

The background features a textured, light brown surface with faint, overlapping illustrations of industrial pipes and gears in various sizes and colors (brown, orange, yellow).

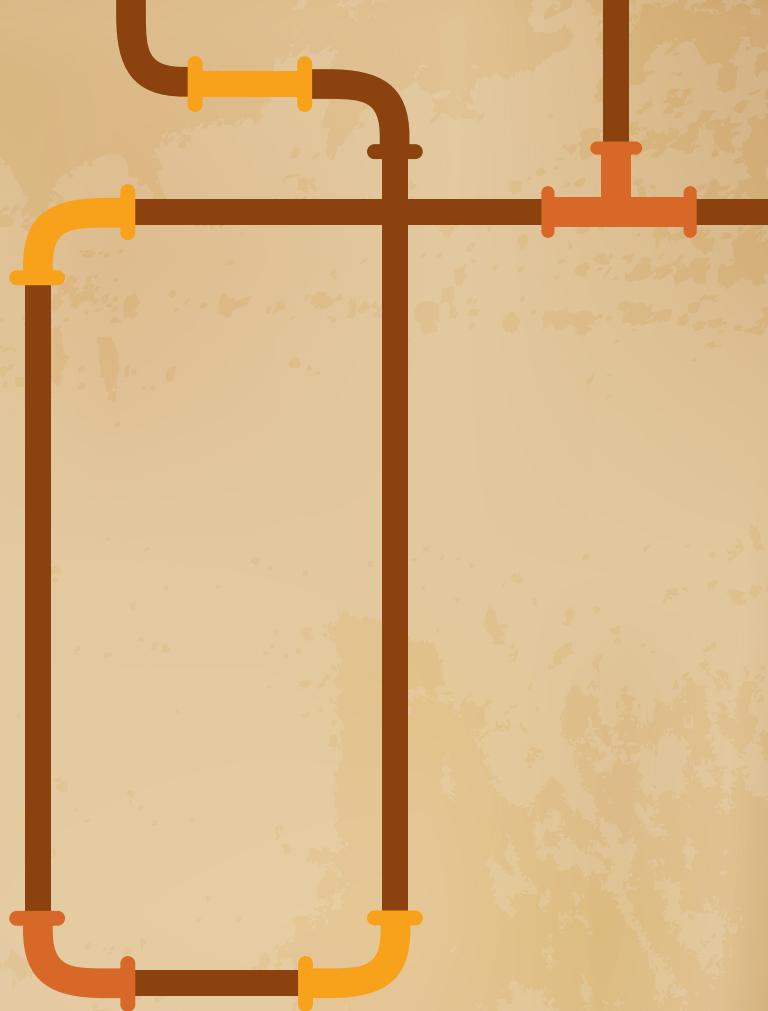
# THE DAY AFTER

STOP THE GEARS FROM TURNING



# STORY

Ella, Jacob, Ronak, Arpeet, Ani,  
Ethan, Toby



# STORY INSPIRATION

## STEAMPUNK

Industrial revolution style  
inspiration for the technology,  
mechanisms, and design

## MECHS

Science fiction twist with  
mechs (robot fighting suits)  
and other fantasy elements

# CITY LAYOUT

## CITY

Urban center which connects the districts

## DOCKS

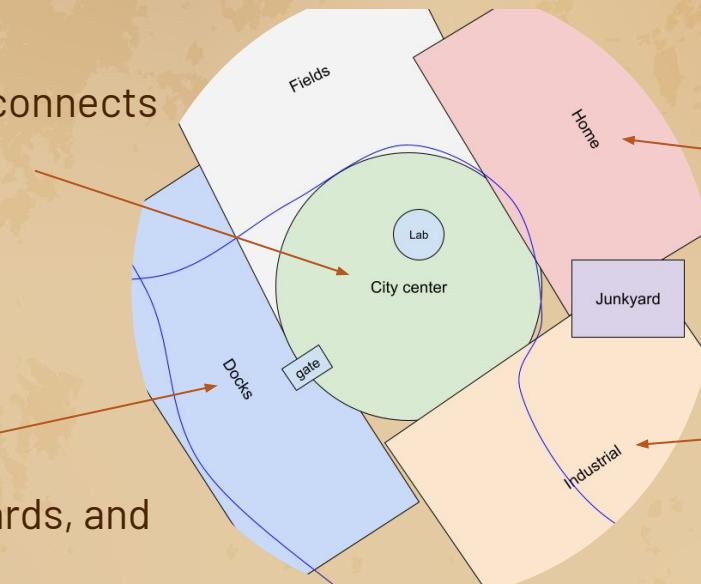
Hub for trade, shipyards, and shipbuilding

## RESIDENTIAL

Starting area, player home and local shops

## INDUSTRIAL

Manufacturing district filled with factories



# START OF GAME

Residential

★JUNKYARD

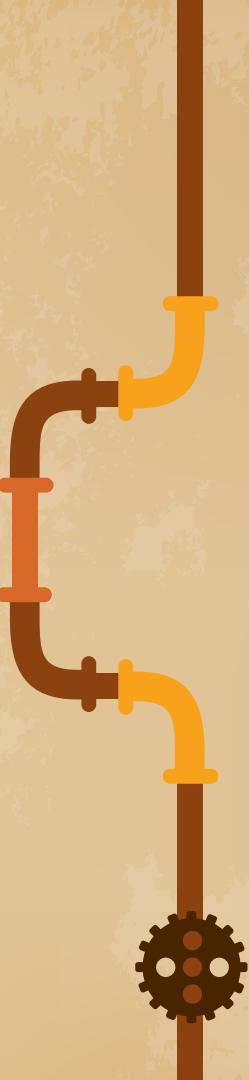
Industrial

## PLAYER

- Mech builder
- Peaceful uneventful life
- Shop tutorial for parts

## EXPOSITION

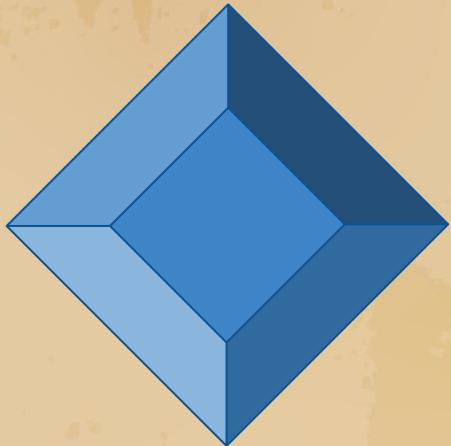
- Mech commission
- Junkyard search for final part
- First fight / combat tutorial



# TIME

## STUCK IN THE LOOP

The main motivation for the player to explore and engage in quests.



# INVESTIGATION



## CITY CENTER



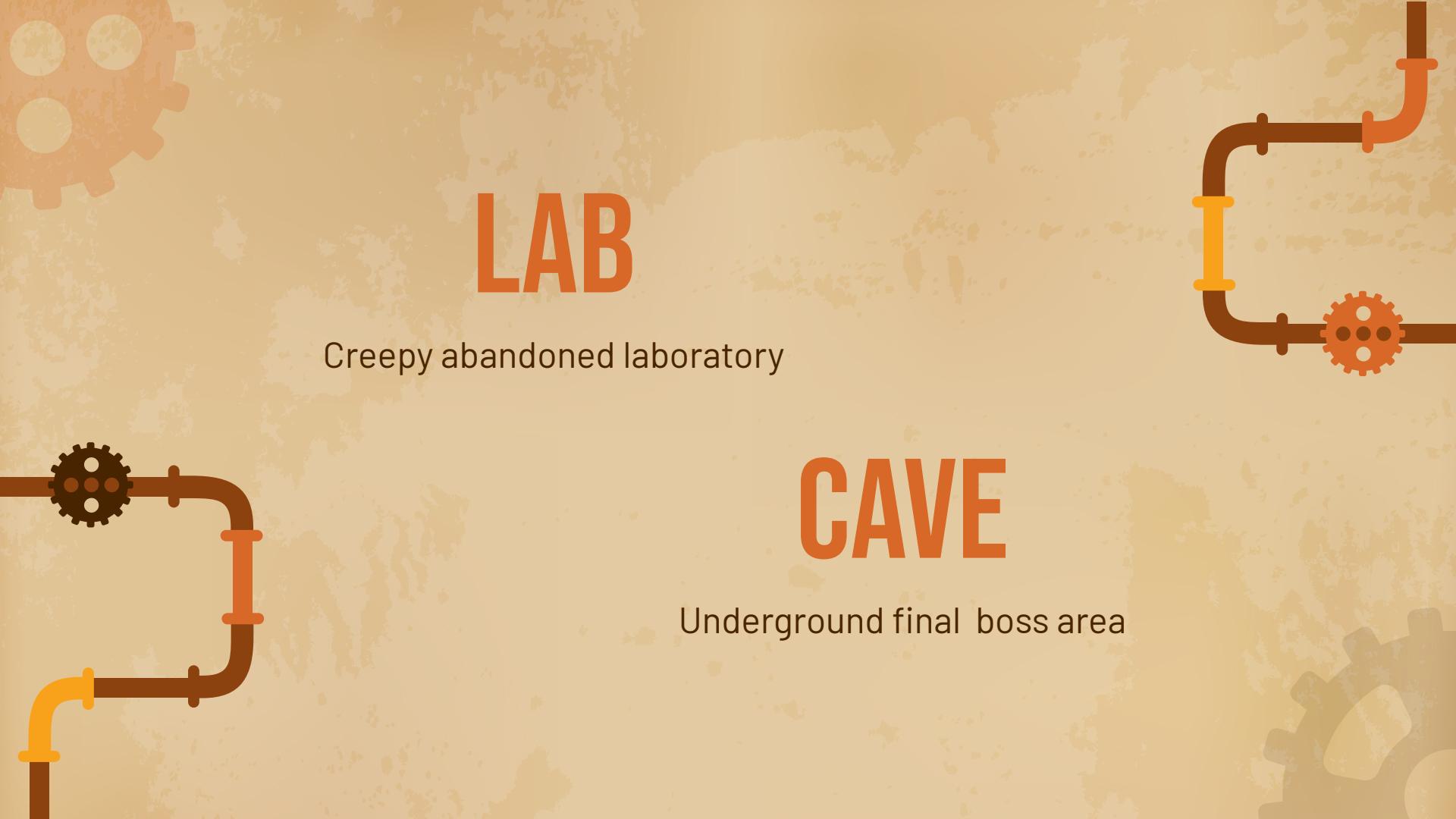
## DOCKS

- Dock Master Lennard

## INDUSTRIAL

- MA boss fight



The background features a light beige or cream-colored surface with a subtle, dark brown, marbled or stone-like texture. Superimposed on this are several dark brown, metallic-looking elements: two thick horizontal pipes running across the frame, each ending in a gear-like valve; a vertical pipe on the left side; and a large, L-shaped pipe on the right side. These pipes and valves have a slightly distressed, industrial aesthetic.

# LAB

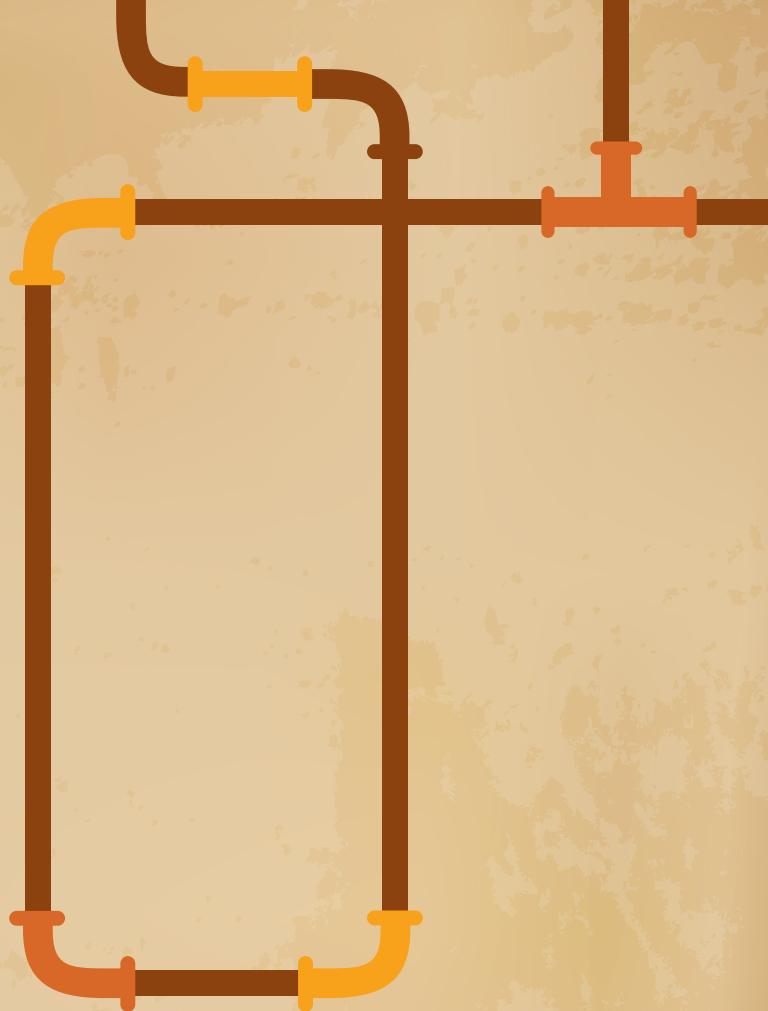
Creepy abandoned laboratory

# CAVE

Underground final boss area

# VERSION CONTROL

Jacob



# VERSION CONTROL

```

* 3fc157c8 (HEAD -> master, origin/master, origin/Inventory, Inventory) added scrap icon
* 9dc84dab Added Enemies around the map
* 4e762f1 merged master with inventory
* e5b06338 Merging MenuUI into Master
* b32337e merge wt adtio
* 951b3f99 merging
* 9092df5a keybind changes
* b7777c93 updated keybinds
* b6927ebd finished keybinds
* e4ab72a9 keybinds finished
* bd5a12be fix before remerge
* ee1ddfe6 merged master into MenuUI, added ragdoll on death, player no longer moves when le
* 31c8c1a2 Death Screen is now fully integrated
* 97dbddcc boondoggle
* 92b03fd4 (LoadingScreen) forgot to click save in ue
* 879f5ac7 loading screen goes between maps
* b444778c beginning of new level to have transferred
* 2e340bb8 Merged with Questing
* 37ff1fbf Fixed start menu bug
* 39afa911 Last minute changes
* 636d43e5 Redesigned start menu
* fe8751d6 Reorganized quest system blueprints
* eb4d823e Merged with Settings
* 7c59bf3 done diddly doo
* 41fbab43 merged deathscrene
* 356d20b5 centering
* 8fc0e0a moved deathscreen to new file
* 4a6ed24e (DeathScreen) animations for death screen
* 803cc588 migrate
* a4eed4c4 commit before merge
* f7d39b1f keybinding basics
* e6366c44 keybindings basics
* 7fce97d8 unbroke code yay
* 6cd0e869 commit before merge
* fc48c115 added POC for shop menu
* 405a5b0e added original shop menu
* 5d4f883 fixed more bugs
* 5e3d1a0b reverted things and fixed bugs
* d700f1d6 Revert "finished audio system"
* 62f9f6f3 Revert "reset settings"
* d10de869 Revert "stuff"
* a93ae540 Revert "hopefully committing shoopchanges"
* a68674ba Revert "hopefully committing shoopchanges"
* d21ae5c01 stuff
* 2fd88f21 reset settings
* 99a3b521 finished audio system rebased yay
* 9782d2b6 fixed inf settings menu opening
* c3ef2fd6 polishing standards
* b5f7c7cia finished pause menu
* 678329d7 pause menu basically finished
* f1861fbc merging stage 1
* 7fd08dc8 fix for UI background (temporary?)
* a325f203 fixing bugs and stuff
* a6e5690e updated settings
* f31a0475 Audio
* 347c422e Added Audio
* e6888cf8 Updated Settings
* 3ced6d8d (MenuUI, ImageFix) improved ui
* 77bf3e78 keybinds
* 0c7b331d removed back button
* 4f3b420e migrating
* b78cd7ec Merged Inventory with Master again
* 7ca14307 Merge branch 'HomeBase'
* 102146ff Added hoke Base
* 51d6e170 added variable for melee patroller
* eb288023 merge with master??
* 79c05902 merge success :)
* 6122567d merge doom 1
* d0521f4c smash finish kinda
* d087f4d4 bug fixes
* fb94726d time boss pre-merge
* 7388e7c9 finish time boss smash attack
* 6d1c00af make smash anim
* 52b9797f time boss init
* 5b328493 initial refactor to bp_bossattack component
* e288d119 stalactite
* 3f5f93cf Time beam explosion and particles
* 99989f53 basic time boss beam attack
* 25db1lab (EnemyRangedHerge) time beam demo
* 93384289 finalize ranged enemy
* a84b5f4e implemented BP_RangedEnemy to extend BP_EnemyBase
* 3f91a26a small change
* 731da0d4 reduced gb size fr this time
* 693b94db first commit after 3 months a lot stuff done idk
* 494dd9e9 spike balls
* 93384289 boss spikes
* d13eadb2 merge fix
* b078edda Merged EnemyRanged -> EnemyBase
* 1b8b83a6 (EnemyRanged) ranged enemy works
* ad6fa2cc mightve not staged changes
* 6a2ed4f6 Ranged enemy shooting
* 424f2f61 Made enemies easier to customize
* fc0f6949 fixed cast bug
* ea53e3fe (EnemyBase) adjust
* a60fa74f refactored trees
* 7365cab7 Merged Maps
* c1f1a91f spotlights work and lock on player
* 54bca5ac Merged EnemyMelee into EnemyBase
* 56b4e5a6 NewEnemy
* cf960fa4 Combos
* b3c8c59a patrol path
* 60850671 animations
* 5a88fc4b migrating
* d72179fe Merged Junkyard into EnemyBase
* 9b1633a0 Merged ScrapPickup into EnemyBase
* 2bf2879 (ScrapPickup) help
* e8f48844 Added comments for easier code merging
* 52f65aeb Added sword tracing to enemies and merged healthbar to enemies
* 3b6ee478 BROKEN BUILD
* 0d7c7c63 Merged EnemyRanged into EnemyBase
* 1ffc2a3e health bar fade
* e4690d67 work on ranged enemy, refactor health bar
* 1e3f6fed finish fix
* 7532ab4 migrate complete
* a4f1ea0e Added in Enemy Base class featuring an enemy with sound effects
* 70f74a6c Inventory loads
* 16dd3d4e Save function
* cde40490 Assets
* ec9b3e40 HUD Disappears when inventory is opened
* 5d9d318a terrible way of fixing item decrements
* af1f7015 wetter water
* 686aa7f4 MMM
* e2b7e915 added bottled steam
* 0ad4945f moved materials to right folder
* b6f71fcf added scaling to consumable objects
* 7cd366c9 deleted old consumables system
* 40407708 Small stuff
* 1befa255 Merge branch 'master' into Inventory
* 8a0ebffb added junkyard
* f0d58c04 Caden sucks x2
* 5de2e116 Complete
* e1164ea0 Added questing screen
* 95c39a8 fixed dt
* 512204b7 refactor compiles and works
* 998df292 merged questing again
* 2491f79c (Questing) Updated start menu
* 8cfed372 Fixed startmenu background image moving
* bed4ee07 Added more to fortite map

```

# ALL MAPS

Caden, Ella, Spencer, Ani

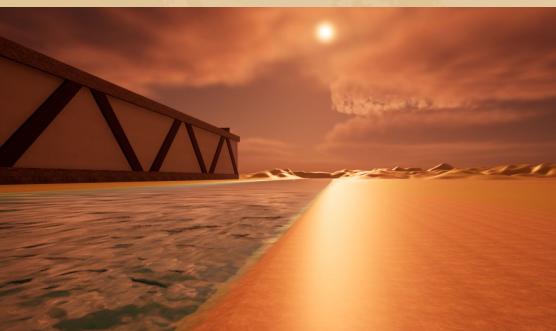
# MAPS



# MAPS



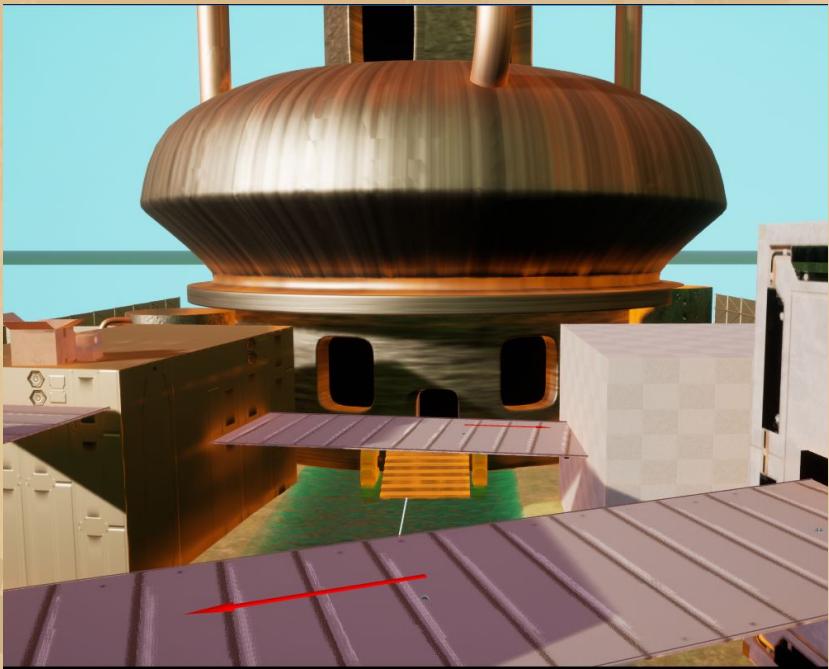
# MAPS



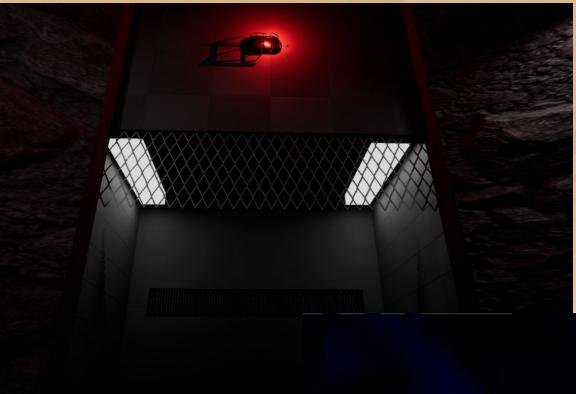
# MAPS



# MAPS



# MAPS



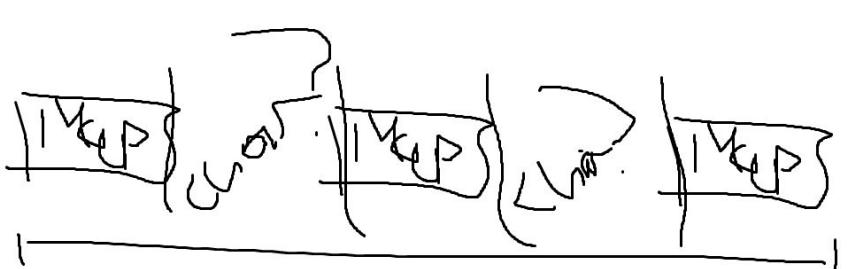
The background of the slide features a textured, yellowish-orange surface with faint, dark silhouettes of industrial elements. On the left side, there are three thick pipes: one vertical orange pipe at the top, one horizontal black pipe below it, and another horizontal black pipe curving downwards from the top. On the right side, there are several interlocking gears in shades of brown, tan, and light orange, with some having a metallic or wood-grain texture.

# CONCEPT ART

Ani, Michael

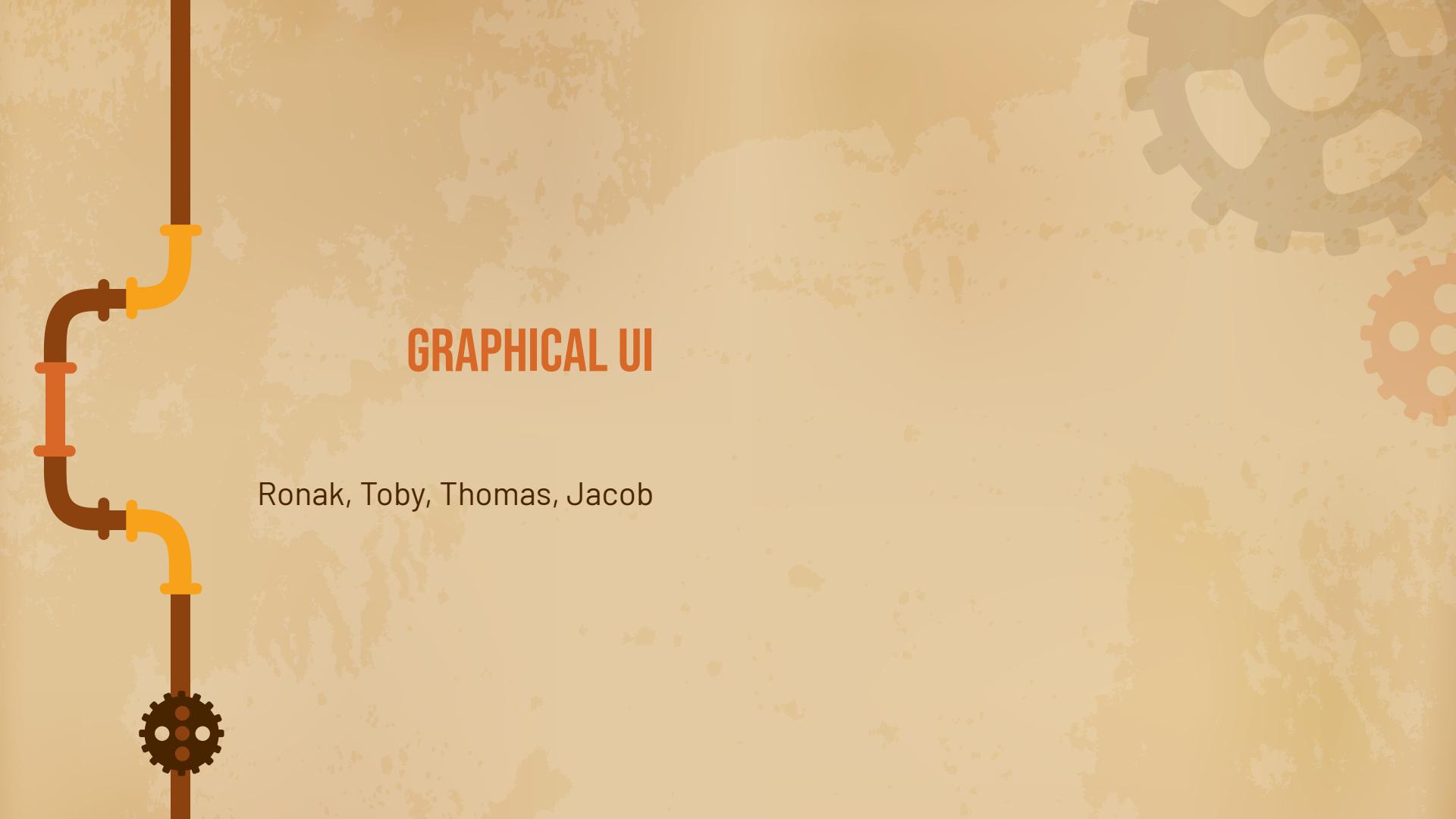
# CONCEPT ART

The Dad Gun  
~~After Dumb~~



# CONCEPT ART



The background of the slide features a textured, light brown or beige color with a faint, darker, industrial-themed pattern. On the left side, there is a vertical pipe system composed of dark brown pipes and yellow fittings, with a small black gear at the bottom. In the upper right corner, there are two large, semi-transparent black gears. The overall aesthetic is reminiscent of early computer hardware or industrial machinery.

# GRAPHICAL UI

Ronak, Toby, Thomas, Jacob

# MENU AND UI



# SHOP MENU





Hi

\$40

Shop

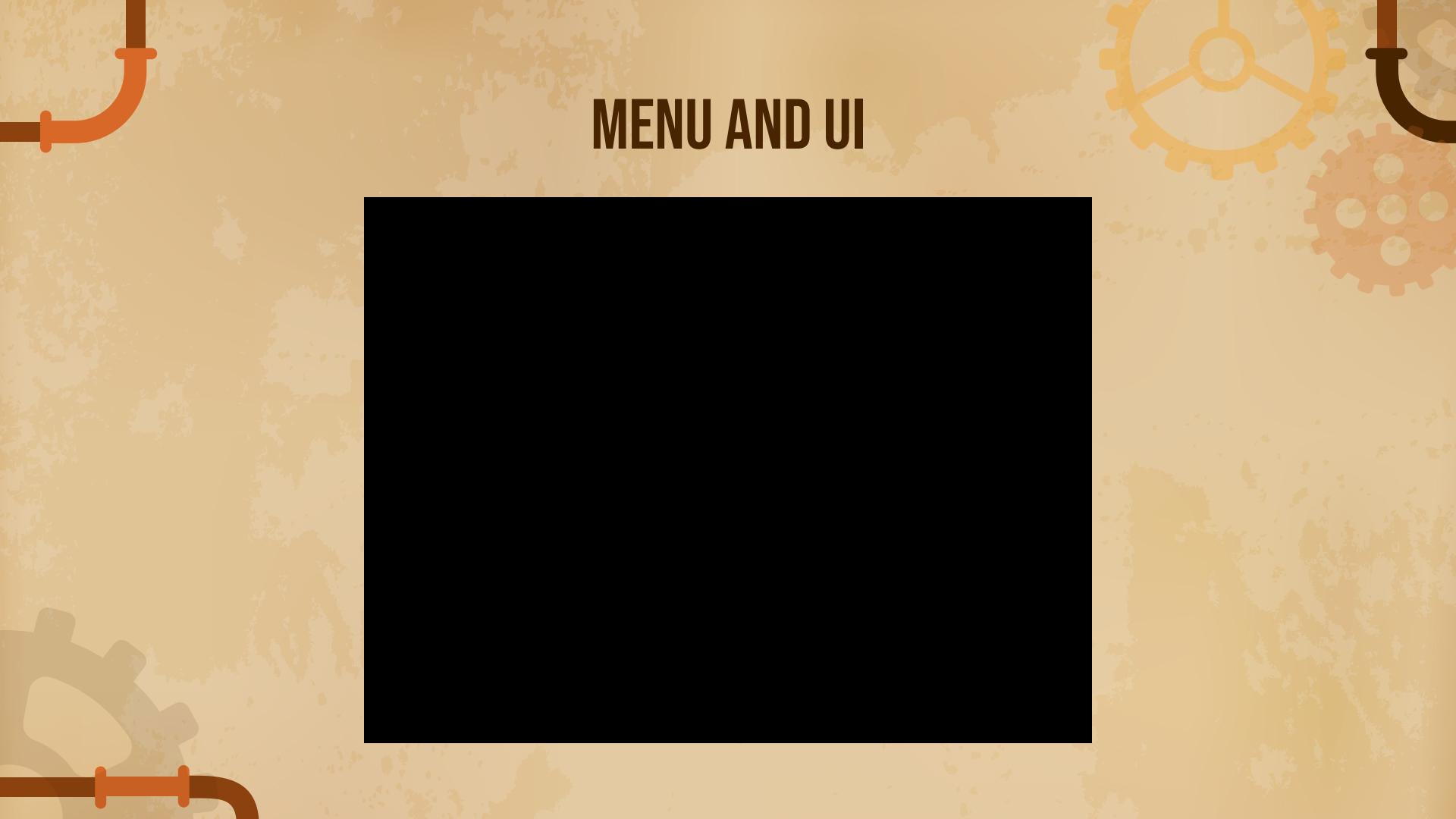
A legendary item that only  
the most legendary of  
heroes can wield.

Exit

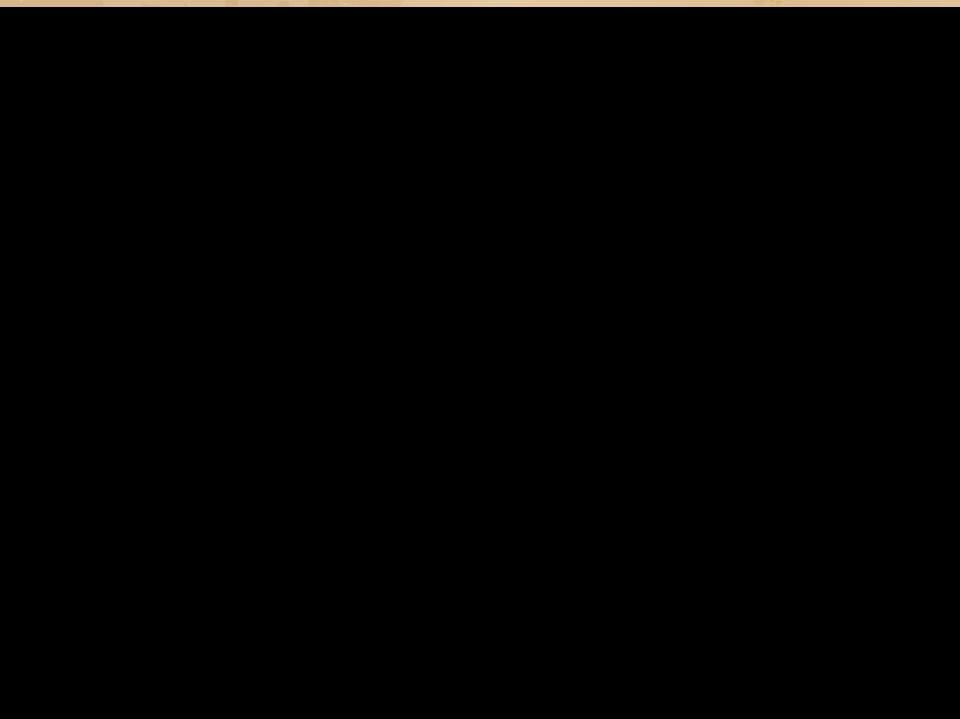
Buy

# DEATH SCREEN

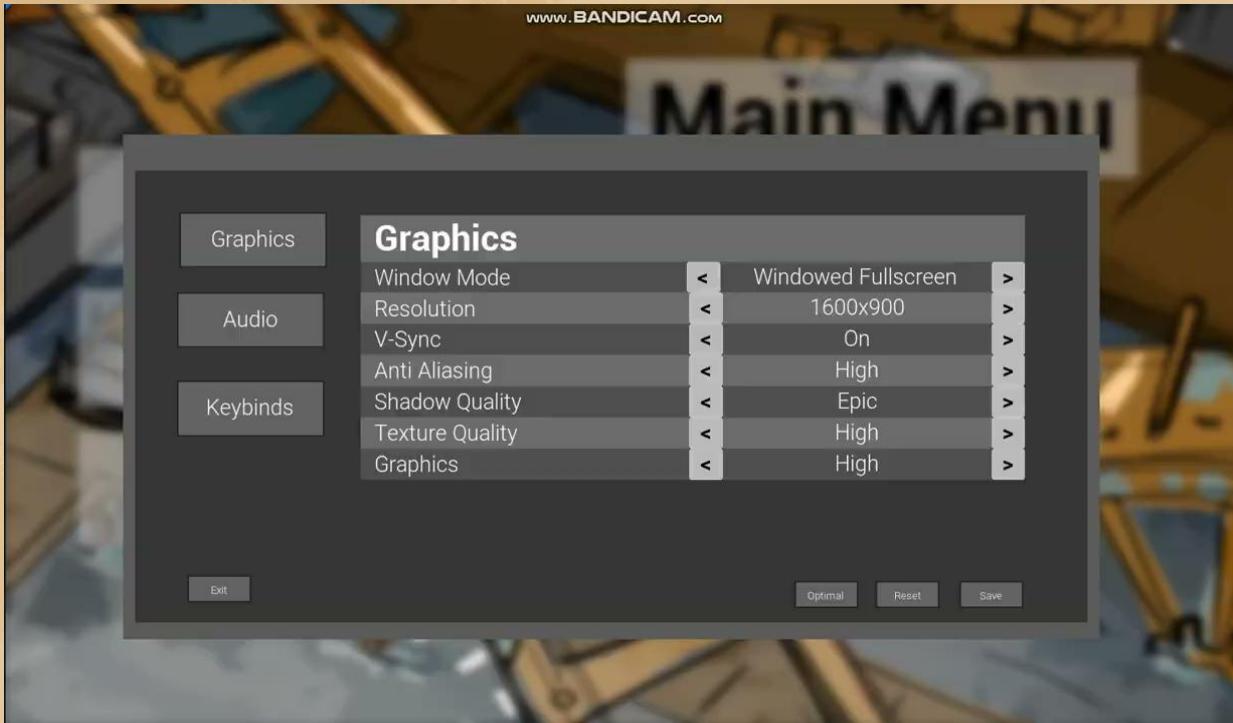




# MENU AND UI

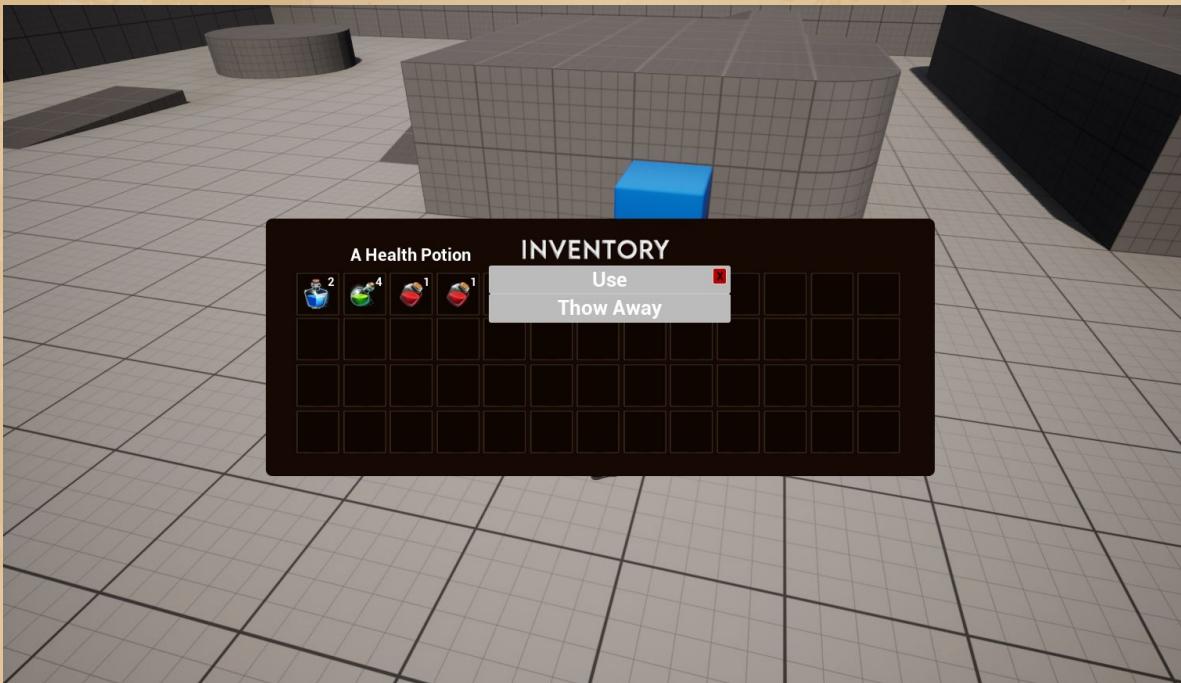


# SETTINGS MENU



# INVENTORY

Previous Iteration:



# INVENTORY

Current Iteration:

The image shows a screenshot from a game interface titled "INVENTORY". The background features a large orange pipe on the left and several yellow and orange gears on the right.

**Inventory**

0

Inventory	
	Bottled Steam 1
	Molten Metal 4

**Item Information**

Molten Metal  
Contains purified molten iron, used to repair the player's mech

**Use** **Drop Item**

**Modules**

Installed Modules

Used Pressure

**Inventory**

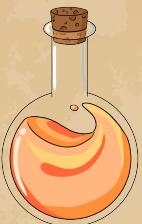
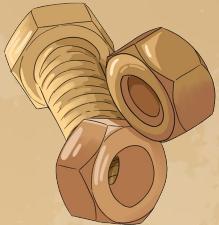
	Health Hound
	Overclocked Legs
	High Carbon Steel

**Item Information**

Overclocked Legs  
Increases the player's mech's base walk and sprint speed

**Install**

# INVENTORY ITEMS



**Scrap:** Currency of the game. Composed of a random assortment of nuts, bolts, and loose parts

**Molten Metal:** A small bottle of molten metal. Can be applied to the player mech to repair damage.

**Bottled Steam:** A small bottle of warm steam. Quickly refills the steam stored by the player's mech.

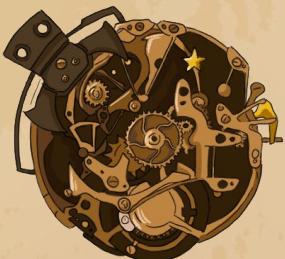
# MODULES



**Piston Arms:** Module which increases the player's melee attack range

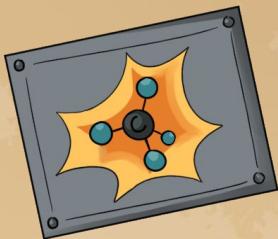


**Overclocked Legs:** Module which increases the player's walking and sprinting speed



**Gear Replication Device:** Module which increases the amount of scrap the player receives

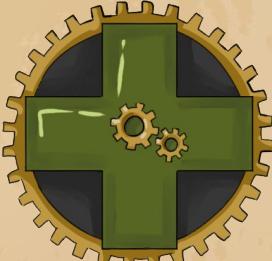
# MODULES



**High Carbon Steel:** Module which increases the maximum health available to the player

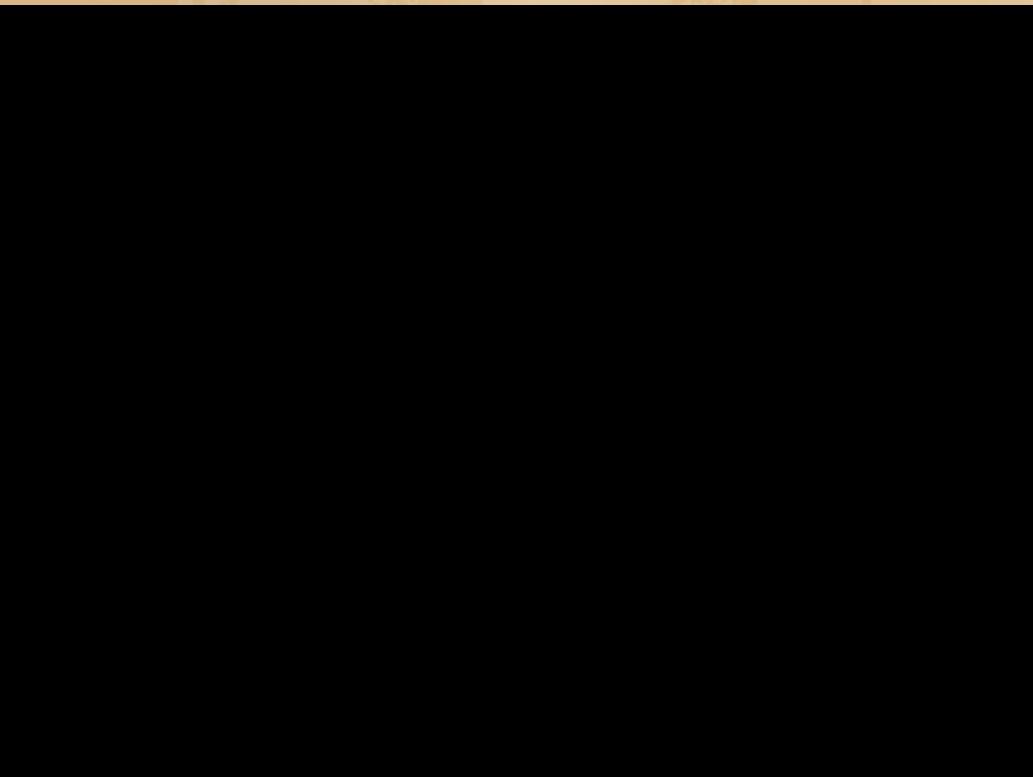


**Wetter Water:** Module which increases the rate at which the player regains pressure



**Health Hound:** Module which repairs the player's mech by 5% of all damage dealt

# MODULES

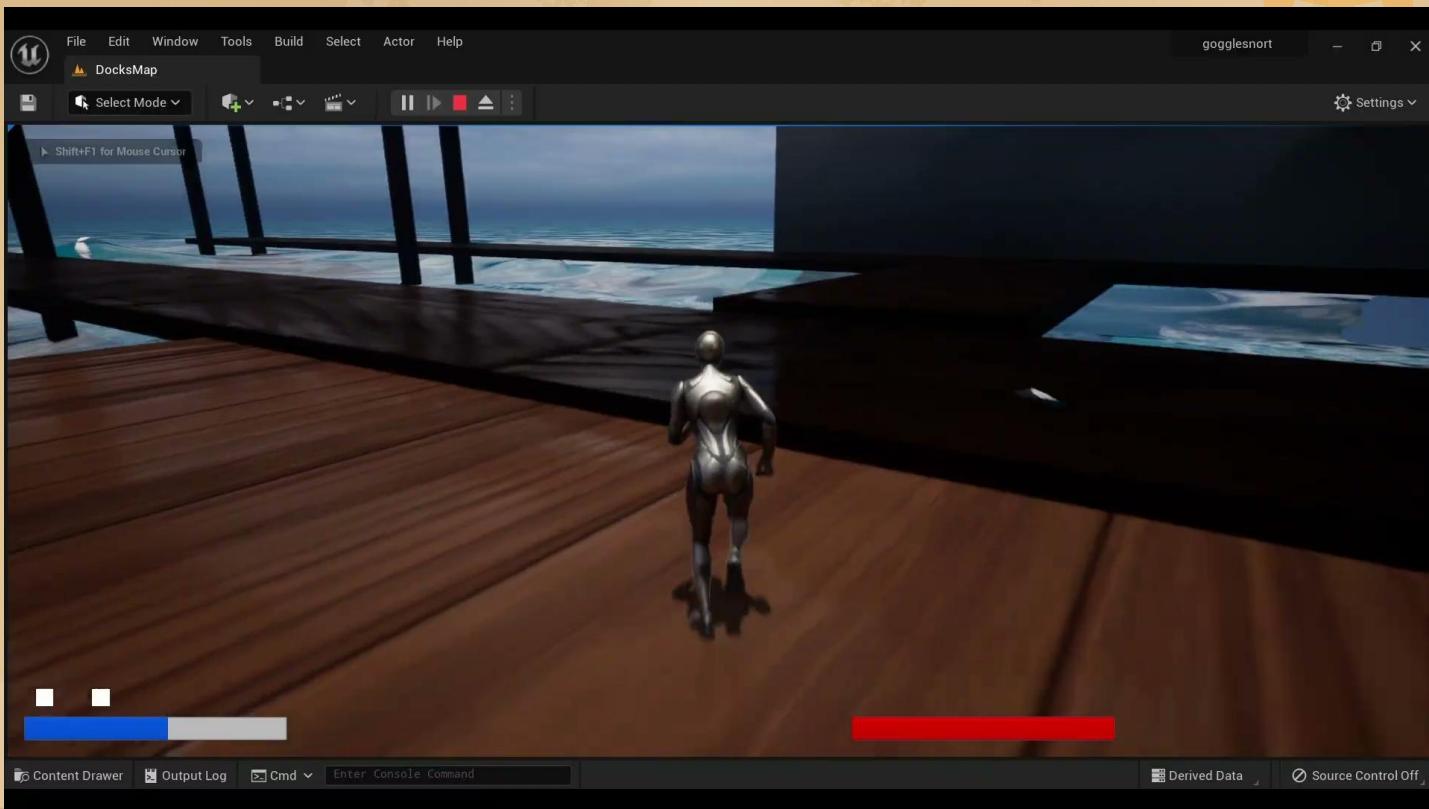


The background features a textured, yellowish-brown surface with faint, stylized white outlines of industrial elements like pipes and gears. On the left side, there's a vertical pipe system composed of brown and orange segments, with a small black gear at the bottom. In the top right corner, there are two large, semi-transparent orange gears.

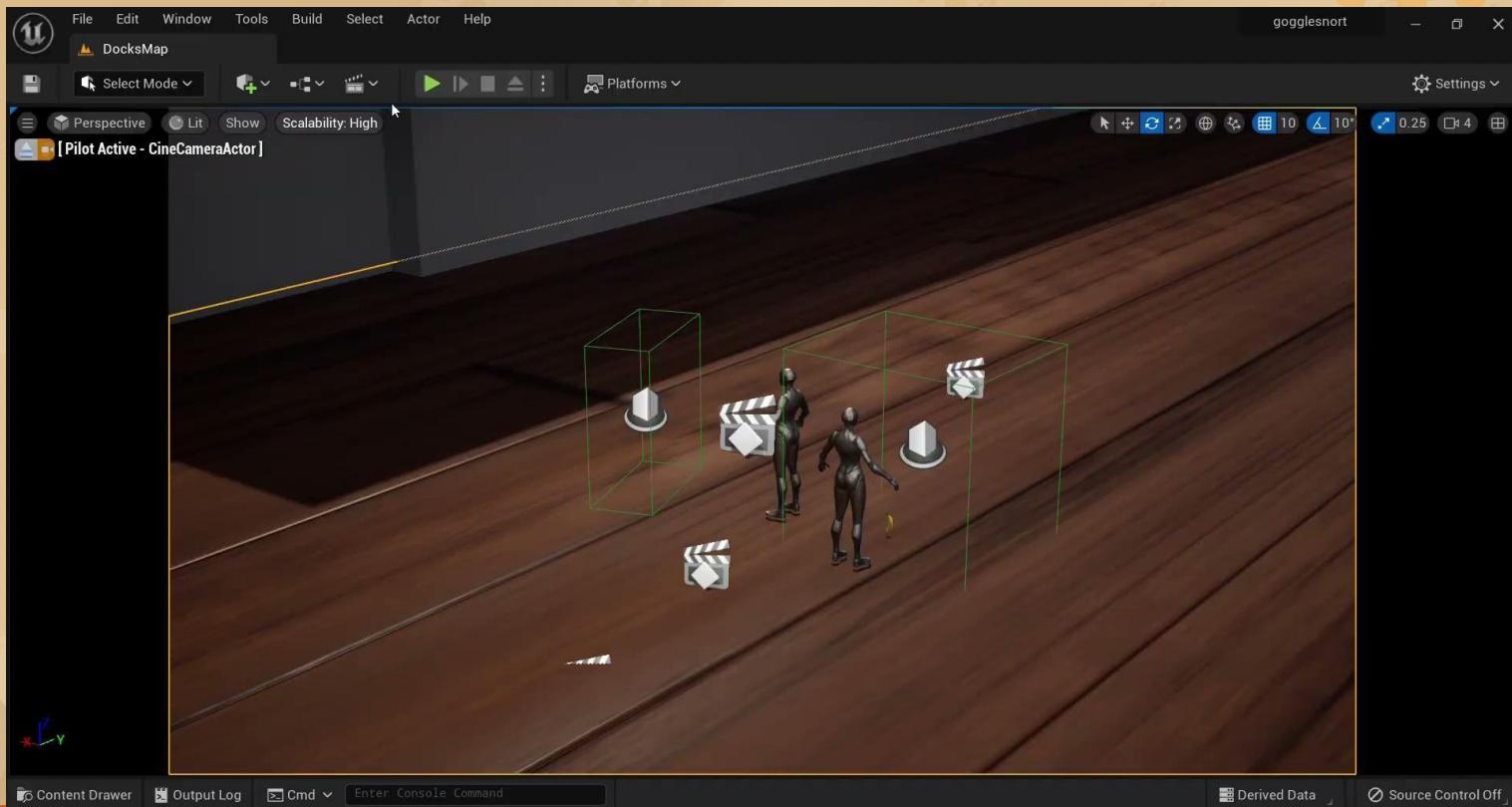
# CUTSCENES

Sofia, Jordan

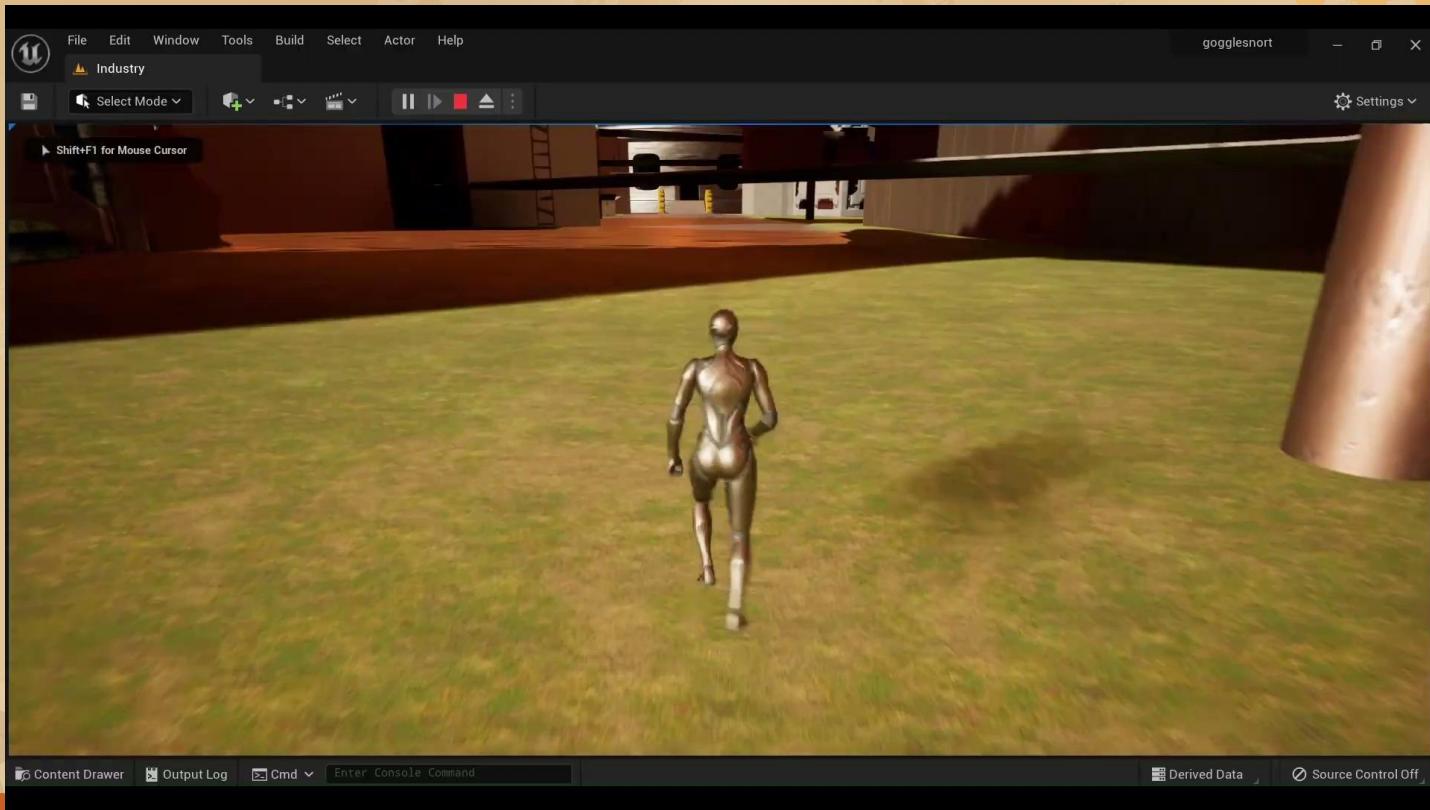
# END CUTSCENE



# ACTION CUTSCENE

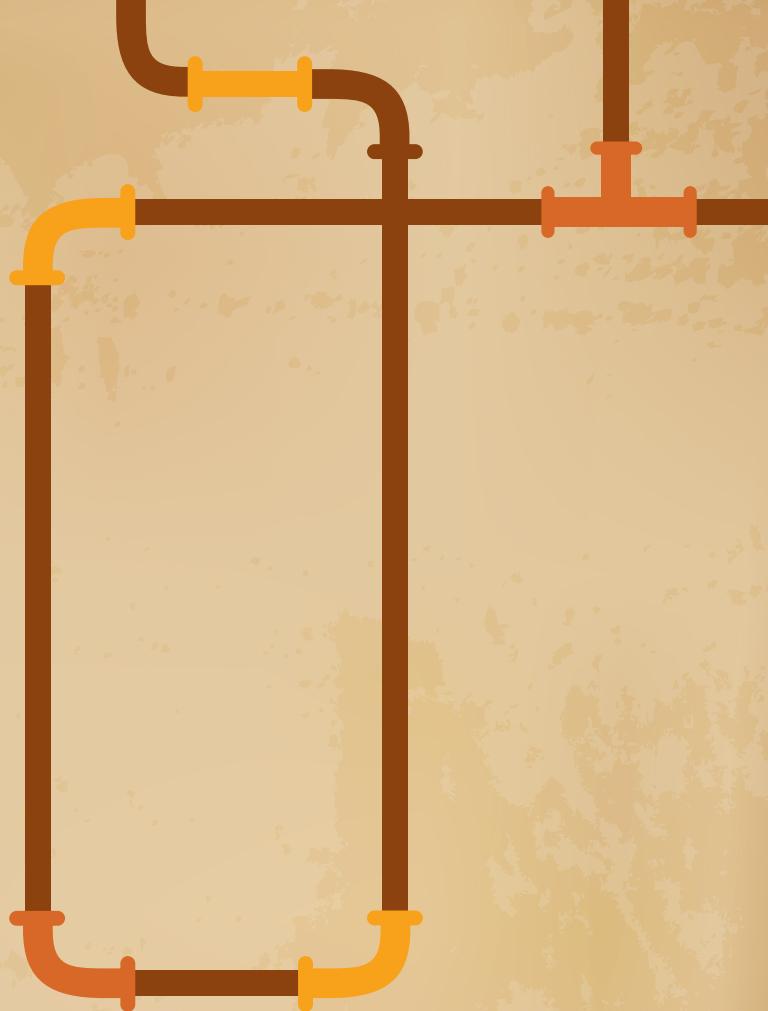


# INDUSTRY MAP CUTSCENE

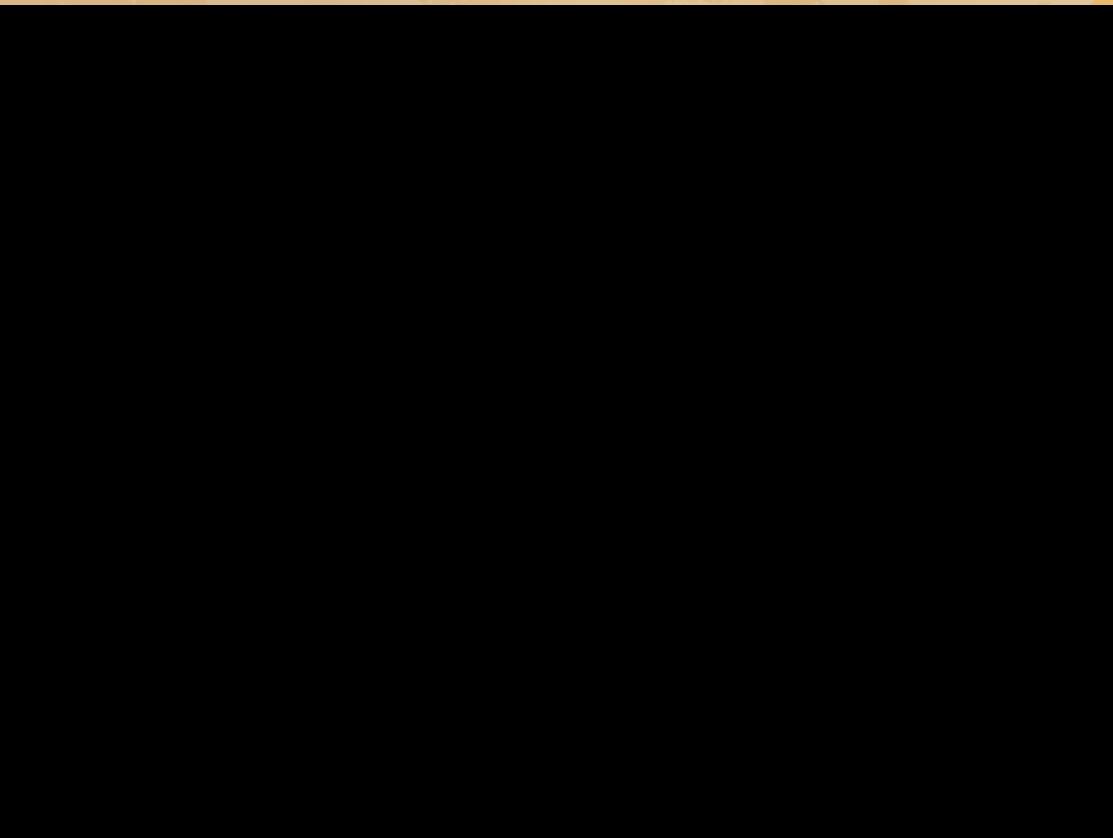


# QUESTING

Thomas



# QUESTING



# QUESTING MENU

## QUESTS

Obby

Do the obby

Scrap reward: 100

Item reward: HealthHound

Status: Active

Inventory Troubles

Help Jacob fix his inventory system by retrieving 4 red potions.

Scrap reward: 1

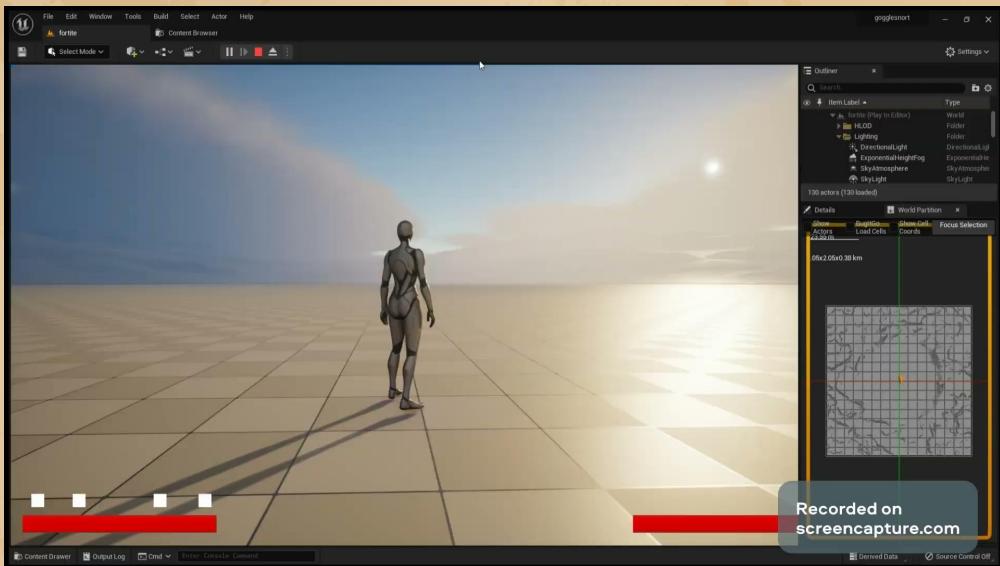
Item reward: HealthPotion

Status: Active

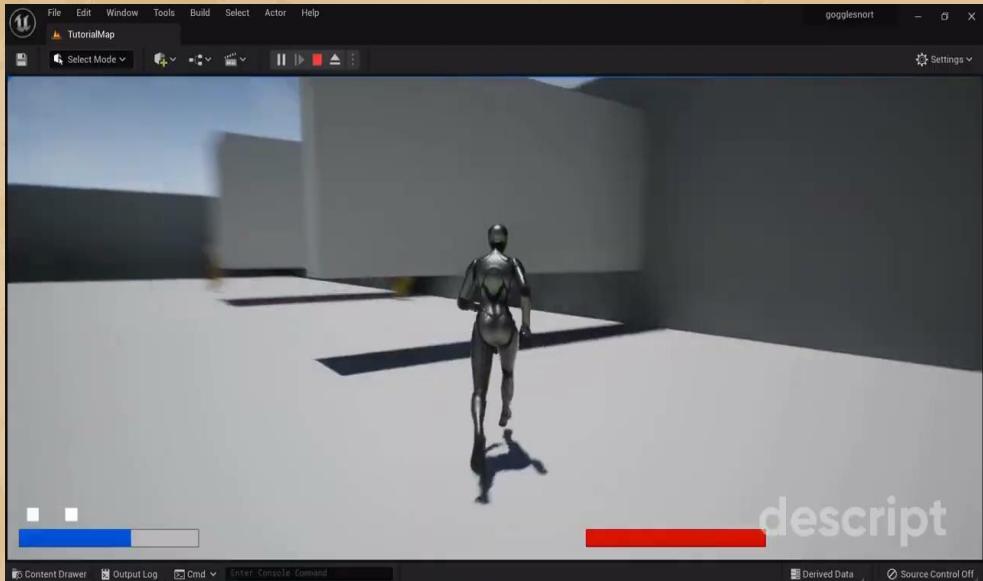
# MOVEMENT

Michael, Jordan, Sofia, Ethan

# SUPER JUMP



# SLIDE



The background of the slide features a light beige or cream-colored industrial-themed pattern. It includes several large, stylized orange and brown pipes of various sizes and orientations, some with yellow fittings. In the top left corner, there are two interlocking gears: one is a solid orange color, and the other is a lighter shade with a yellow center and orange teeth. The overall aesthetic is reminiscent of early 20th-century industrial design.

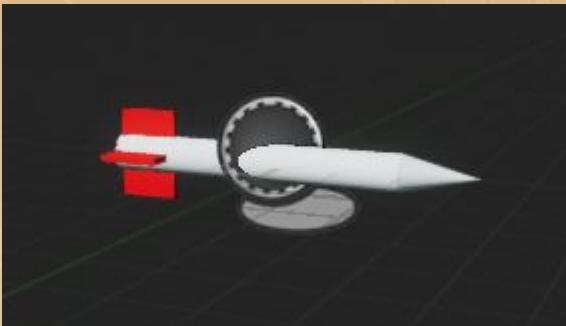
# WEAPONS

Adam, Drew, Arpeet

# MELEE WEAPONS

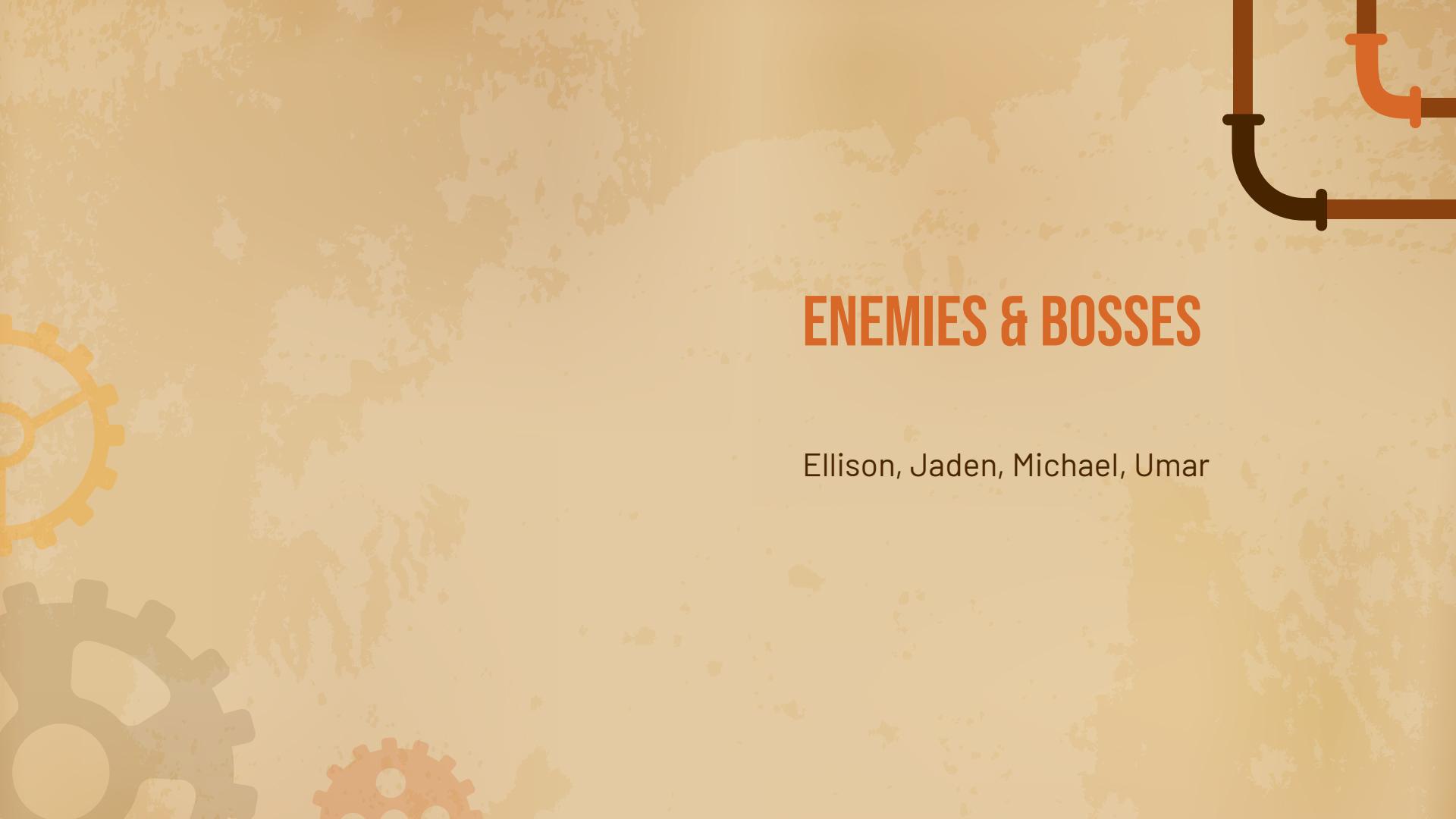


# RANGED WEAPONS



# WEAPON SHOWCASE



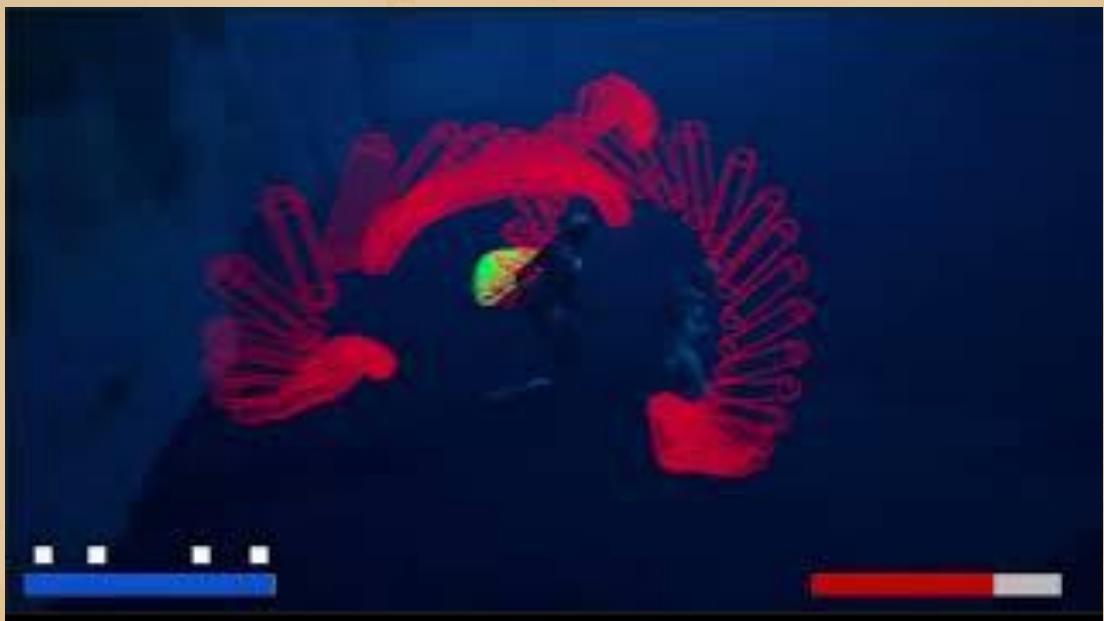
The background of the slide features a textured, light brown surface with faint, dark brown industrial motifs. These include several large, interlocking gears in the lower-left corner, a network of pipes in the upper-right corner, and a series of pipes and valves receding into the distance towards the center. The overall aesthetic is reminiscent of a factory or mechanical workshop.

# ENEMIES & BOSSSES

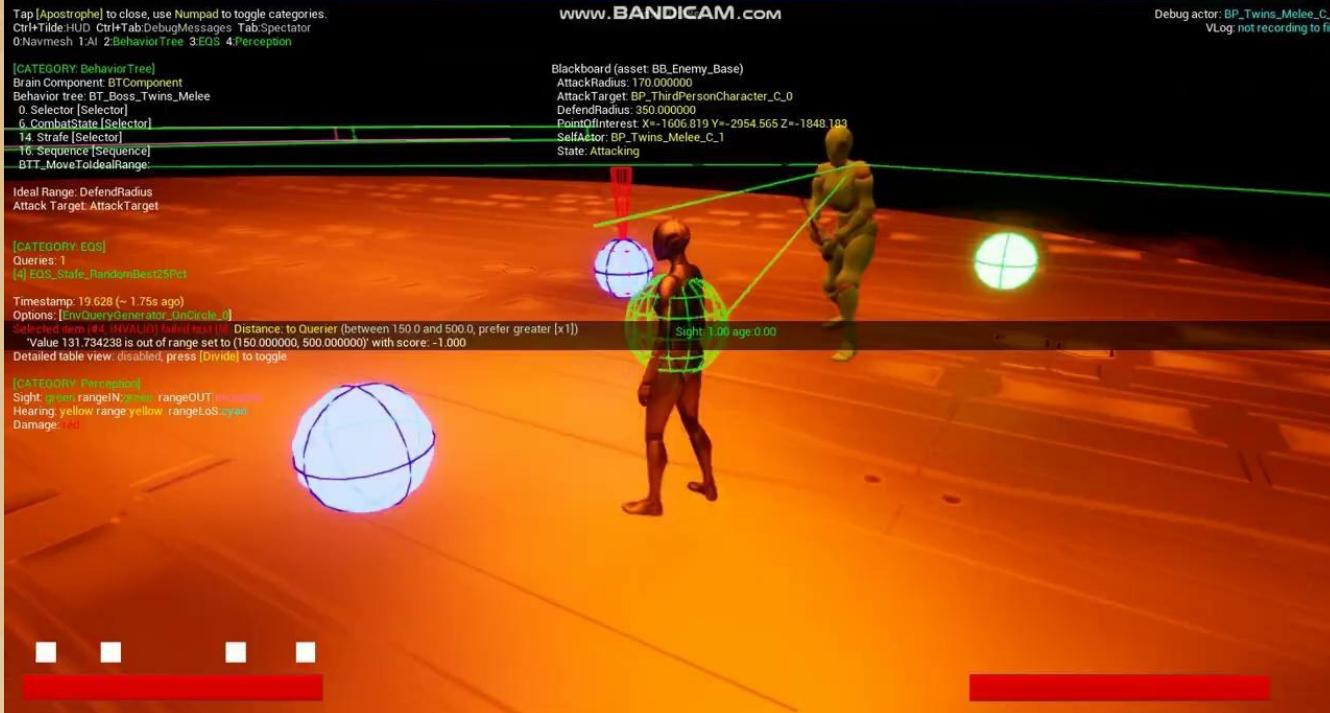
Ellison, Jaden, Michael, Umar

# ENEMIES

Jaden's Patroller  
Jaden's Mage  
Ellison's Sniper  
Umar's Fighter



# BOSSES



# BOSSES



# BOSSES





**REKAB**

# BAKER

