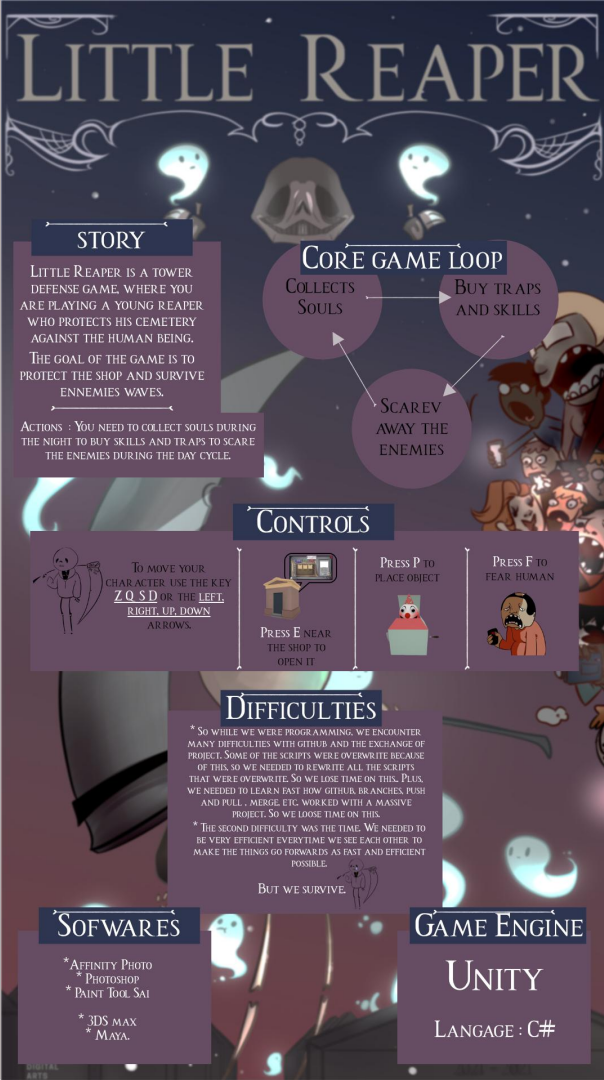


Little Reaper





Game Design Document

Little Reaper Poster



MoodBoard



ARTFX

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2020-2021

Artistic

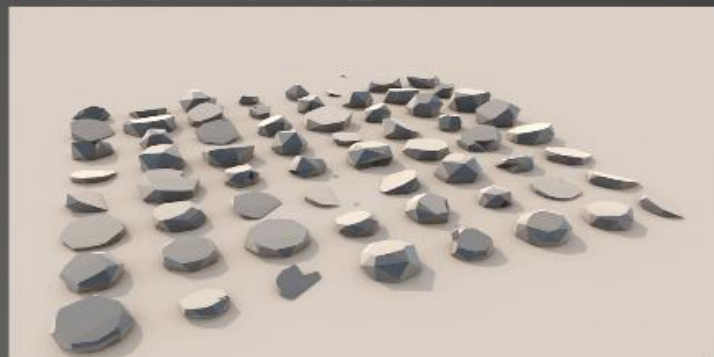
Approved

MOODBOARD:
Cemetery

Little Reaper

ARTFX

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ARTS



2020-2021

Artistic

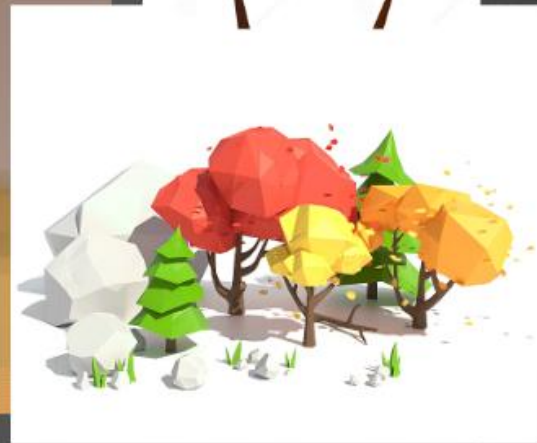
Approved

MOODBOARD:
Rocks Colors & Shapes

Little Reaper

ARTFX

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2020-2021

Artistic

Approved

MOODBOARD:
Trees Colors & Shapes

Little Reaper

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2020-2021

Artistic

Approved

MOODBOARD:
Trees Shapes

Little Reaper

Character Design

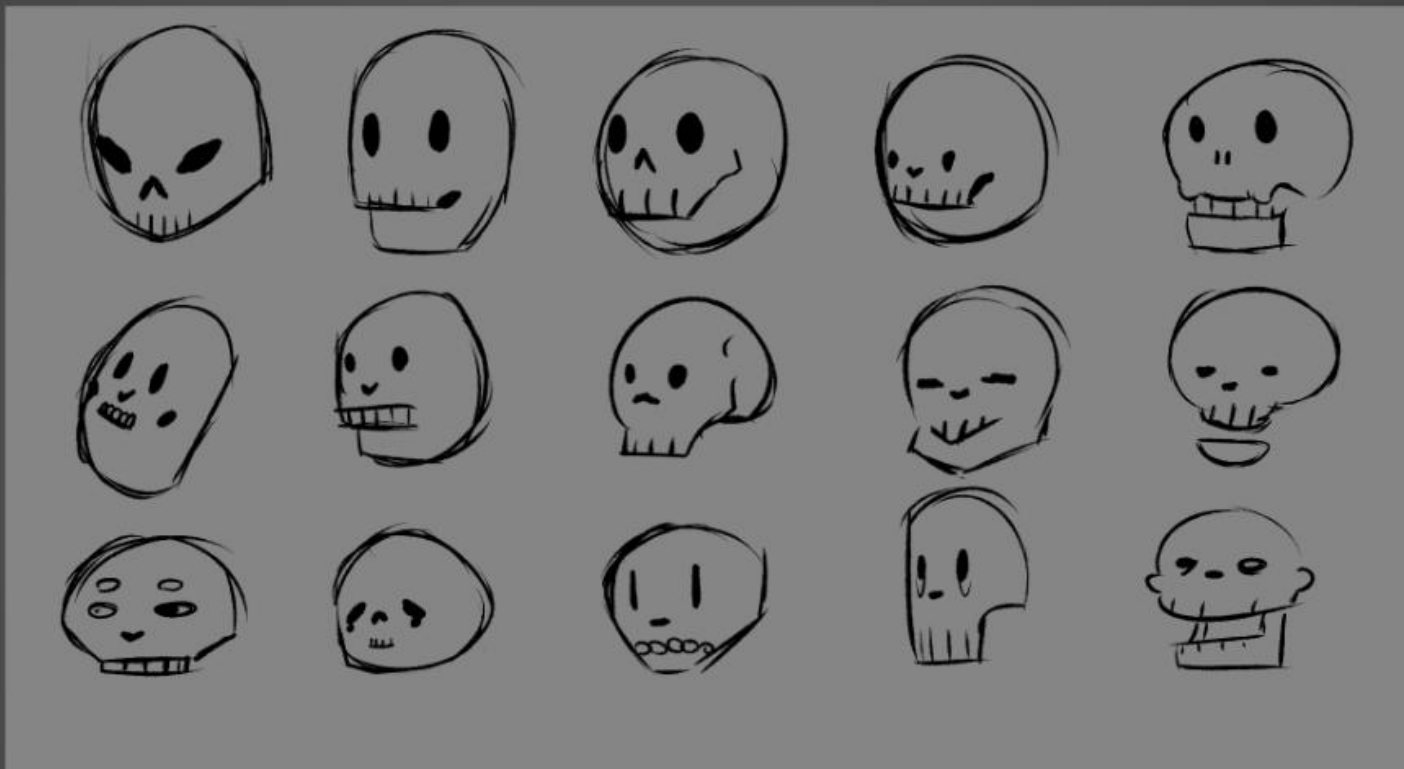


Faces



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2020-2021

Artistic

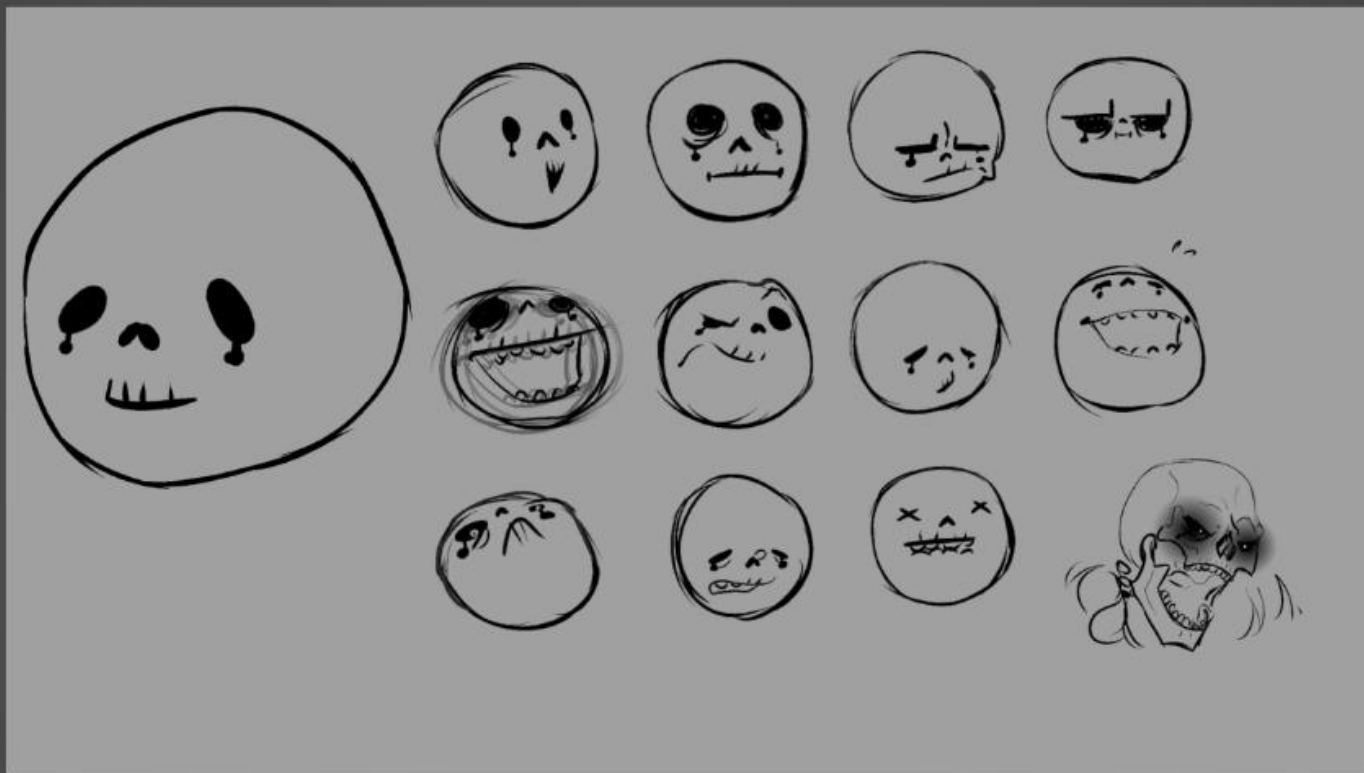
Approved

MOODBOARD:
Character Different Faces
Propositions

Little Reaper

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2020-2021

Artistic

Approved

MOODBOARD:
Character Emotions Faces

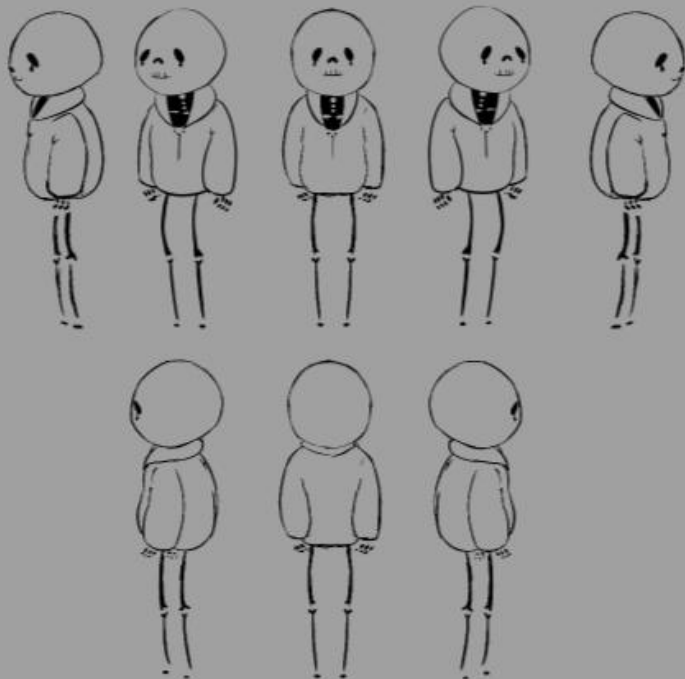
Little Reaper

Turnaround



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Artistic

Approved

MOODBOARD:
Character Turn Around

Little Reaper



Skins



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2020-2021

Artistic

Approved

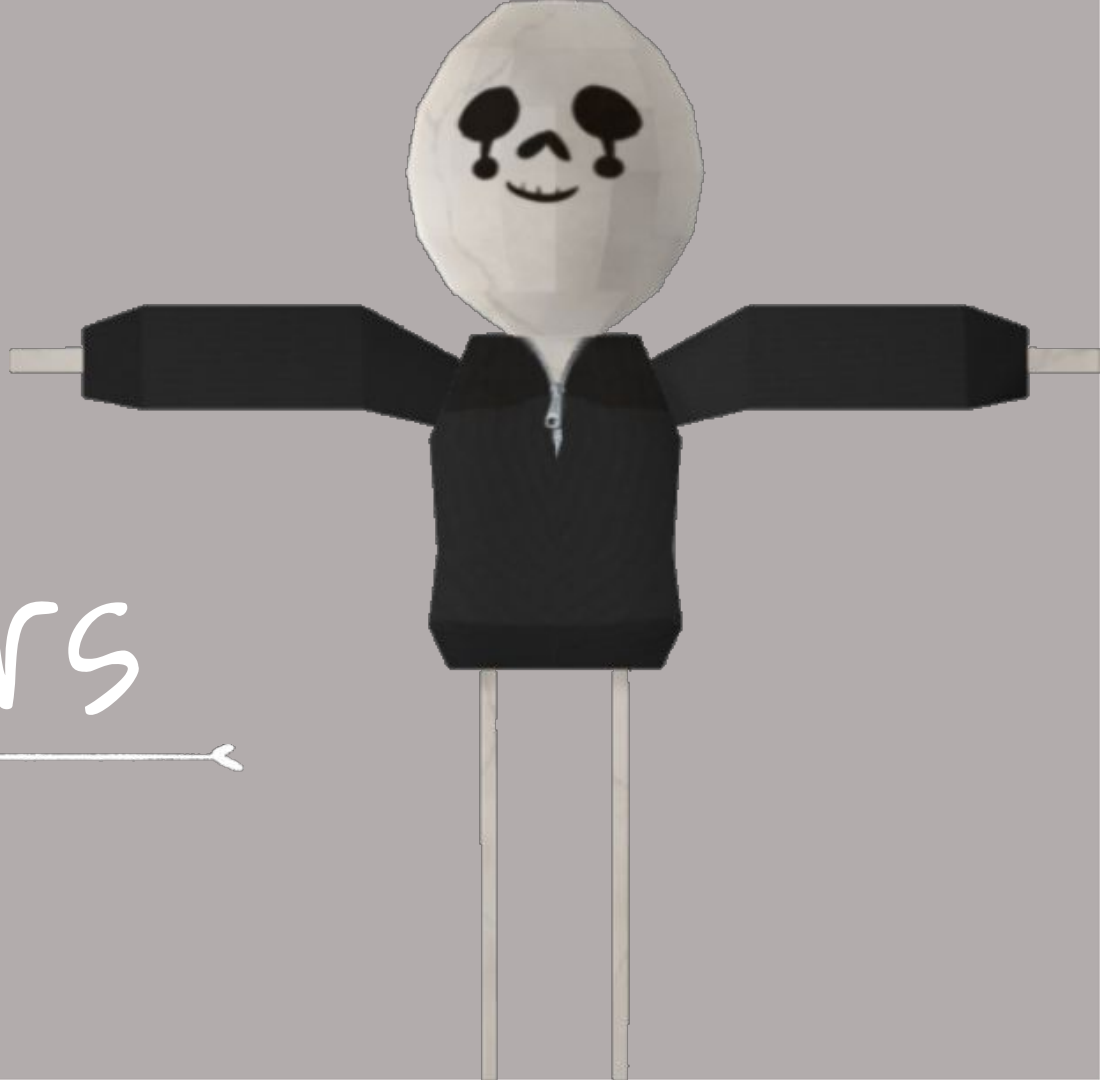
MOODBOARD:
Character Skins

Little Reaper

Modelisation

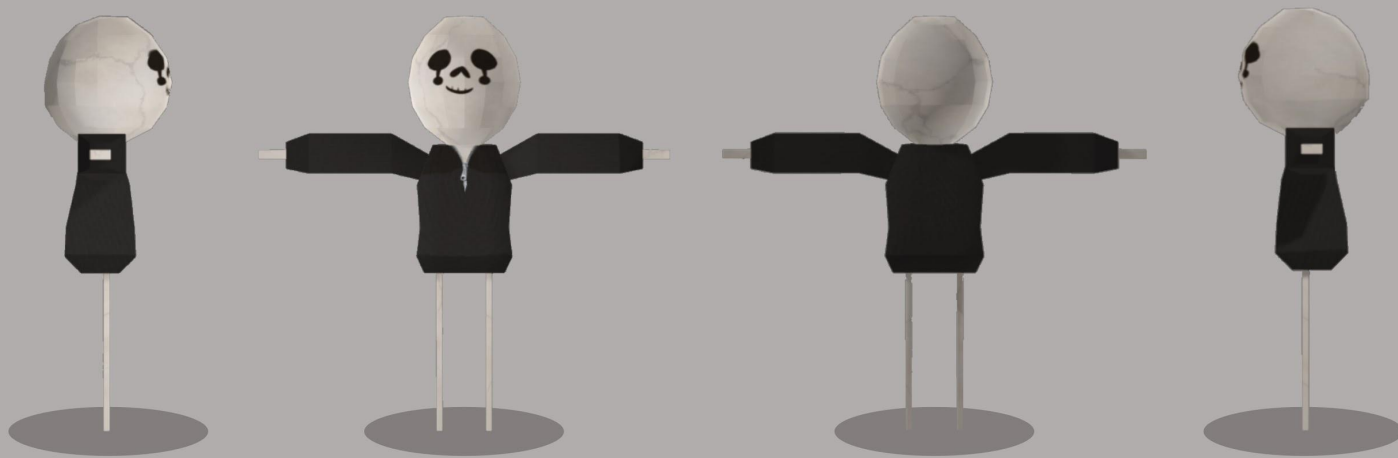


3D Characters



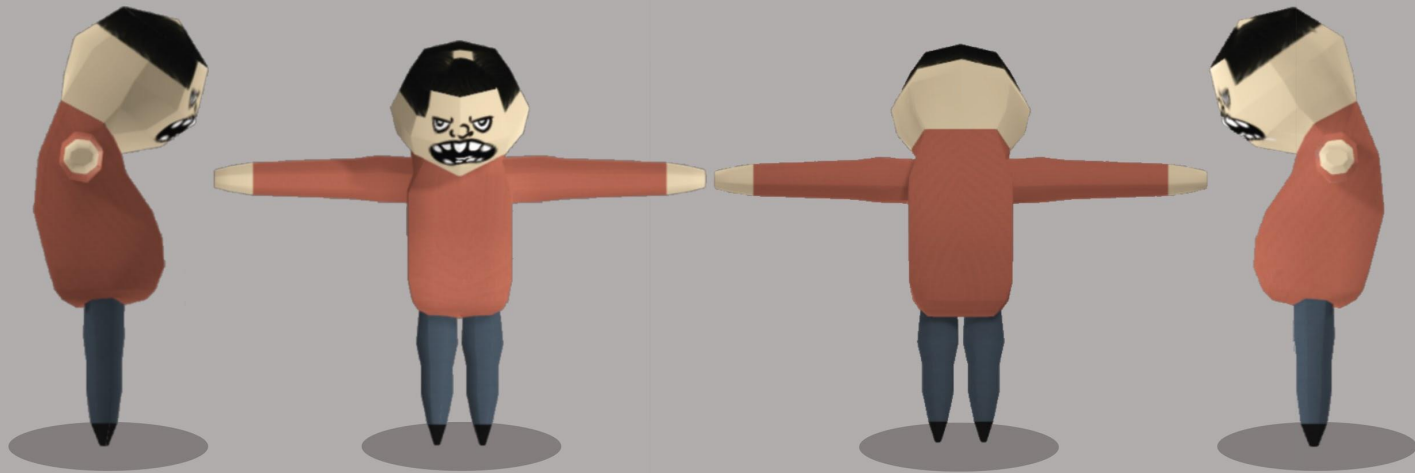
MAIN CHARACTER:

THE REAPER



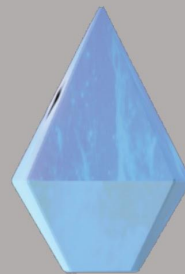
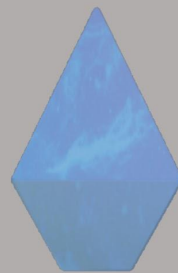
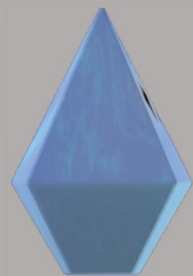
THE ANTAGONIST:

THE BOOMER



THE OBJECT COLLECTING:

THE SOUL





3D Props



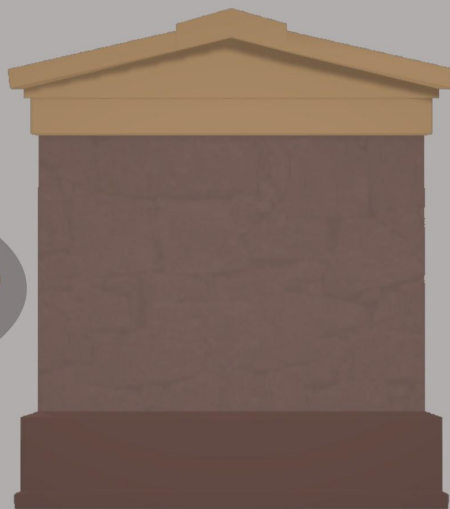
THE PROPS:

THE SHARON'S SHOP

FRONT



BACK



LEFT



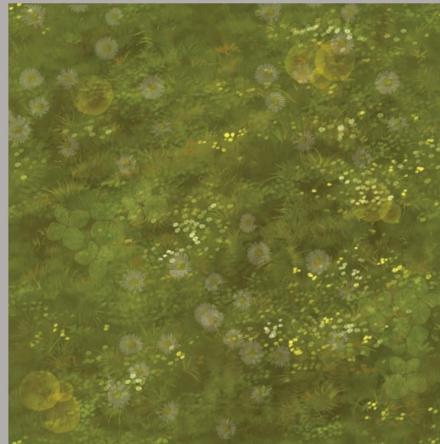
RIGHT



THE PROPS:

VEGETATION AND MINERAL

GROUND TEXTURE



SAPLINS



GRASS



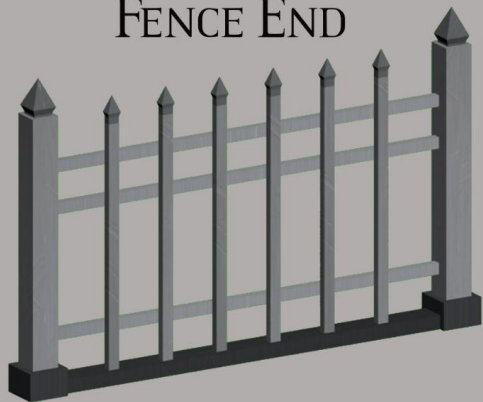
STONES



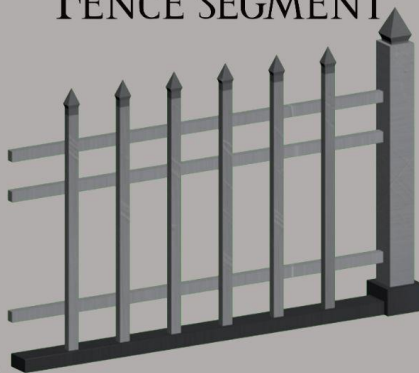
THE PROPS:

GRAVES AND FENCES

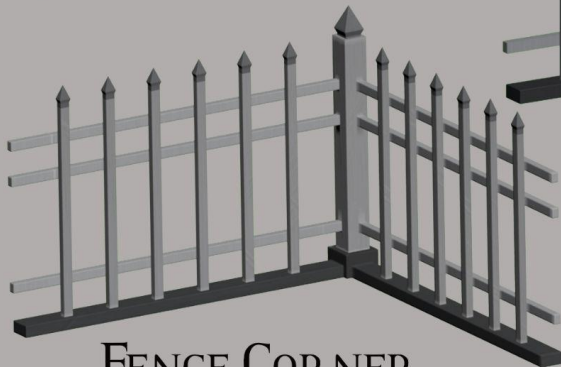
FENCE END



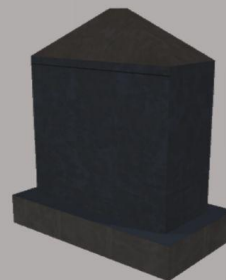
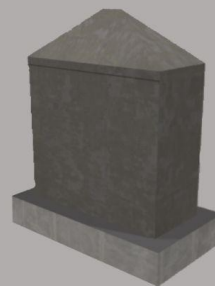
FENCE SEGMENT



FENCE CORNER



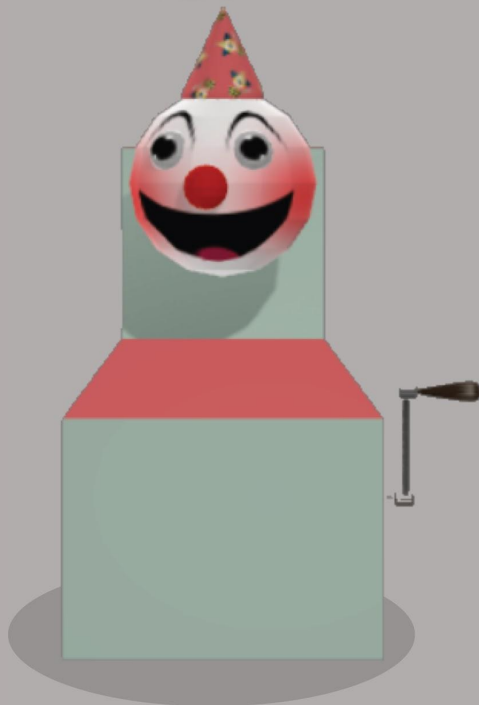
GRAVES



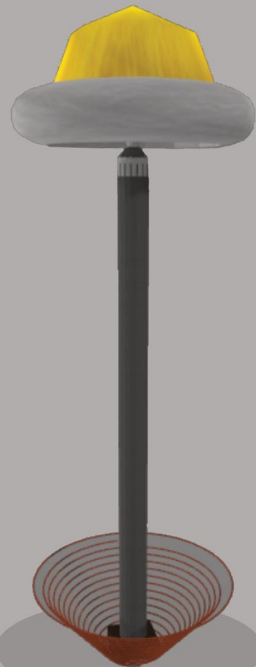
THE PROPS WITH EFFECTS:

THE TRAPS

CLOWN IN THE BOX



TESLA COIL



MUD



UI Elements



Shop interface:



Game Over Screen:



Game Win Screen:



Difficulties





GITHUB

TIME

SHOP
SYSTEM

| <u>Programming :</u> | | <u>Art :</u> | | <u>Game Design :</u> | | <u>Legend:</u> | |
|---|--|-------------------------------------|--|-----------------------------------|--|-----------------|--|
| <u>General :</u> | | <u>3D :</u> | | <u>Fonctionnality :</u> | | <u>Priority</u> | |
| Day/Night cycle (timer ?) | | 3D Model for the main character | | How long the nights are during ? | | To do | |
| Souls score | | 3D Model for the enemy | | Fear gauge for enemies ? | | Bonus | |
| Scare gauge | | 3D Model soul | | Fear gauge gain for the player ? | | | |
| Pause the game | | Tree, Rock, Grass | | Shop interface | | WIP | |
| Day/Night transition | | Shop (Crypt ? Tomb ?) | | Number of enemies and their speed | | Finished | |
| Soul spawner random ? Define ? | | Tomb | | Abilities | | Polished | |
| Soul collecting | | <u>Animation :</u> | | Abilities/ defensive object | | To do | |
| <u>Player :</u> | | Main character Animation | | Special abilities | | Cancelled | |
| Smooth moves for the character | | Enemy Animation | | Level Design for the map | | To Retake | |
| Upgradeable player abilities | | Enemy Flee | | AI | | | |
| Attack (fear), Attack zone ? | | Props Animation | | <u>Sounds :</u> | | | |
| <u>AI :</u> | | <u>Texture :</u> | | Souls collection | | | |
| Enemy define spawn | | Main character texture | | Enemy scared | | | |
| Increase enemies waves | | Enemy texture | | Day music | | | |
| Enemies move towards the shop | | Ground | | Night music | | | |
| Enemy fear gauge and flee | | Props | | Shop open | | | |
| Different types of enemies | | Shop | | Buy | | | |
| <u>Shop :</u> | | <u>Drawings :</u> | | Object placement | | | |
| Abilities list (offensive & defensive) | | Mud | | Buttons sound (menu & shop) | | | |
| Window popup for the abilities | | Map Drawing (if the LD is finished) | | | | | |
| Link with the character abilities | | Poster | | | | | |
| Life bar for the shop | | 2D Characters | | | | | |
| Map window = link with the object placement | | Day/Night cycle | | | | | |
| <u>UI :</u> | | | | | | | |
| Indicator where the enemies spawn | | | | | | | |
| Souls score | | | | | | | |
| Fear gauge ? | | | | | | | |
| Menu | | | | | | | |
| Pause | | | | | | | |
| Game Over | | | | | | | |
| Game Win | | | | | | | |
| <u>Other :</u> | | | | | | | |
| Shader ? | | | | | | | |

To do list

ARTFX
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The Dream Team





GETREY Morgane

Roles and work

°Programming :

- AI , Spawner, Light Cycle object, Character Movement, Object Placement, Fear Gauge.

°3D:

- Clown in the box, Tesla coil, Grass, Mud.

°Animation:

- Clown in the box, Tesla coil, Mud.

°Texturing :

- I did all the props and character textures and UV's.



CERCEAU Paul

Roles and work

°Programming :

- Shop, DataBases, Day/Night cycle (Phases)

°3D:

- Iron fences, Rocks

°GameDesign:

- Conception: Shop, Items, Skills, Terror, Phases

Git... :)



DuBulsson Matthieu

Roles and work

°Programming :

- AI, Day/Night cycle (Phases), Menu, UI, SfxManager, Collecting

°3D:

- Shop and grave

°GameDesign:

- Conception : Gameplay -> Shop, Items, Skills, Terror, Phases, UI, Enemies
- Level Design
- Sound Design
- Trailer



MARTIN Justine

Roles and work

3D:

- Main character, enemy, tree
- Unwrap UVW -> Enemy / Character

Animation:

- Walk cycle main character

2D Art :

- Shop, Sharon, Sky, Poster, menu background, charadesign (facing, posing, turnaround, color scheme)

OUI C'EST LE SHOP, SHOP, LE SHOP DE SHARON...

