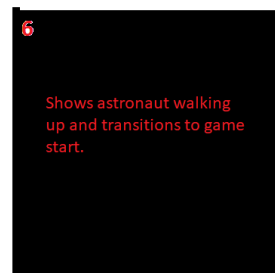
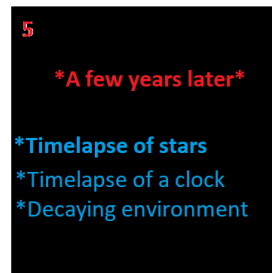
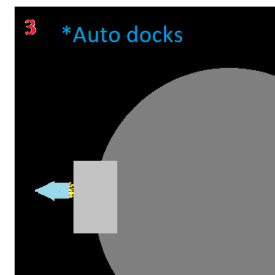
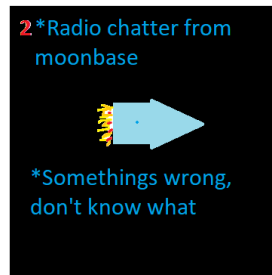
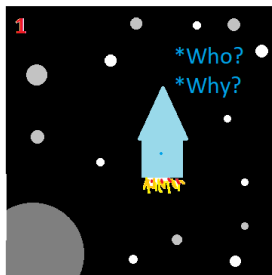


Group Report Week 2:

State of Project:

In the second week of the project, the five team members specialised into four key areas, James at coding, Dylan at graphics, Max at music, and Sam and Alice on story. And we began work on our first deliverable.

Story:



In this First Story Board, We experimented with the idea of a silent, steady cutscene that portrays a spaceship coming into land.
Storyboard credit to Samuel Hayward.

Here is a more detailed story outline:

The player is sent to the Titan moon base from Earth on an automated spaceship. All travellers from Earth to the moon base are put into a cryogenic pod to preserve food, and water and to protect everyone on board. During the 8-year travel to Titan, an experiment on the moon base goes horribly wrong and causes all life forms onboard to be terminated and transformed into the undead. The ship docks on the moon base, however, due to everyone being dead there is no one to open the doors and stop the cryogenic sleep of the passengers. After a year or so stuck in cryogenic sleep, the power to the moon base cuts off, opening the door to the spaceship. This allows the undead spacemen to enter, and rip open some cryogenic sleep pods. A few days after this attack, the spaceship's power stops and the pod opens, allowing the player to finally wake up. The player wakes up and is immediately confronted with their first zombie, grabbing something close, they bludgeon the undead until it stops moving. The player is unaware of the layout of the base and must find a way to escape without being killed, or worse. Finding logs along the way, rebuilding rooms, and saving survivors will help the player gain an understanding of what exactly has gone on at the base.

The current state of the story hasn't been finalised, and there are many key plot points that may be altered as and when ideas are created.

Music:

Over the Sprint, several music sections were created:

Motif 1: Lunar Mortis

-Title sequence song.

Motif 2: Dead Moon

-Main menu and combat song.

Motif 3: Plague of Titan

-Zombie theme.

Motif 4: A Plea into Darkness

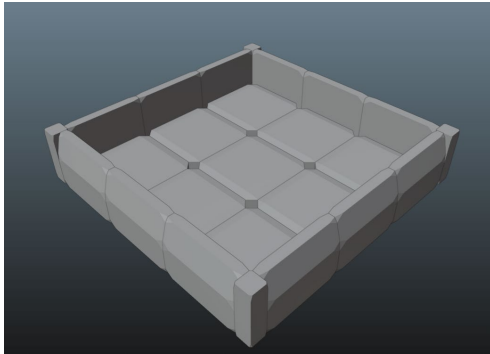
-Narrative song.

<https://www.youtube.com/watch?v=gcSXao5-vjA>

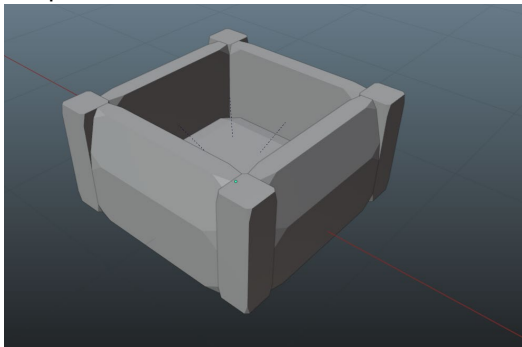
All Musical credit to Max Clarke.

Graphics:

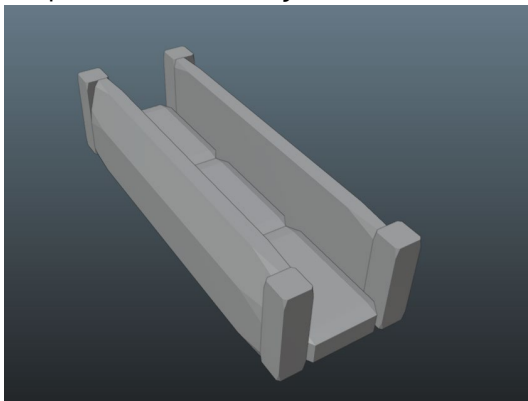
Component 1: Room



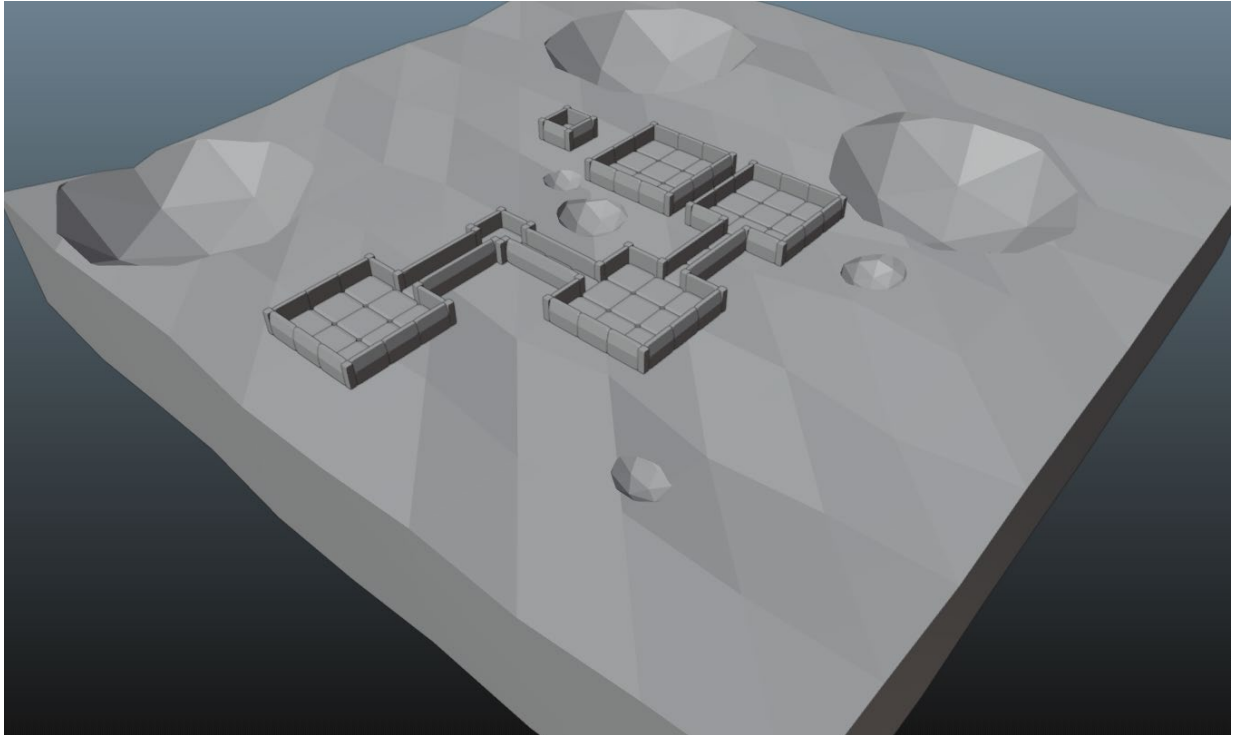
Component 2: Junction



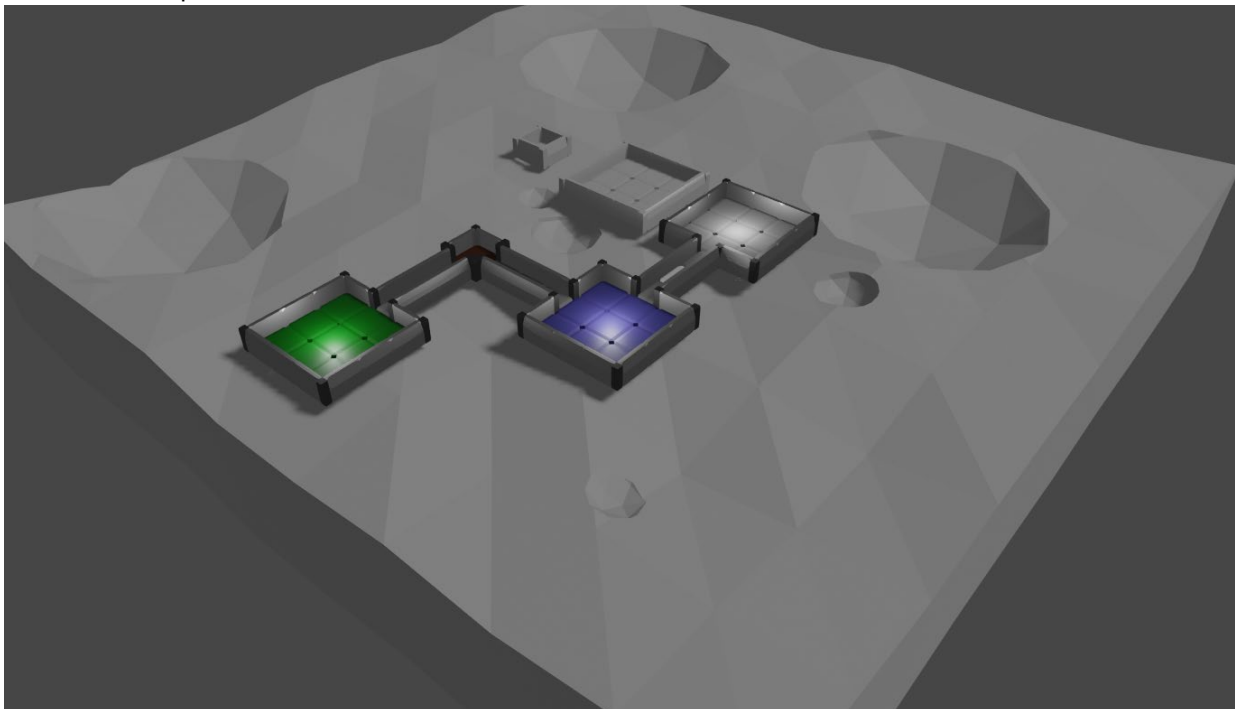
Component 3: Hallway



Level Mock-up Base:



Level Mock-up Textured:



Sprint 1 Deliverable:

In conclusion to the first sprint, we have a small tech demo capable of showcasing a movable character that can sprint when a key is held down, and a moving camera with a specialised zooming feature that gives the ideal feel for the game.

Project Proposal:

Working Title: Lunar Mortis.

-The title is a play on the term "Rigor Mortis", an event that takes place in bodies after death.

Basic Elements: Rogue-Like.

-The game will make use of procedurally generated elements, such as level layout, and in-game events to keep the player guessing and encouraging preparation.

-Permadeath will be a key feature, if the player dies, the game will reset, and the player will only have their experience to fall back on. This will encourage mastery over the game.

-The Safe Zone is a system we wish to implement where a player can fluidly move their territory around based on what they determine important, but the game may also contest The Safe Zone.

-A Mysterious story with hidden elements to encourage fan theories and speculation.

Theme: Sci-Fi/Horror.

-Players will assume the role of a sole surviving engineer, stranded on a moon base in orbit of the planet Saturn. The moon base is derelict and overrun with zombies, and its original purpose is unclear.

-Players will outwit, and fend off wandering zombies that may be alone, or in groups capable of packing entire rooms.

Play Experience: Survival.

-The Player will begin with a single room Safe Zone and minimal supplies and will begin by mapping out the early sections of the moon base while dealing with small combat and repair encounters. The player will then need to decide when, where, and how they will conduct expeditions deeper into the moon base.

-The Midgame will comprise of these expeditions while the story slowly develops.

-The Endgame shall make up the most difficult encounters while the player attempts to escape the moon.

Design Values: Low-Poly, Easy to learn difficult to master.

-Low-Poly graphics has both a business and design advantage. Firstly, due to the low fidelity of the assets, it means the game can ship to multiple platforms including the mobile/tablet market. Secondly, the graphics relies on user interpretation, which means lots of small, yet clever assets can be generated that all look within the same style, preventing any theme clashes.

-Lunar Mortis encourages players to learn about the game and to overcome challenges at the risk of resetting a playthrough. This mentality will be encouraged, to prevent discouraging losses.