LANDFORM LEGENDS

DISSERTATION PROJECT

Work Diary (weekly)

Sandhya Ramchandar

LANDFORM LEGENDS

DISSERTATION PROJECT

June 1-7, 2023

Next Step

- Brainstormed potential game settings and visual styles

Summary

- Project kickoff today! Exciting times ahead.
- Discussed project scope, goals, and milestones with the team.
- Held a project kickoff meeting with the team
- Two game concept were chosen (2.5d, 3d)

Take Note!

- Navigating initial team dynamics and finding a shared vision was a challenge
- Begin concept art and initial game design sketches.

LANDFORM LEGENDS

DISSERTATION PROJECT

June 8-14, 2023

Next Step

- spliting of work

Summary

- Worked on initial concept art and game design sketches.
- Sketching out the environment idea.
- Team alignment on the game's visual direction.
- Further discussion on task allocation.
-

Take Note!

- Have meeting with supervisor on June 13.
- One of our teammate left the course.

LANDFORM LEGENDS

DISSERTATION PROJECT

June 15 - 22, 2023

Next Step

- In the coming days, we aim to finalize character designs, implement more advanced character movements, and flesh out the visual direction with concept art for environments and key assets.

Summary

- Designs and level will be done by Sandhya
- Blueprints by Akshay
- Three days was dedicated to the fundamentals-basic character movements and background sketches.
- Akshay started laying down the blueprint for character movement mechanics.
- while I started concept artist, began sketching the initial character designs.

Take Note!

- Have meeting with supervisor on June 20.
- Have meeting on 27.

LANDFORM LEGENDS

Next Step

- Animations of the character movement

Summary

- Worked on initial concept art and game design sketches.
- started with the game's visual direction.
- Further discussion on task allocation.
- Establishing basic character movements and visual sketches gave us a tangible sense of progress.
- Basic animation

Take Note!

- Had meeting on 27th

LANDFORM LEGENDS

DISSERTATION PROJECT

July 01 – 07, 2023

Next Step

- Mechanism of transformations

Summary

- Having established the basic character movements and visual style in the previous weeks, I turned our focus to one of the game's central features: transformations.
- Animations of character are done
- creating concept art and animations to bring the ideas to life.

Take Note!

- Meeting on 4th July
- Finish animation by 6th July

LANDFORM LEGENDS

DISSERTATION PROJECT

July 08 - 14, 2023

Next Step

- In the upcoming days, we plan to continue refining character transformations, focusing on ensuring they integrate seamlessly into the game's narrative and level design.

Summary

- The transformation mechanism was not yet implemented in the game, having the blueprint clarified helped us understand the development path ahead.
- Facing difficulty in design part because of slow blueprinting.

Take Note!

- Finish mechanism of transformations by 9th July
- Sandbox room by 16th July

LANDFORM LEGENDS

DISSERTATION PROJECT

July 15 - 21, 2023

Next Step

- Focus on blueprint

Summary

- Thinking about the transformations with the level design.
- visualize how these transformations would appear in the game, creating animations to bring the ideas to life.

Take Note!

- Meeting on 25th july

LANDFORM LEGENDS

DISSERTATION PROJECT

July 22 – 31, 2023

Next Step

- Focus on blueprint
- Implementing the transformation mechanism in the game.

Summary

- This week was marked by an extra meeting, as we felt it was essential to align on the progress and discuss the main blueprint for character transformations.
- Presented the main blueprint for character transformations
- Working on searching references to blueprint shifting control mechanisms from characters to their transformed states.
- As a group we faced difficulty in this part. which directly affected the flow of design.

Take Note!

- 25th - meeting
- 28th - extra meeting

LANDFORM LEGENDS

DISSERTATION PROJECT

August 01 - 10, 2023

Next Step

- All graphics
- Planning to change the environment from 2d to 3d assets .
- With the backgrounds, menus, and health bar design in place, the next steps involved further refinement of character movements and transformations within the game.

Summary

- This week was dedicated to refining the game's overall look and feel, as well as enhancing the player experience.
- One of the key accomplishments was the addition of background elements within the game world.
- Creating and implementing the main menu screen. This was the first interaction point for players.
- Health bar design
- pause menu
- To complete the player experience, I worked on both win and lose menus

Take Note!

- Meeting on 2nd aug 9:00 am
- Meeting on 4th aug

LANDFORM LEGENDS

DISSERTATION PROJECT

August 11 - 20, 2023

Next Step

- 21st submission

Summary

- Started creating the level environment in 3d.
- Removed 2d, because it was simple and less attractive.
- Constructed the level with the assets made.
- Finding difficulty is merging two unreal file
- Shooting the trailer

Take Note!

- Showcase on 14th

Thank you