WHAT WAS D-DAY OF THE ATKINSONS

GAME DESCRIPTION

As the first born of the Atkinsons' find a way to escape the situation you are in. Search the mansion room by room for useful items while hiding from the intruders. Try to save your mother and your sister or escape by yourself. While trying to escape explore the secrets of the mansion.

The Atkinsons' ordinary day was ruined by the intruders in the bright daylight.

TASKS	MEMBER	W1	W2	W3	W4	W5
Asset research/Creation	All Members					
Map Model Design	Nilay					
Character Control System	Nilay, Emre					
Object Interactions	Mustafa, Emre					
Animations	All Members					

WHAT WAS DONE PREVIOUSLY

WHAT HAPPENED SINCE PROGRESS #1

ADD A FOOTER   MM.DD.20XX

FIRST OF ALL

URP-Universal Render Pipeline

-We changed to the URP in our project.
-Post Processing effects we added to project.
        -Bloom
        -Motion Blur
        -Vignette
        -Depth of Field
        -Color Curves

URP BUILT-IN

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SCENE MECHANICS

We had a part called 'Scene Mechanics' in our development plan but what was it?

Basically, scenarios for different situations in scenes

Scenario 1
Safe Enter From Corridor

o Player Enters to the Bedroom from corridor undetected.

o Safe but eventually NPC's needs to search this room too.

Scenario 2
Dangerous Enter From Corridor

o Player detected by intruders and entered this room.

o Not safe NPC needs to room behind him.

Scenario 3
Safe Enter From Balcony

o Player Enters to the Bedroom from balcony.

o Safe but if NPC show ups in the bedroom.

OUR NEW APPROACH

One, Continious scenario of gameplay

1

Start

Game Starts with start scenario which will be intruders coming home and after then that search for the kid starts.

Player needs to do something.

2

Gameplay

Player's actions will affect the scenario, NPC's behaviour.

3

End

Eventually whether it is winning or losing player will reach to the end acording to the gameplay it showed

NPC

Previous slide we mentioned NPC behaviour.

So, what does it do?

How does NPC mechanics work?

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What behaviours we expect from NPCs.

Behaviour 1

Take the tour around the house.

Behaviour 2

Enter The Rooms.

Behaviour 3

Search the entered room.

**Behaviour 4**

Chase the player.

```
If NOT chasing player
    Walk towards the destination
    If destination is reached
        Walk towards the next destination
    Else If player has been seen
        Start chasing the player
    Endif
Else Chase the player
    If player got caught
        Game Over
    Else If player has escaped
        Return to walking to the destination
    Endif
Endif
```

Pseudo Code

```
# Checks the status of chasing and if

# the NPC is not chasing the player

# the NPC will stroll the room and

# leave. But if the NPC sees the player

# while strolling then the NPC starts to

# chase the player until the player is caught

# or the player loses the NPC.
```

Text Explanation of Pseudo Code

SOME NPC BEHAVIOUR SCENARIOS
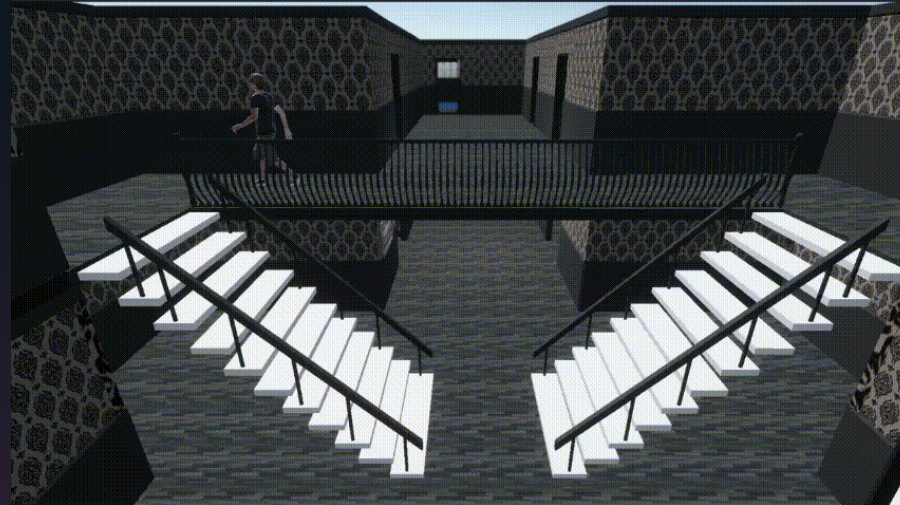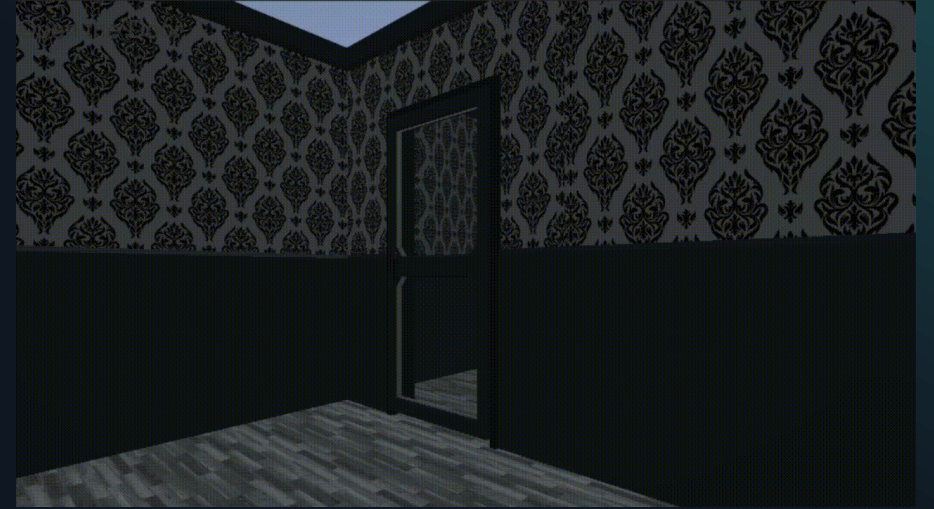
CUTSCENE TYPES

There are 3 Major Cutscene types in games.

Our aproach will Include both In-Game and Pre-Rendered type, with camera movement in game and 2D rendered Images in Cutscenes

Live-Action

Live-action cutscenes use real actors, sets, and props, effectively producing short-form films that are then digitized and inserted into the game.

Pre-Rendered

Often created by separate in-house teams or farmed out to outside animation studios, pre-rendered cutscenes are generally created to provide extremely high-quality, nearly cinematic content.

In-Engine

Rendered in real-time within a game's engine, in-engine cutscenes are the most prevalent type. As the graphical fidelity of video games has improved, so too has the complexity and detail of in-engine cutscenes.

CUTSCENE & SUBTITLE EXAMPLE INGAME
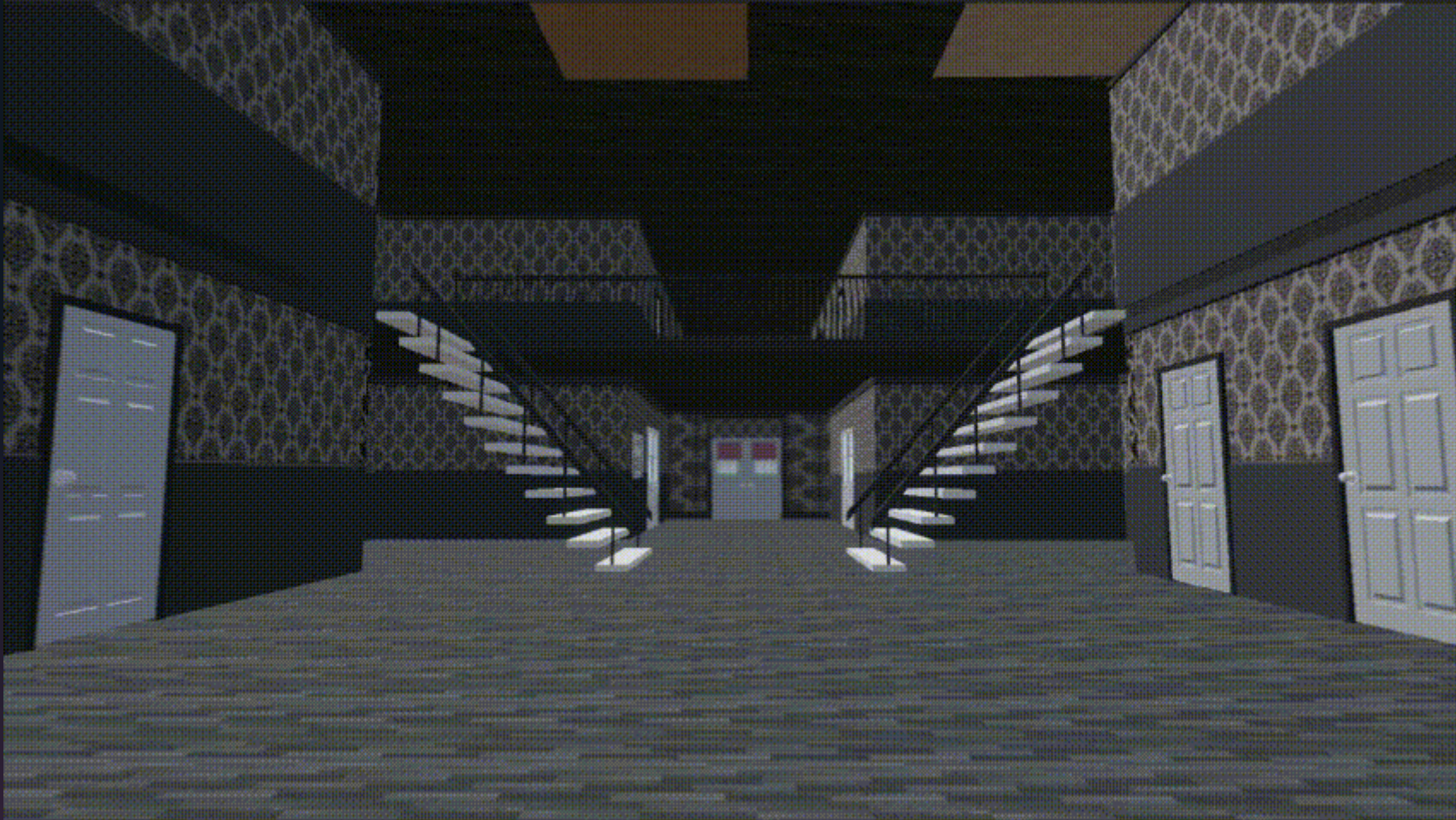
SAVE SYSTEM

Option saving and Achivement Ending

When we abandoned Scene Mechanics, we re-designed save system.

We will only save the player settings data for further gameplay and Ending Achivements.

For secure save system, we used Binary File to make our data more difficult to alter.

SAVE SYSTEM AND UI DESIGN FOR MAIN MENU
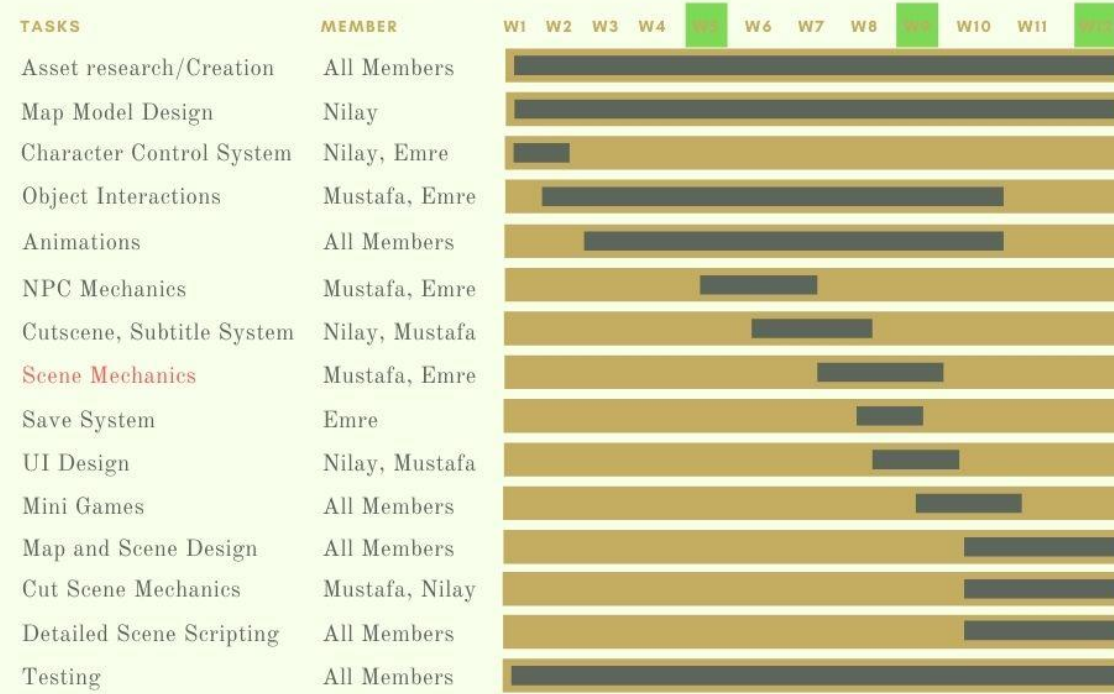
o We have a looped camera movement for main menu.

o Each selection will make an animation to the Fence Doors and UI

o We can Save and Change
          Full Screen Mode
          Screen Resolution
          Bloom Effect and Intesity
          Motion Blur and Intesity
          Volume
          Sensitivity
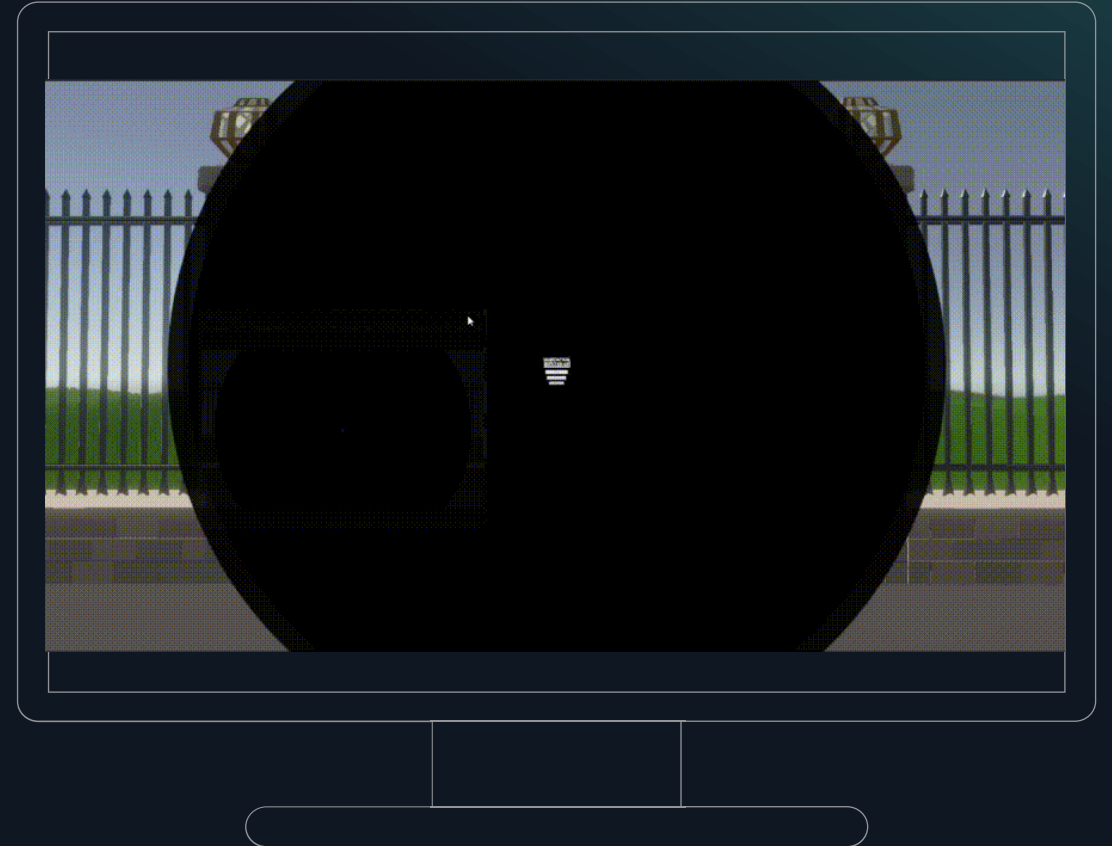
DEVELOPMENT PLAN

D-Day of the Atkinsons

TARGET DATE: 8 JUNE 2021

TASKS	MEMBER	W1	W2	W3	W4	W5	W6	W7	W8	W9	W10	W11	W12
Asset research/Creation	All Members												
Map Model Design	Nilay												
Character Control System	Nilay, Emre												
Object Interactions	Mustafa, Emre												
Animations	All Members												
NPC Mechanics	Mustafa, Emre												
Cutscene, Subtitle System	Nilay, Mustafa												
Scene Mechanics	Mustafa, Emre												
Save System	Emre												
UI Design	Nilay, Mustafa												
Mini Games	All Members												
Map and Scene Design	All Members												
Cut Scene Mechanics	Mustafa, Nilay												
Detailed Scene Scripting	All Members												
Testing	All Members												

THANKS FOR LISTENING

- Mustafa Candan   21627059
- Nilay Doğan   21685417
- Emre Yazıcı   21627816

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DM GAMES