

Group Report Week 3:

State of the Project:

During the 3rd week of the project, our team continued to discuss improvements to the game, implement ideas and have a more clear vision of what we are looking for.

Sprint 2 goal: Create game mechanics, design rooms for the demo, create a menu with sound effects, create a very basic UI, and flesh out the story.

Story:

The story goes through changes frequently. Adding interesting parts and removing the less interesting ones. This week has seen considerable changes to the beginning section of the story.

Scenario

The player is unaware of certain aspects of the story. They are aware that ~~there are zombies attacking~~ ~~zombies are attacking~~ them and that they need to escape. Logs indicate something is happening, but the player doesn't know ~~that~~ they are related to them. The Hivemind virus takes control of everyone in the space station, turning them into mindless zombies ~~in order to~~ prepare the player's character to become a killing machine ~~who is~~ ready to take over Earth.

The player is guided by what they think is another human, ~~but is however~~. However, the hivemind ~~is~~ giving them instructions the entire time.

~~Basic~~ Back Story

With Earth's water contaminated with radiation, plastic and debris, and scarce natural resources, humanity looks to the stars to solve their problems. Bases are being set up across the milky way, on moons and planets, all looking for resources to transport back to Earth.

Titan usually has a thick layer of Methane in the atmosphere. Humankind has harvested Methane to use as an alternative ~~source of power~~ ~~power source~~, and to clear the atmosphere to provide solar panels with more light. Due to the adverse weather conditions, ~~space suits rated for -180 degrees celsius must be worn~~ The player must wear space suits rated for -180 degrees

Beginning

PLAYER is You excavating resources from Saturn's icy moon Titan with their/your team. PLAYER comes across a strange organism in the ice. They're harvesting thick, compact ice to use as water for the space station. Curious, PLAYER digs out the organism to have it lunge at them. As the strange thing lunges, PLAYER falls backwards, tearing a part of their suit. This is what allows the virus to infect the PLAYER. Little did the inhabitants know this particular section of ice contained a new virus, hungry for flesh and immune to their ice purification process.

PLAYER passes out, and gets taken to a quarantine cell. One of the team members breaks protocol and unknowingly becomes infected too. This spreads to the rest of the space station. A couple of weeks later, the power goes out and facilities start to fail. PLAYER wakes up due to the alarm being sounded. Stuck in the cell, there isn't much they can do. A day goes past and the door gets flung open. The PLAYER is greeted with their first zombie.

This water gets pumped across the many sections and departments of the space station for drinking water. A week goes by, and people notice strange things happening throughout the space station. It started with some individuals having increasing headaches and others with worse coordination. Gradually, the symptoms of the virus went from harmless to harmful within a couple of days.

The hivemind virus examined the minds of its new inhabitants, searching for the one who would lead them back to Earth. The virus has chosen you as its courier to its new world. The others, however, suffer a worse fate.

The virus's goal is to corrupt your mind and train your body to be ready for the combat you may face on Earth. To accomplish its goal, it turns your crewmates into mindless zombies that will attempt to kill you on sight.

Middle

Throughout Records, the throughout the space station there are logs which indicate the strange things that have been happening/happened during the past couple of weeks, along with logs from before the infestation. These logs detail the crewmates' new and strange/odd habits of crewmates, and from one crewmate in particular. PLAYER believes that they are the only survivor and aims to make an escape from the space station and return back to Earth. Due to the hivemind having a grasp over your perception of reality, you believe that you must restore power to rooms, fix the oxygen, help survivors and eliminate zombies.

End

Once PLAYER/you reaches have reached the space station escape pods/ship, they/you have to fight off the last wave of zombies while the escape vessel prepares itself. The space station doors open, and the vessel launches. As Titan gradually shrinks as PLAYER is heading to Earth, the and you head towards Earth, the camera focuses on the glass window, and you see your reflection. The voice that has that has been guiding/guided you the whole time changes, and the camera pans around to show that the PLAYER was the infected the whole time, and is on course to infect humankind. you start to see yourself for what you have become... Infected.

Sam Hayward will continue to work on the story and develop some logs ready for the demo by the end of sprint 2.

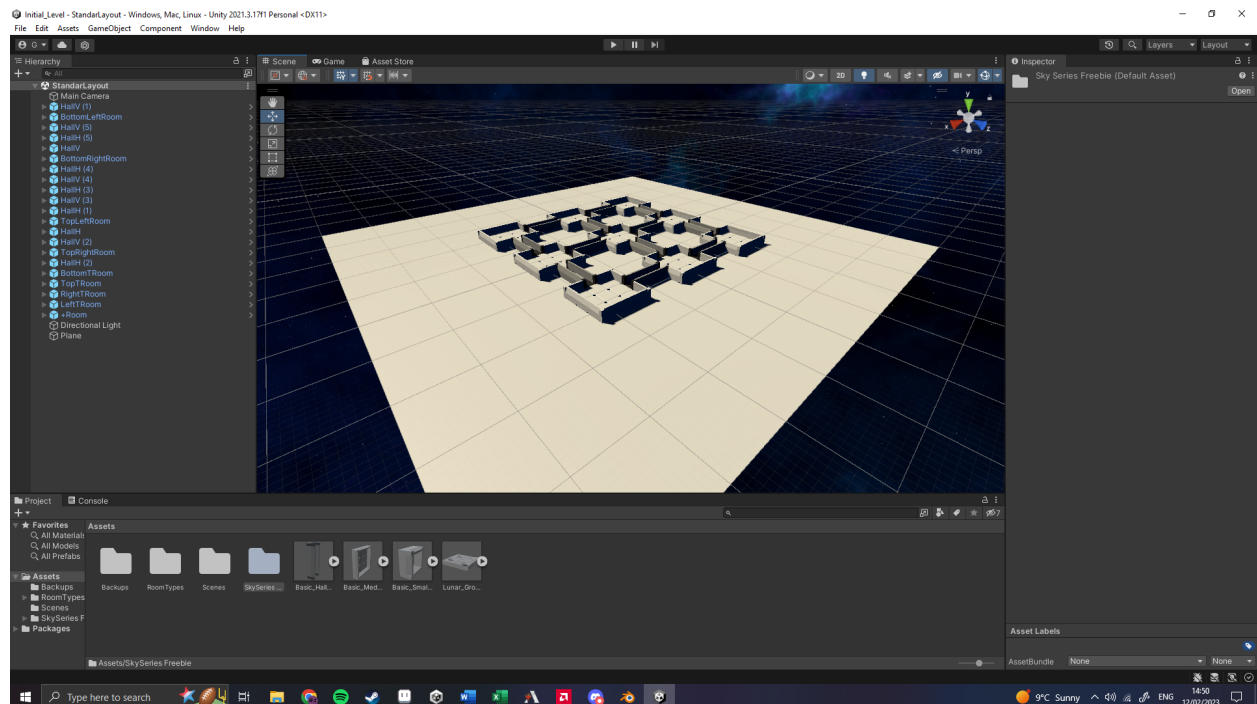
Music and sound effects:

This week Max Clarke has been researching sound design theory and techniques. He listened to various interviews of professional and well-known game sound artists and engineers such as Martin O'Donnell and learnt their methods for sound sampling and processing. He will be sourcing his sound recordings through everyday objects and then will mix and edit these records appropriately for use in-game. He has also had ideas for the menu interaction sounds. He is on target to complete the set goals for sprint 2, and with his research be more prepared for sprint 3 too.

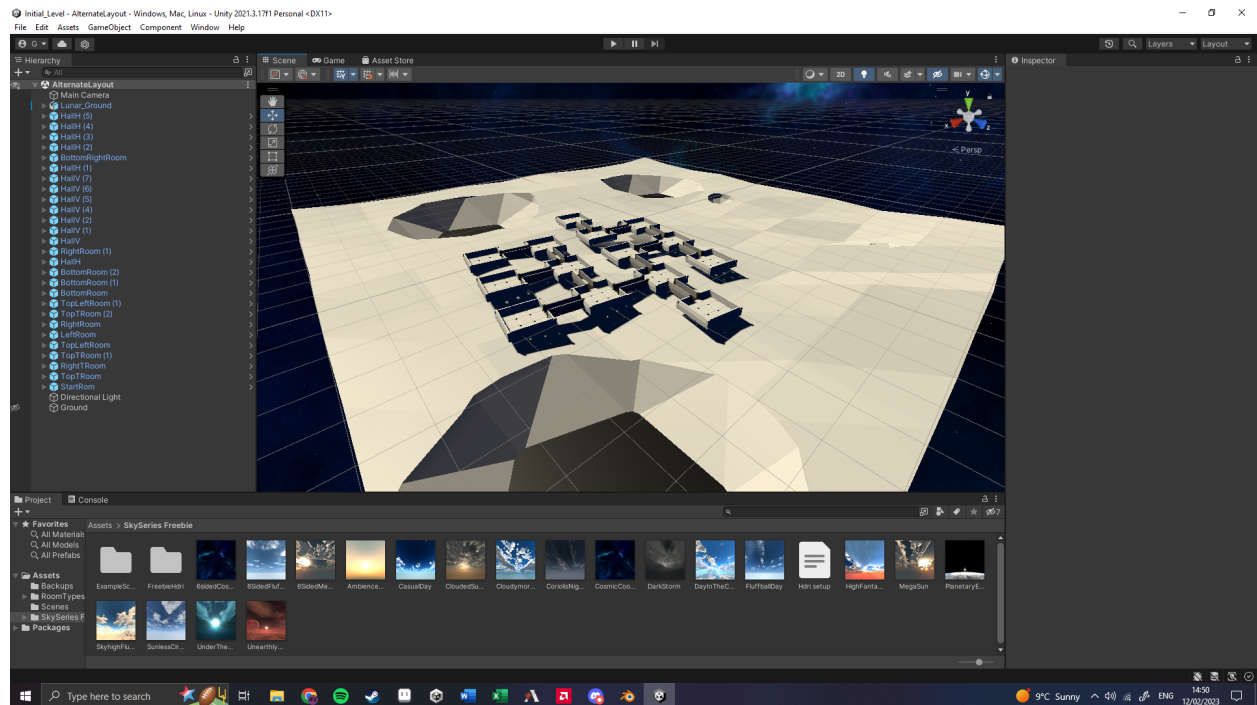
Graphics and design:

Dylan Jones was tasked with creating a few mock base designs. Despite being absent from the Friday meeting due to illness, he has designed 2 bases. One is a simple base, with the other one being more advanced.

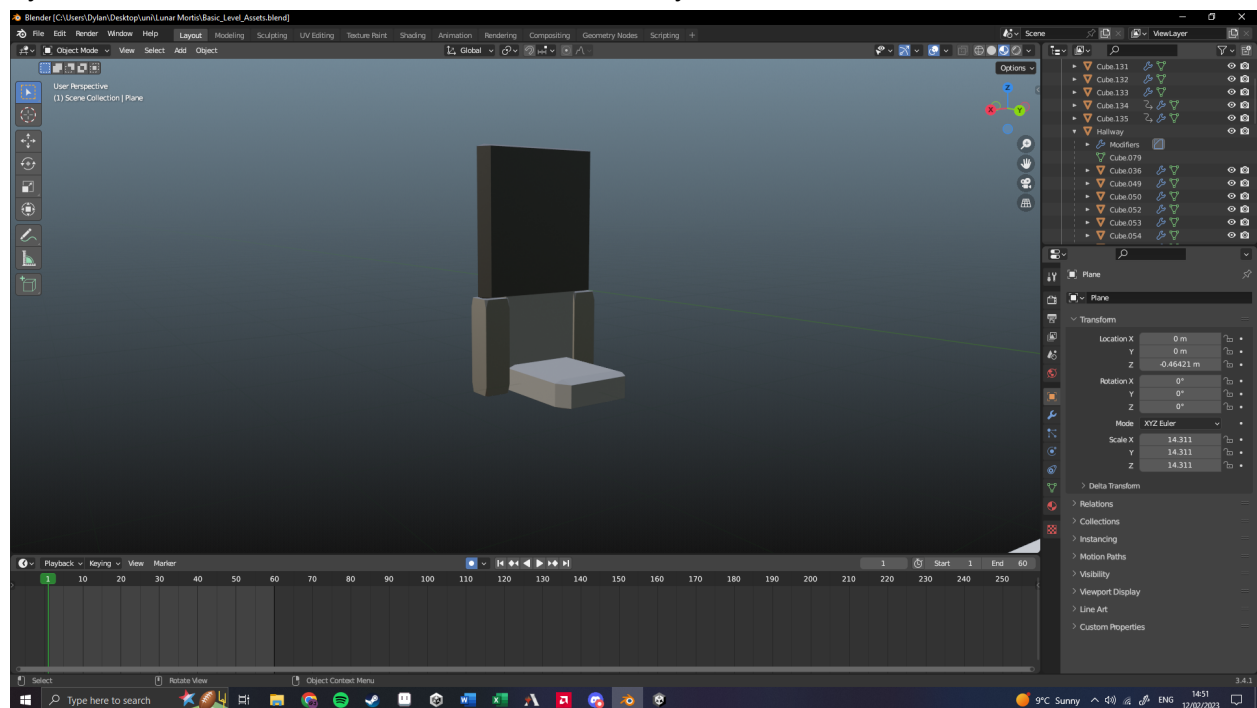
This is the simple base. It has a basic grid layout and can be used to quickly test assets and mechanics.



This is the more advanced base. This base more accurately displays our intentions for the base layout. From this creation, we can find interesting room layouts for the demo game.



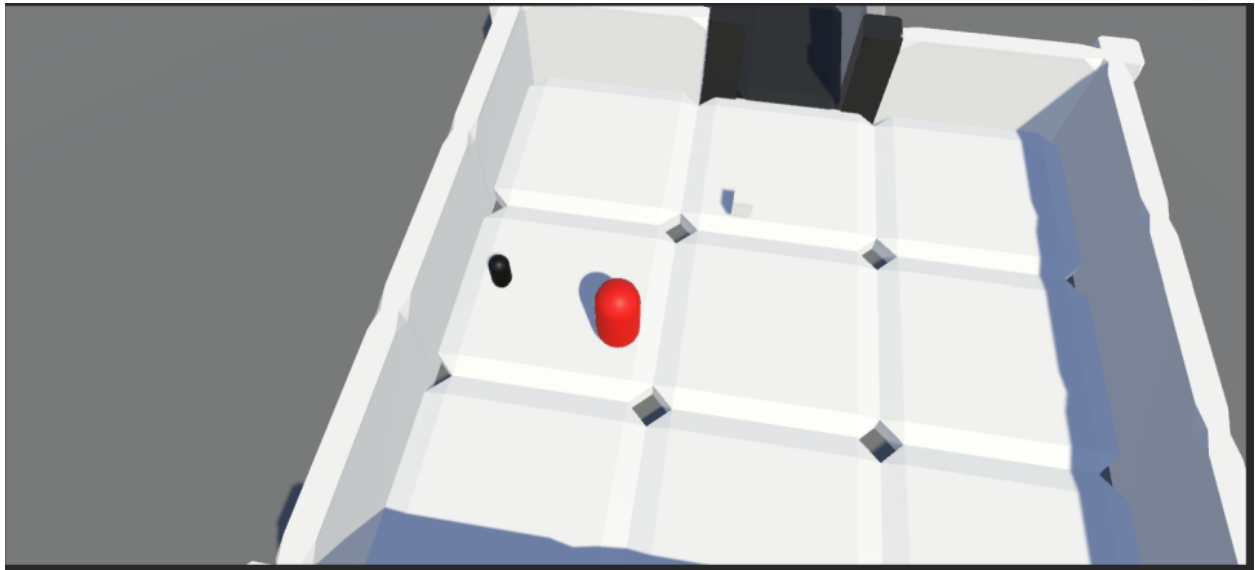
Dylan has also created a basic door animation ready for James to use.



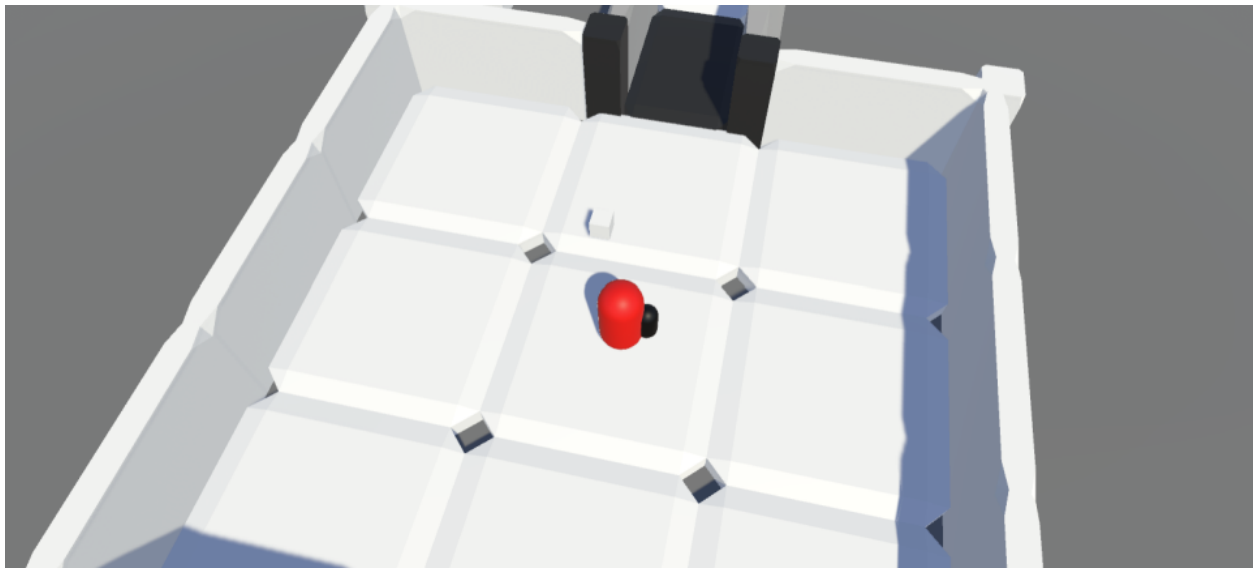
Game mechanics:

This week James has been working on a pickup and placing mechanic for the power cells and oxygen tanks for the game. He looked at many tutorials and managed to create a working mechanic where the player can pick up objects, carry them slowly and then place them again on certain placable areas within rooms. With this mechanic, the player can also drop the object whenever they need it if they ever need to make a quick getaway from danger.

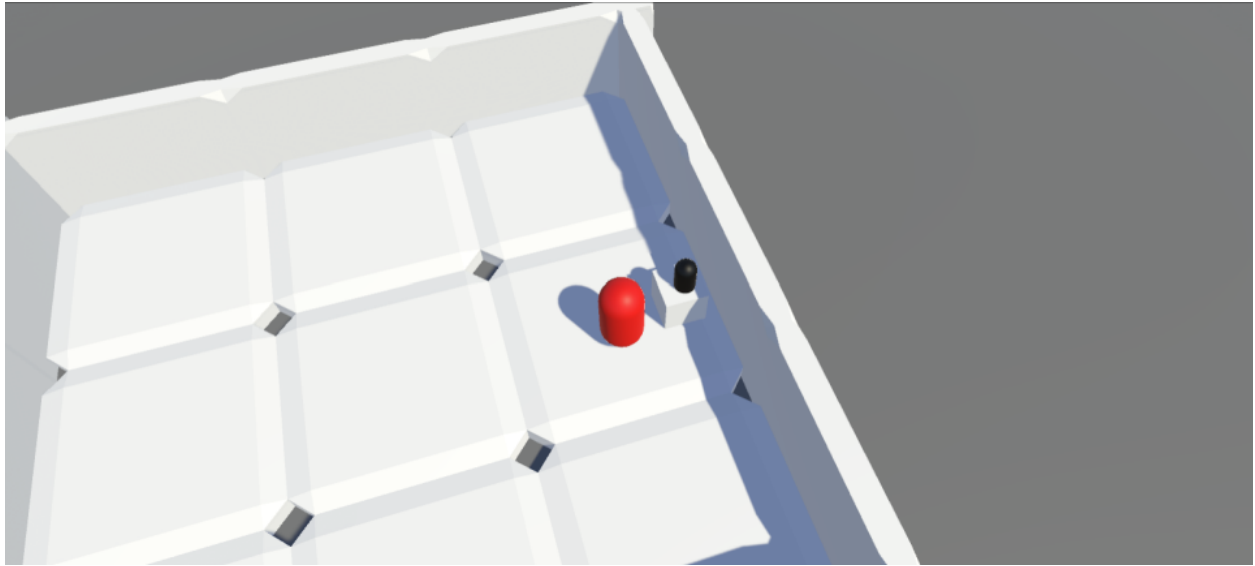
This is what the object currently looks like, next to our temporary player model.



In this image, we see the player is able to pick up the object using the 'E' key and move around. A movement penalty is placed upon the player once an object like this is picked up.



The player is then able to place the object onto the pedestal by pressing the 'E' key again.



Summary:

We are currently on track to complete our sprint 2 targets, and possibly even work on more additional content for the game. For the coming week, we'll be working on the sound for the menu, the menu, implementing the doors, and discussing how we will lay our demo level out to intrigue players/viewers and also show off all mechanics in the game.