

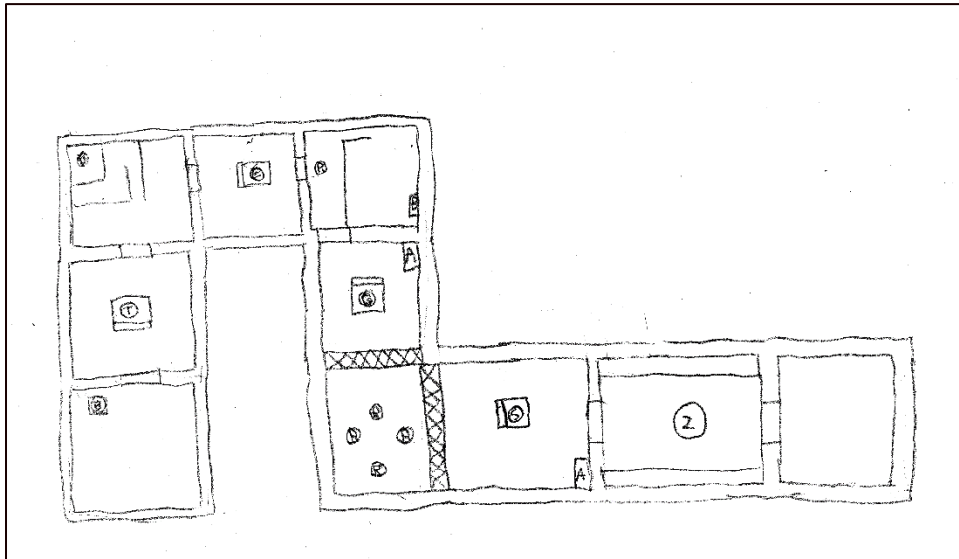
# Weapon Pick up Documentation

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# Location Back Story

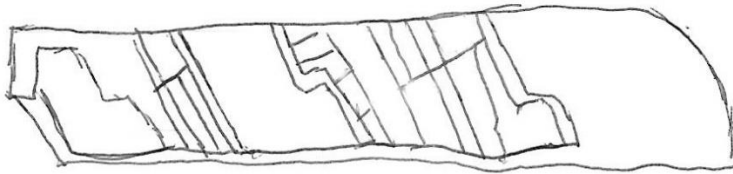
The game takes place in a far off location in space where you are going through the first steps of training to become a space marine. The facility is set up to be for the super elite the best of the best in the galaxy and is highly secretive and closed off.



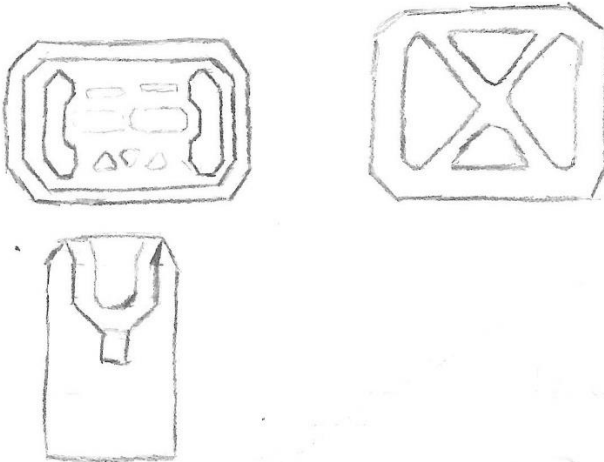
# Asset List

## Sketches

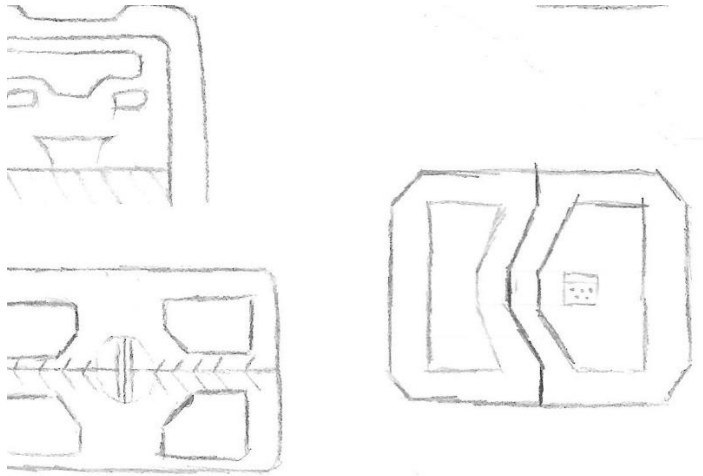
---Wall Texture



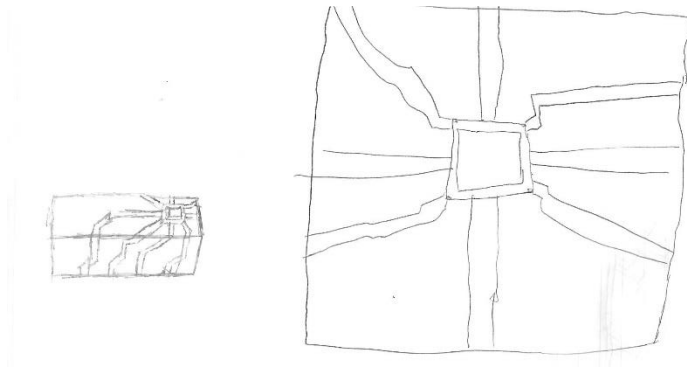
---Space windows



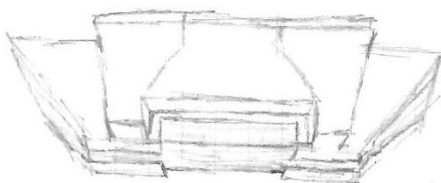
---Sliding Doors (sounds for opening as well)



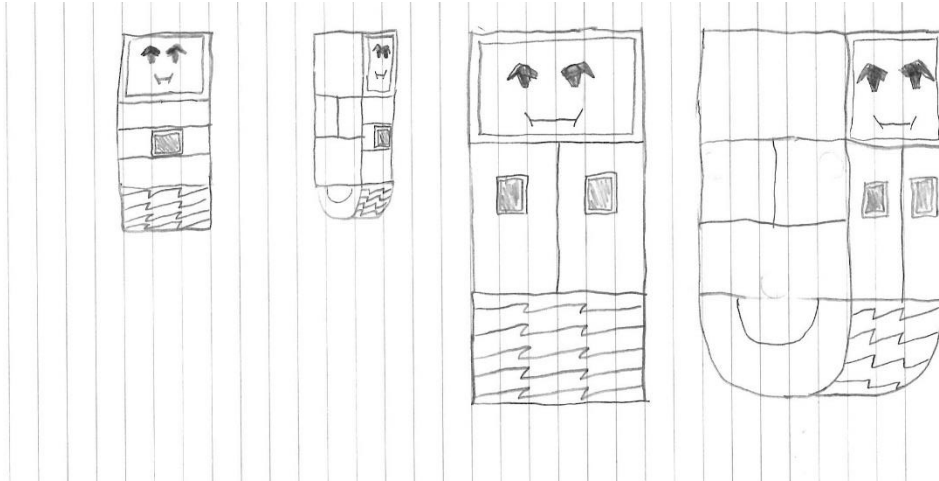
---Button (Floor/Wall)(Button press sound)



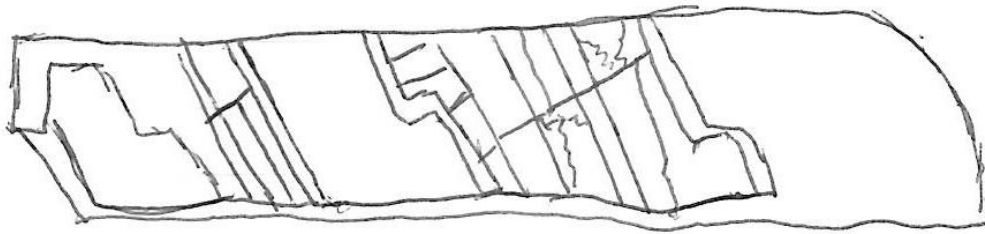
---Lights



---Robot Dummies (floating)



----Destructible wall (maybe a texture with a crack)



## Non Sketches

----Space Skybox

----Shotgun

----3 Grenades

----3 Ammo projectiles (buckshot, bouncy, phasing)

----Enemy Weapon (some sort of energy ball projectile, different color than what player shoots)

----Full sword (Hilt, blade, core)

----Space font

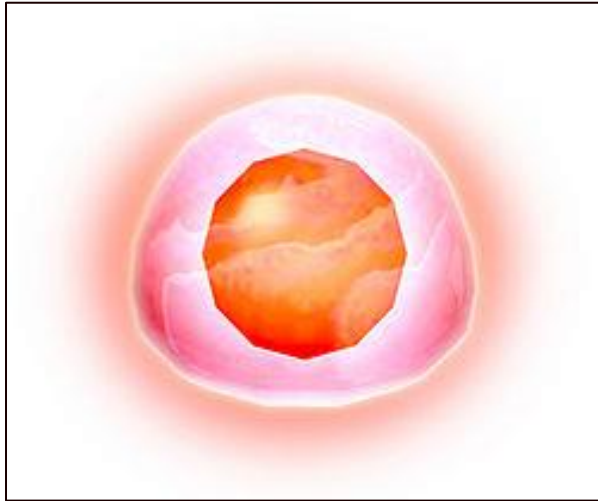
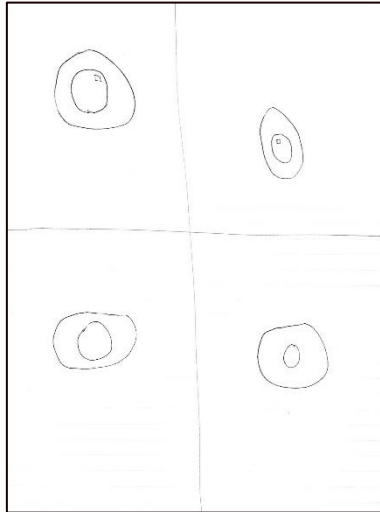
----Tele. Disc

- Screen Overlay for low health
- Particle effect for each grenade
- Explosion for robot death
- Sound effect for each individual weapon
- Sound FX for enemies (attacking, hurt, death, idle sounds)
- Icons/small pics of weapons and alt fires (one for each ammo type and grenade)
- "Item Get" tone ( ex. Zelda chest open, Metroid item pickup sound)
- "Finish area" tone (Mario flag song, sonic level finish)
- Fire
- Ramp
- Signs

Weapon list

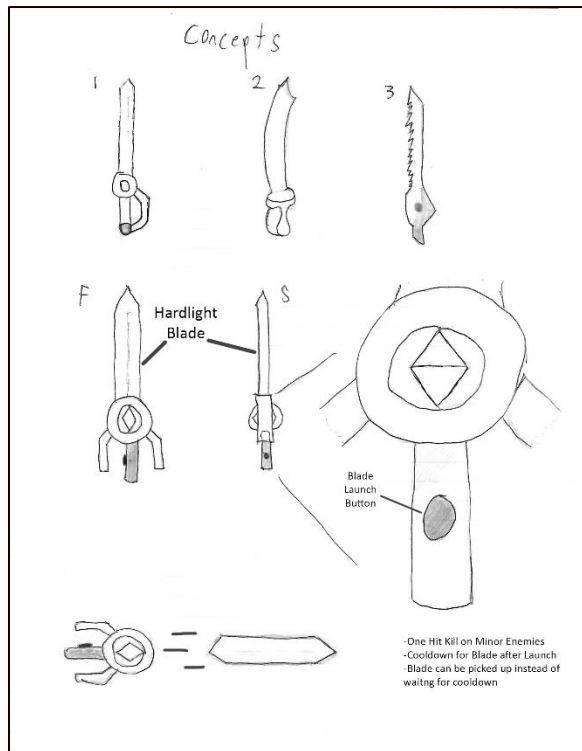
# Weapon List

## Grenades



For the grenades I have the idea now of a semi-transparent sphere inside of another sphere but that wasn't always the case. The original ideas I had was a sphere sticking out of another sphere slightly, two cones in an hour glass shape with a sphere inside, or a cylinder with a sphere inside. None of them were up to par though. Pondering more on it I had the idea of a grenade being a sphere inside another sphere, the clear transparent nature would allow the player to see which type it was simply by looking at a color.

## Light-sword



The light sword is the melee weapon capable of launching the blade for a high damage ranged attack. The design is a mix of traditional sword frames and future technology. It is capable of weak quick attacks or a strong slow attack, it can also block, and it can fire the blade.

I took some inspiration from the swords of Destiny. One in particular, the Black Talon, gave me the idea of giving it a ranged attack ability. The Black Talon fires energy, where as our sword launches the blade itself. A new blade is made after a cool down period, or the one that was launched can be picked up.



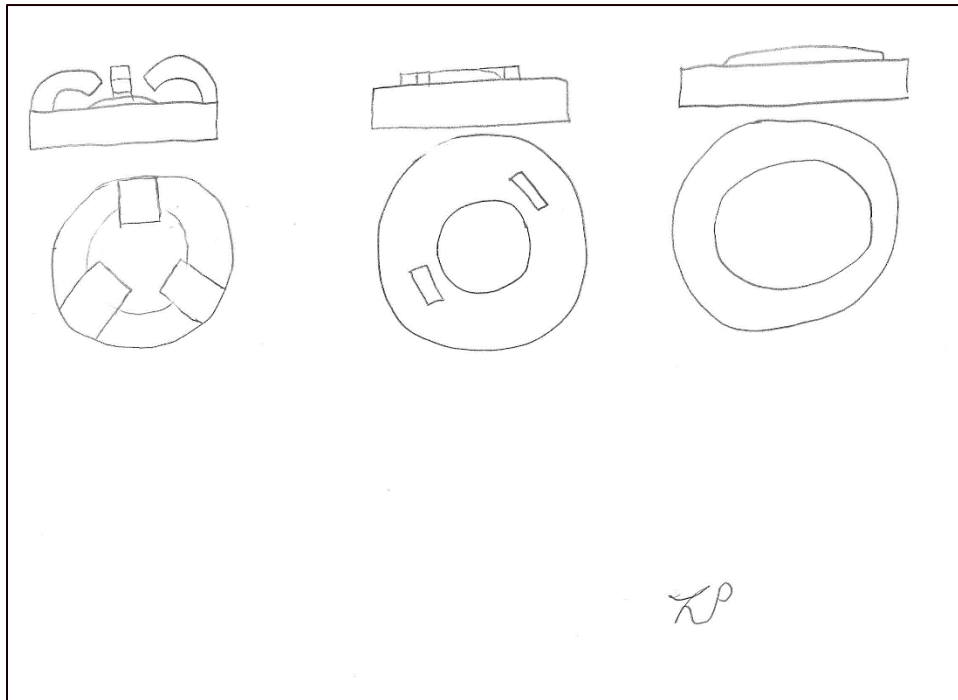
## Shotgun



The Shotgun is a powerful weapon capable of annihilating enemies from mid to close range. As a result the weapon naturally has a unique blocky look to reference its brutal and simplistic fighting style. With much of its bulk weighted towards the front of the weapon, the silhouette alone feels like a right hook to the face.

Directly referenced from Halo, the weapon is intended to be used for a soon to be Halo mod where specifics cannot be fully discussed. Regardless, it must be noted that it is not inspired from, but instead is duplicated for time management purposes. The weapon is already in its final modeling stages and is sure to be completed soon.

## Teleporter Disc



The idea behind the teleporter disc was to create an item that doesn't directly act as a weapon but instead allows new movement options. The teleporter disc can be thrown to distant locations or dropped where the player is standing. The player may then teleport to their disc at any time. The player may also recall the disc back to hand at any time. From left to right are the ideas I came up with for the disc itself. The first one looking more like some kind of claw trap, which felt off. It also features a glowing light in the middle. The second one has two glowing buttons and a light in the middle. Ultimately I decided to cut the buttons and have a simple disc with a light in the middle.

## HUD Design

The goal with the HUD is to quickly convey information to the player on what weapon they currently have equipped and how much ammunition that they have remaining.

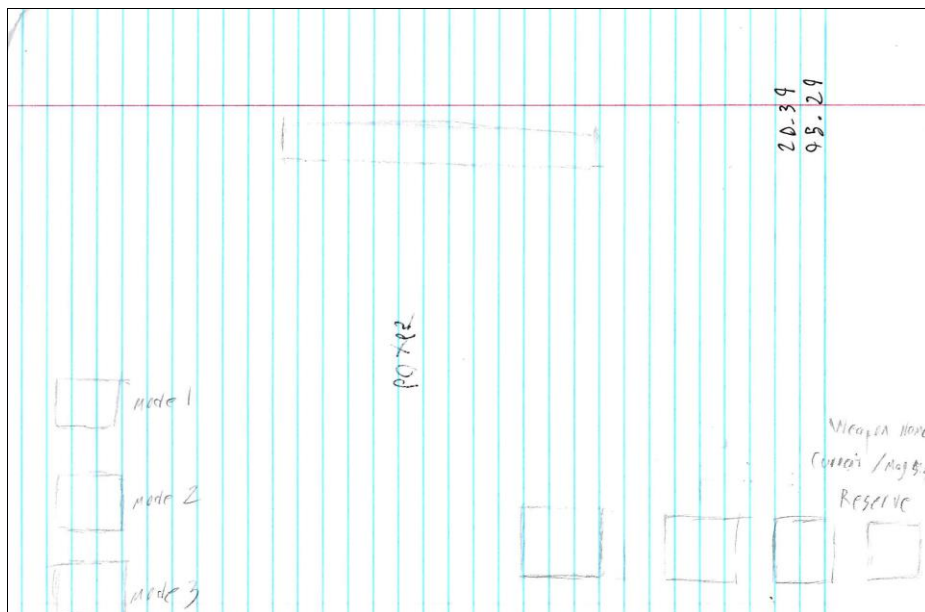
A red health bar is displayed in the center of the upper part of the screen. As the player loses health the empty space turns grey.

The four weapons (shotgun, teleporter disc, grenade, and sword) are displayed as icons in the lower part of the screen inside boxes. When the player collects them the box will fill with the appropriate icon, an image of the device. Weapons not currently equipped are displayed at 50% opacity while weapons that are equipped are displayed at 100% opacity. The grenade switches image to show which grenade type is equipped. The shot shows the ammo behind it to show which ammo type is equipped. Both the shotgun and the grenade show a number in the lower left corner to indicate how much ammunition is remaining.

Before deciding to switch to real images of the weapons these are some icons that we were considering using.



This is a first draft done by David.



Here is a second and more final draft done by Tim.

