Game Design Studio

884 Words

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I have create 3 different scenes to display the work which I have created for the first submission. The mountain city adventure in a night time scene set in snowy mountains where the ambience was create through the use of candle light. The Space Hulk city is set in the desert, in the ruins of an old decaying ship. The Smart maze is a demo scene to showcase the trigger/activation system that I have developed.

Mountain City Adventure Scene

The inspiration for this scene came from reading Marco Polo's accounts and imagining him on a journey to discover a lost city. I have use low level lighting with only the flickering lights of fire to light the most investing parts of the scene. The player itself carries a flaming torch which felt like a great way to make the player move closer to objects in order to discover what they are.

The Tavern

The tavern is the starting point for the player before he sets out on his journey up the mountain. The Tavern itself is comprised of old materials such as timber and loam walls, and its ginger bread house style composition brings a sense of homeliness to the player. Inspired in part by the Prancing Pony Inn from the Hobbit, it is designed to be a safe place for the player with "all the comforts of home".

The Tavern is comprised entirely of modular components making it into a kind of Tavern construction kit. This means many similar buildings can be built from the same components but also allows for new components to be created and added to the construction kit.

The Floating Lanterns Room

This area of the scene is the point of discovery for the player. After making the journey up the mountain and traversing the pyramid they are greeted with a room which has a dead quiet and almost magical feel to it. Filling the room are many hovering traditional Chinese lanterns which flicker and illuminate the room with warm light. On the pillars of this room are inscriptions in many language indicating that this room is a kind of ancient pilgrimage.

Space Hulk City Discovery Scene

This scene is the main focus from my project and tries to imagine what Marco Polo might describe if he came across a City where one civilisation is living inside the remains of another. Here there are 2 distinct cultures, the first being an advanced civilisation in the form of a crashed and abandoned space ship, the second being a very primitive race of people who build a city from simple materials like wood and branches but who use the space ship as shelter and protection.

The Landscape

When the player first enters the scene, the are surrounded by cliff on all sides, forcing them to travel down the canyon to discover what the narrative intends for them to see. After reaching the bottom of the cliff, a trigger causes a robotic drone to fly past at high speed and cause the player to wonder where it is going. The narrative here is about curiosity as the player will naturally follow the drone in order to find out more.

The drones are completely automated and despite the owners of the ship being gone, they are still caring out their protocol of repairing the ship in any way they can. In the next stages of the project I will design many kinds of robotic creatures who are travelling around the landscape, gathering pieces of wreckage and who will provide points of interest for the player.

The City

The city is made up of 2 contrasting styles. This ancient ship which is disfigured and decaying provides the mystery for the player. The rusted wire frame mesh conveys the extent of the damage and the red emergency lights the dark hollows of the engine bay show that the ship still has some form of power and maybe even life.

The Aboriginal like settlement resides on the fringes of the destroyed engine bay. The vertical construction of the settlement is like a thick drop of honey oozing from the upper levels and spreading out on the floor. The materials used for the settlement are mainly raw wood, tree branches and pieces of cloth. There are also instances of corrugated iron which have been salvaged from the ship and integrated into the buildings or shacks.

Smart Maze Scene

This scene offers a chance to show off the scripts that I have developed. I have created a generic framework or triggers and activations. The trigger script that I have given as an example is a distance trigger. When a tagged objects enter or exits the trigger then a activation script is called. The activation script offers and easy and decoupled way of attaching actions to triggers. The Abstract Class offers a common interface for a trigger to call an activator. The activators that I have given as examples are moving and rotating.

The can be easily used by other students as they are very flexible or more activators can be created.

As an example I have attached many activators to a changing maze which only reveals itself when approached.

References

- All texture were taken from http://www.textures.com