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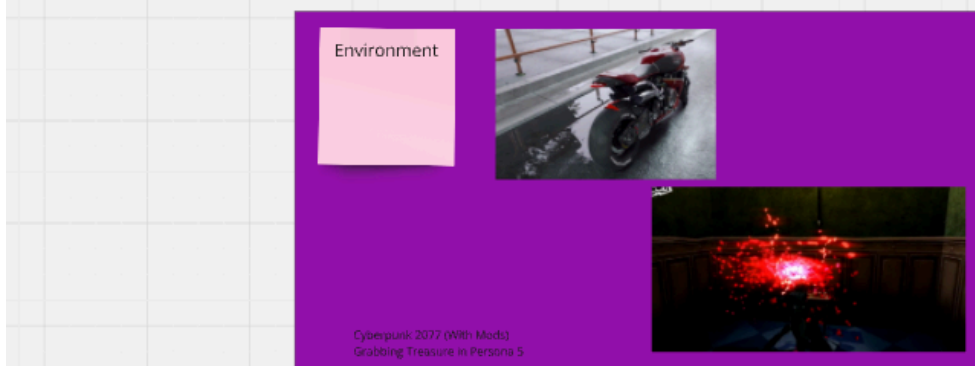
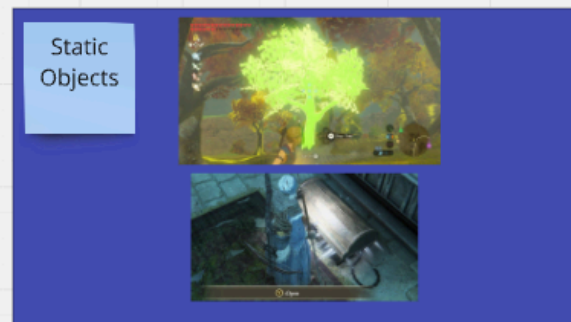
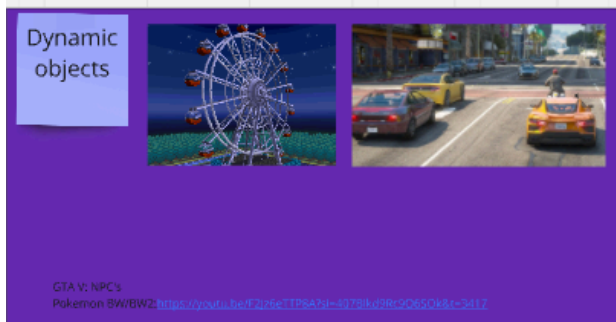
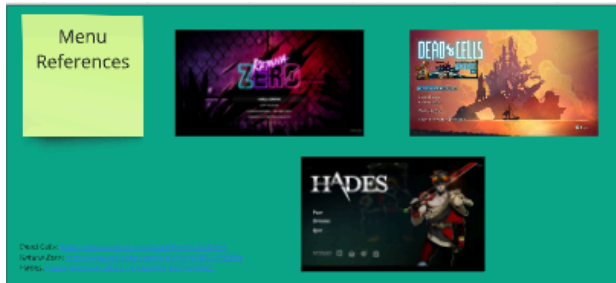
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11/10/2024

<https://github.com/Patrick-Mayr/Stage-1-prototype>



Menu References:

Dead Cells has an atmospheric main menu, using its animations to reinforce the game's sense of constant movement and decay. The background features a crumbling and eerie fortress bathed in glowing light. The fortress moves ever so slightly as if to appear as if it's alive which we believe gives the player a sense of an evolving and unpredictable world. The menu options themselves appear solid but move with that smooth, almost weighty animation as the fortress. Almost reinforcing the game's theme of progression through an unforgiving and fluid environment. When navigating through the options, they transition with a near organic and floating motion, almost trying to perfectly complement the game's combat mechanics. This responsiveness, paired with the subtle background animations, is a clear way of immersing the player in Dead Cells' gritty, ever evolving world and setting the tone of the game.

Hades presents a more clean and main menu that contains elements of change tied to its roguelike setting and polished art style. The background will always contain Zagreus as well as a changing background behind him of either Hades himself or any of the other supporting cast of characters. Simple as it may be, it feels almost alive with constant motion of flames, shadows, and glowing embers appearing across the screen at random, giving the scene a sense of vibrancy. The menu options glide in gracefully, with a sweeping motion that matches the game's smooth, fast paced combat and narrative structure. Each option seems to throb subtly, almost replicating a heartbeat as it's selected, adding a sense of weight to every interaction. The transitions between screens feel seamless and like the river Styx itself, they flow a lot. This helps really cement the feeling that everything in the game is connected and in motion and the animation style reflects that same fluidity and agility of Zagreus' journey, creating a polished and clean experience before the game even begins.

Katana Zero features a minimalistic yet striking main menu, with subtle animations that leave a lasting impression. The pixelated cityscape in the background, bathed in neon purples and blues, is mostly static but brings a vibrant and urban atmosphere that perfectly complements the game's cool & sleek, neo noir aesthetic. When the player navigates the menu, the options shift with smooth, fast movements, creating a sense of responsiveness that mirrors the high speed action of the gameplay itself. Each transition is sharp and clean, reinforcing the game's focus on control and immediacy. Though sometimes understated, the animations feel intentional, creating an additional layer of tension and anticipation before the player dives into the intense world ahead of them.

Character References:

Joker of Persona 5 Royal (P5R) has an animation style that just screams speed, agility and mobility. He pairs all of this with confidence and flair to reflect his role as the team leader/protagonist and all of this tied together makes him feel extremely sleek and fluid. The movements Joker performs are always fast and sharp, clearly taking inspiration from certain theatrical properties. Some examples are his twirls, flips, sprints, and even his strikes are filled with a certain grace and feel somewhat exaggerated in the best way possible. Even movements at the end of battles such as adjusting his gloves carry a sense of swagger to further reinforce his cool demeanor. The blend of cleverly used keyframes, follow through, anticipation and easing really helps to bring together his dynamic poses and movements. Atlus manages to convey so much personality through all of Joker's movements and is a true example of animation at some of its best.

Kratos on the other hand has movements and animations that exude and embody sheer and utter power/physical strength. There is a certain weight to each of his movements and are deliberately heavy to emphasize that same strength and even battle experience we mentioned prior. Each movement seems to come with a sense of controlled rage which is of course characteristic of Kratos. Some examples of this could come from swinging the leviathan axe or grappling massive enemies, each of his actions has an impact which could be taken into consideration in different ways, almost characterizing that the weight of his actions ties to the weight of his past. His attacks have a brutally decisive quality to them that become more

restrained as he interacts with different things such as Atreus. This deadly combination of combat animations add a depth to Kratos and they help highlight his struggles between being the god slaying warrior he is, and a father.

Dynamic Objects:

The NPC vehicles in GTA V show a dynamic animation style that reflect the game's open world environment and chaotic city life. Each vehicle is designed with a distinct aesthetic that corresponds to its real-world counterpart almost like a knockoff, and the animations try to capture the realistic driving physics. NPC cars exhibit fluid motion, with responsive steering and braking that mirror real life driving behavior. From smooth acceleration of luxury sedans to the erratic behavior of street racers, or even the slow pace of all the elderly drivers, the vehicles contribute to the immersive chaos of Los Santos. The way NPCs interact with their vehicles such as entering and exiting, making sharp turns, or crashing adds layers of realism and unpredictability, enhancing the overall experience of navigating the vibrant city.

The Ferris wheel in Pokémon Black/White and Black 2/White 2's Nimbasa City presents a charming and whimsical animation style that we think perfectly fits the game's colorful aesthetic. The wheel rotates smoothly, and each carriage rises and falls in a gentle, rhythmic motion, evoking a sense of fun and nostalgia. The animations are fluid and consistent, creating an inviting atmosphere for players as they explore the lively amusement park setting. When Pokémon trainers enter the carriages, the animations are playful and bright, reflecting the joy of the experience. The overall movement of the Ferris wheel, combined with its vibrant design and the cheerful ambiance of Nimbasa City, enhances the sense of wonder and enjoyment, inviting players to take a break from battles and immerse themselves in the playful world around them.

Static Objects:

The trees in “The Legend of Zelda Breath of The Wild” are designed with a captivating and stylized aesthetic that contributes to the game’s vibrant, open world environment. The trees are nicely detailed, showcasing lush green leaves that sway gently in the wind, creating a sense of life and immersion in Hyrule's natural landscape. While the trees are static, their movement characteristics add depth to the environment and the subtle rustling of leaves and the occasional flutter of branches convey a dynamic atmosphere that enhances exploration. The interplay of light and shadow on the bark and foliage adds further visual richness, making each tree feel like an integral part of the living world around it.

Chests from Elden Ring, on the other hand, embodies an air of mystery and intrigue, with a more somber and gothic aesthetic that aligns with the game’s dark fantasy themes. The design features ornate detailing and a weathered appearance, hinting at the treasure or danger that might await within. While they are static, the chest conveys a sense of potential through its sturdy, imposing form, inviting players to interact with it. When approached, the chest may display subtle animations, such as a faint glow or slight creaking sound, adding an element of anticipation and tension. This combination of design and implied movement evokes curiosity and excitement, making the chest a focal point in the desolate yet captivating world of Elden Ring.

Environmental:

The particle effects from stealing something in Persona 5 Royal are a striking visual element that enhances the game's stylish aesthetic and dynamic gameplay. When players execute a theft, a burst of vibrant particles often in bright colors like red, gold and black erupt from the stolen item, creating a sense of flair and excitement. This effect not only emphasizes the action but also reflects the game's overall design philosophy, where every interaction is

imbued with energy and style. The particles move fluidly, cascading through the air and fading away, adding a layer of drama and satisfaction to the theft. This animation component contributes to the game's immersive atmosphere, making each successful heist feel impactful and rewarding.

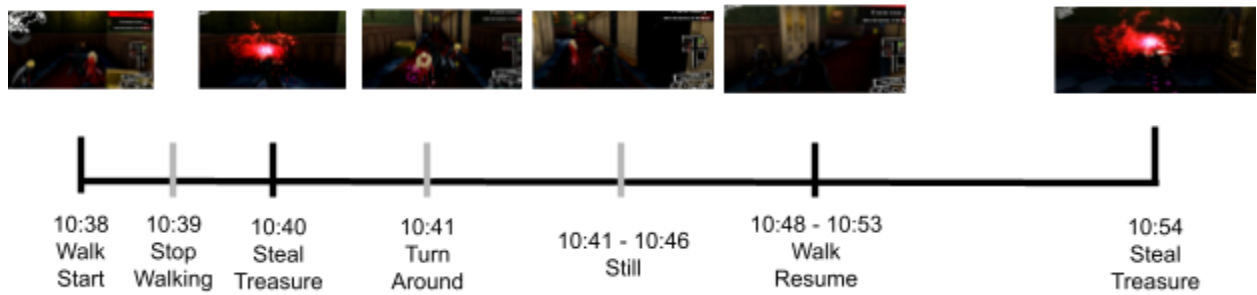
In Cyberpunk, the puddles scattered throughout Night City serve as a dynamic environmental feature that contributes to the game's rich, immersive world. These puddles are rendered with high detail, reflecting the neon lights and bustling cityscape around them, which creates a vibrant, atmospheric effect. When characters walk through or interact with the puddles, ripples and splashes animate fluidly, enhancing the sense of realism and life in the environment. The interplay of light and reflection in the puddles, combined with the sounds of water splashing, adds depth to the urban setting, inviting players to engage with the world around them. This attention to detail in the environmental animations reinforces the game's overall commitment to creating a living, breathing city filled with opportunities and stories waiting to be discovered.

Flow Chart:



Timing Charts:

Black = Primary
Gray = Secondary



Start



6:50
Kratos begins walking
Primary Action

7:03
Kratos places his hand on the log to help his jump
secondary action



7:03
Kratos jumps over a log
Primary action

7:03
Kratos completes the jump and takes his hand off the log
secondary action



7:24
Kratos stops running
Primary actions



7:29
Kratos starts running again
Primary Action

7:32
Kratos stops walking and begins to raise his hand
Secondary action



7:33
Kratos gestures at Atreus
Primary Action

7:34
Kratos lowers his hand and lifts up his foot
Secondary motion



7:35
Kratos angrily stomps towards Atreus
Primary Action

End-