A Tight, Incremental Movement Shooter – Project Update

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Chapter 1

Project Progress

1.1 Implementation Details

Level Exports Each level has been exported to FBX and worked over in Blender to further ease the transition to Unreal. Documentation dives are being made and open source components are being reviewed for fitting.

1.2 Timeline

The timeline is mostly unchanged. A short delay on the porting process might make lighting engine decisions hit the cutting room floor.

1.2.1 Current Timeline

July Ideation, decisions for main beats, gameplay loop, etc

August Whiteboxing begins, further project planning continues

September Slight detour into the weeds of FPS design details, playing with various mechanics to nail down gamefeel

October End of whiteboxing, game design documentation filled out

November Port to Unreal, enemy design, level transition animations

December Finishing up the port, lighting engine evaluation and decision, Project Completion

1.3 Primary Component Development

1.3.1 Achievement

A Changing World   To communicate this sense of achieving a desired goal, the overcoming of this seemingly insurmountable corruption of the city will demonstrate the player's impact on this environment.

1.3.2 Social

Conflict   The familiarity of a city juxtaposed with a corrupting enemy force reinforces social ties to other humans as this inhuman force comes into conflict with the player.

1.3.3 Immersion

Space and Timing   By controlling and encroaching on the player's space, they will be engaged in resolving this issue with the tools they have, pulling them into the scenery in order to navigate this tension. Smearing that tension through time and ratcheting it keeps the player emotionally invested in this way.

1.4 Skills

Situational Awareness   Reading the room is essential to completing the stages. Changing pace along with the mood communicated to the player is necessary to survive each level's transition.

Aim   Utter precision is not required, but the ability to point the weapon at the intended target and time shots in line with movement is required to progress at any point.

1.5 Goals

Entertainment   Throughout the game, the player is intended to enjoy and thrive in the environment, and this will be communicated by the inviting or encouraging (not infantilizing) nature of the game, giving the player straightforward challenges that result in enticing and exhilarating action after periods of tension.

1.6 Feedback to Players

Inputs   Guns (including the grappling hook) are intimately tied to movement in this game, as camera changes and animations communicate that every input has a firm effect.

Environment The player's progression through spaces is very linear, and this gives the player a constant idea of the pace they must keep to proceed.

1.7 Combating Self-absorption

Person-versus-World Narrative This narrative style allows the player to realize there are things bigger than them, and the specific nature of the narrative here is written to demonstrate to the player that these things can only be overcome through using external means (utilities provided in the world and merely operated by them) to reach their ends.