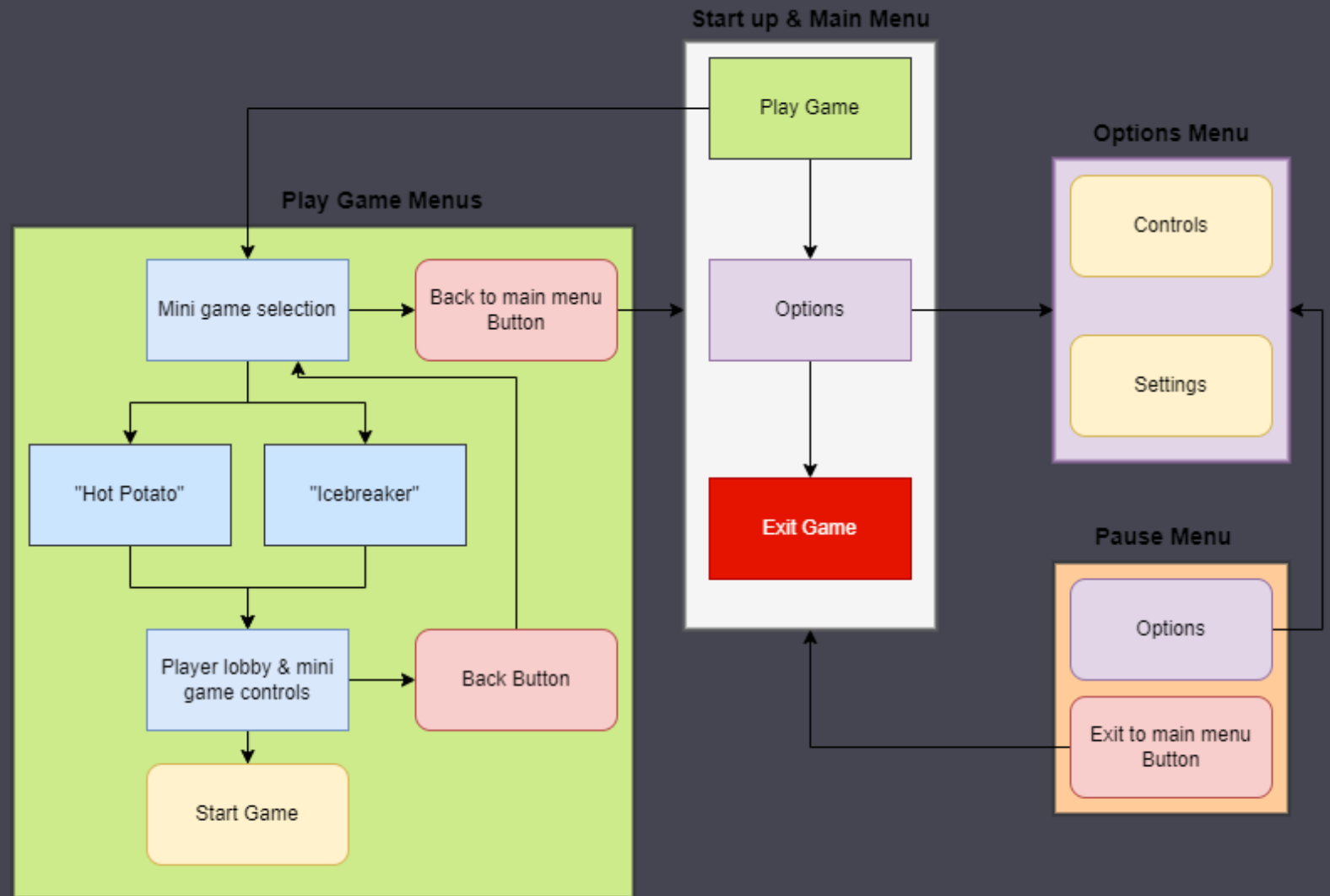
Animations



ANIMATION REFERENCES

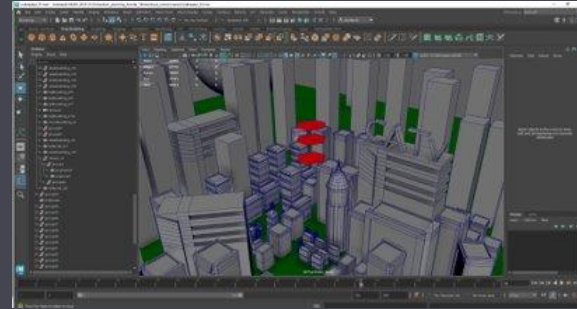


UI



MAIN MENU

- Mini games
- Settings
- Exit
- How the buttons look like
- The title, background, images



- Cityscape environment
- Render image to use as a background for the main menu
- Start up main menu
-

Image reference of UI designs



OPTIONS

- Controls
- settings

PLAY GAME MENU

- Minigame selection
- Hot potato
- Icebreaker
- Bomb run
- Player lobby and minigame controls
- Start game and back button



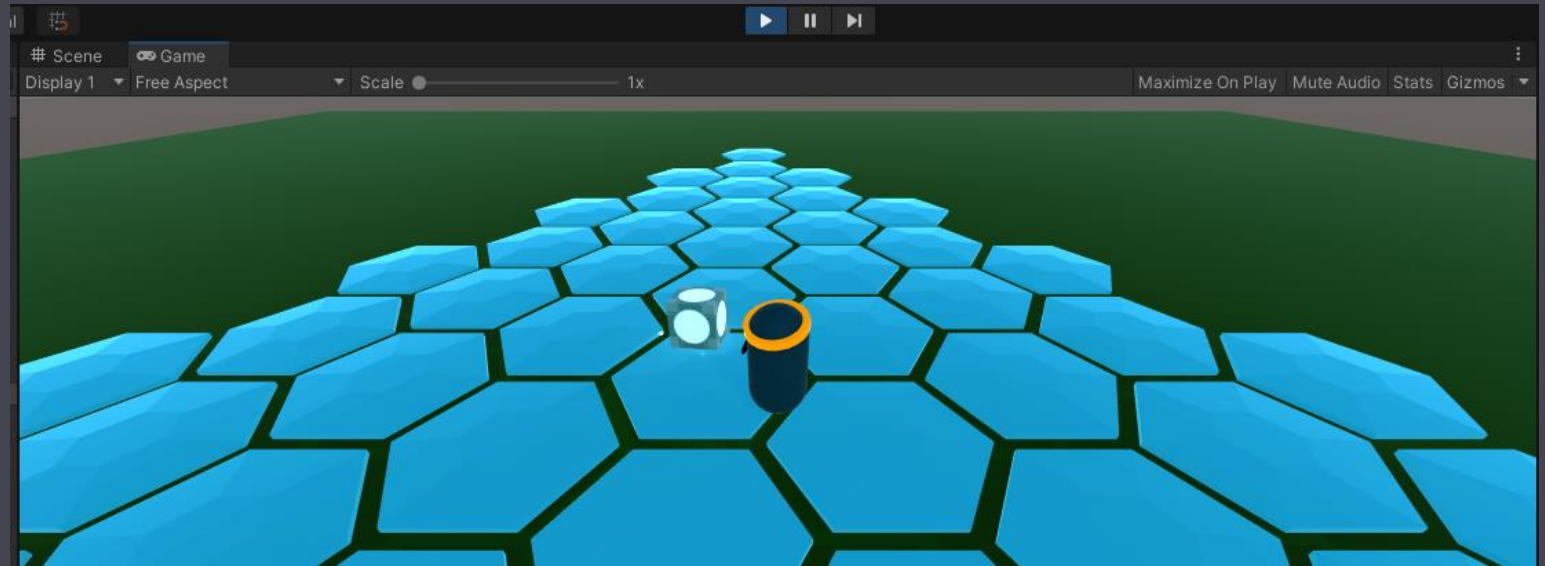
Image reference of UI designs

Image reference of UI designs



IN GAME PERSPECTIVE

- 35 degree angle



ASSET LIST FOR ICE BREAKER

- City buildings 10-12
- Bouncing metal chrome ball, reflective
- Hexagonal tiles x4
- 3-4 playable characters (2-3000 tris), robotics arm, helmets
- Hot air balloon
- Bright emissive trees (few in different colours)
- Signs(side of buildings/lone standing)
- Build UI
- Silos, pipes, air vents and ladders
- 3D model of fusion core
- Background for UI

ASSET LIST FOR HOT POTATO

- Platform
- Room
- 4 Playable characters
- Fusion core/ bomb

ASSET LIST FOR BOMBING RUN

- 4 playable characters
- Same assets that was used in the first 2 games

SCHEDULE

Week 1 & 2 – Preproduction

- Basic Modelling of environment – Asset list, Art Bible, Concepts, Prototype

Week 3 & 4 – Production – Alpha

- Assets finished – Environment, Characters, Props, UI
- Tested in Unity

Week 5 & 6 – Production - Beta

- Polish, bug fixes, acting on feedback

Week 7 & 8 – Production – Final

- Final polish and tweeks. Ready for launch