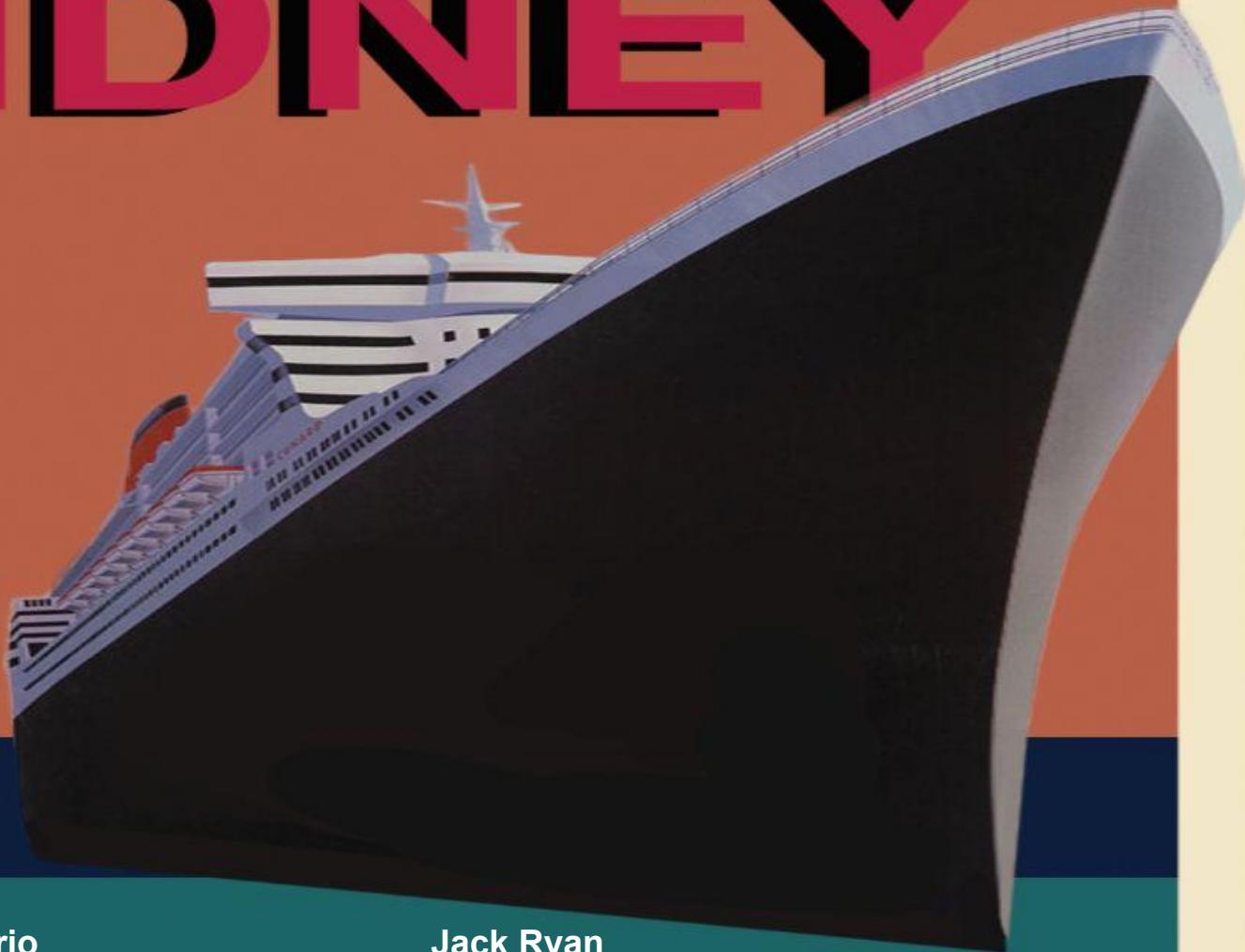


SIDNEY



Adam Hilario

Teena Benhur

Jack Ryan

Liziying Fan

INTRODUCTION

We embarked on a journey,

Through treacherous waters, venturing into uncharted realms of
gaming and 3D modeling,

To deliver a game brimming with suspense, horror, and mystery.

A horror/mystery solving game that reveals the secret of a
government agency.

CONCEPT IDEA

- An original story that's intriguing but also makes sense
- Personalities for every characters
- Even the game's name has been given much thought (named after Sidney Gottlieb, an American chemist and spymaster who headed CIA's mind control program in the 1960s)
- Detailed notes on what would happen in each night, the order for things to happen.
- Notes on what the hallucinations are and how they are presented.

- Narrative

Synopsis

Characters

Emma Blithe:

Background/Personality:

Reason on Ship:

Sybil Blithe

Background/Personality:

Reason on Ship:

CIA

Background/Personality:

Reason on Ship:

Handyman

Background/Personality:

Reason/Mission on Ship:

Captain

Background/Personality:

Reason/Mission on Ship:

Relationships

Player and Captain

Sybil and Player

Symptoms timeline

For Emma

November 17 (Day 1):

November 18 (Day 2):

November 19 (Day 3):

November 20 (Day 4):

November 21 (Day 5):

For Handyman

November 21 (Day 6):

November 21 (Day 7):

November 21 (Day 8):

November 21 (Day 9):

November 21 (Day 10):

Dialogue boxes (for Unity)

Checkpoints

Achievements

Endgame

List of Essential Objects

References

The drug

The ship

PROGRESS

Discussion

Decided on the game genre and its look

Figured out the characters and the infrastructure

Flushed out the story and drew up a timeline

3D modelling

Started 3d modeling in 3ds max

Switched to blender for building the full structure

Sculpting characters in blender

Unity

Decided on order of the events and Scripting

Fixed up the sound triggers and jump scares

Objective then trigger

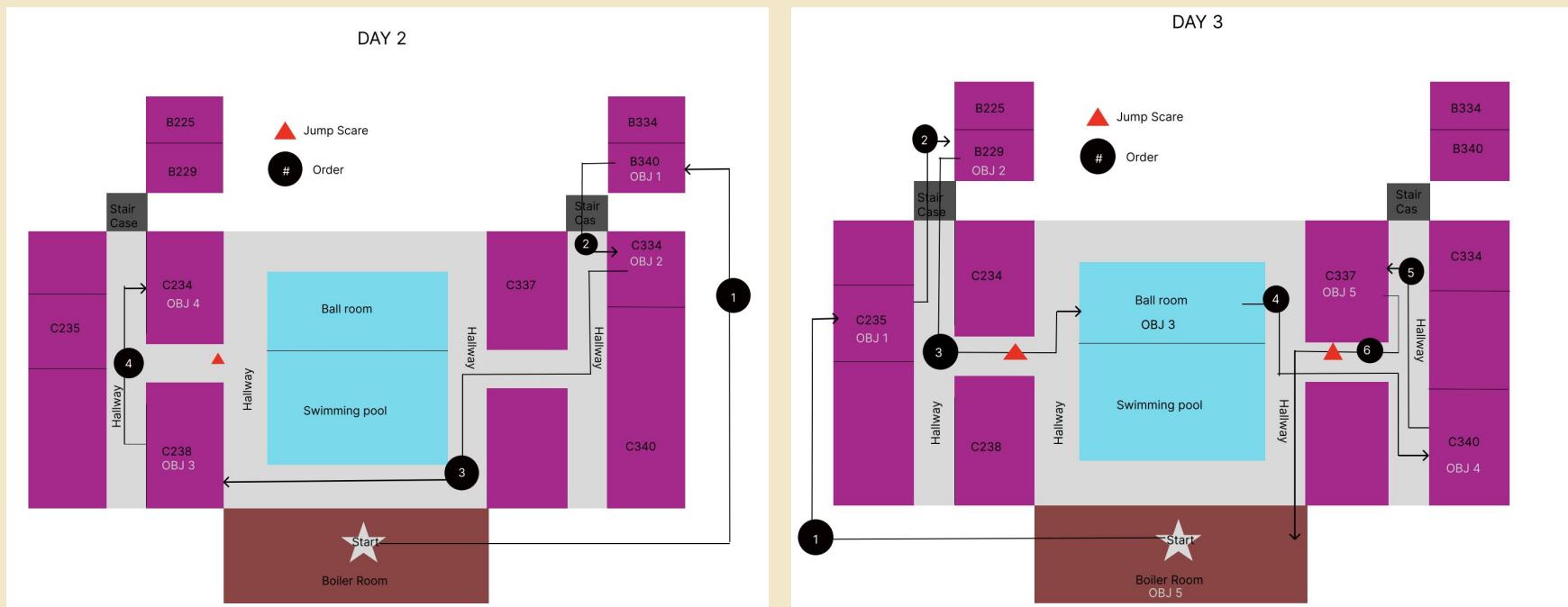
TRIALS

- Blender- a new software
 - Sculpting
 - Animation
 - Building
- Unity
 - Version
 - Tutorials
 - Importing & Merging
 - Interface

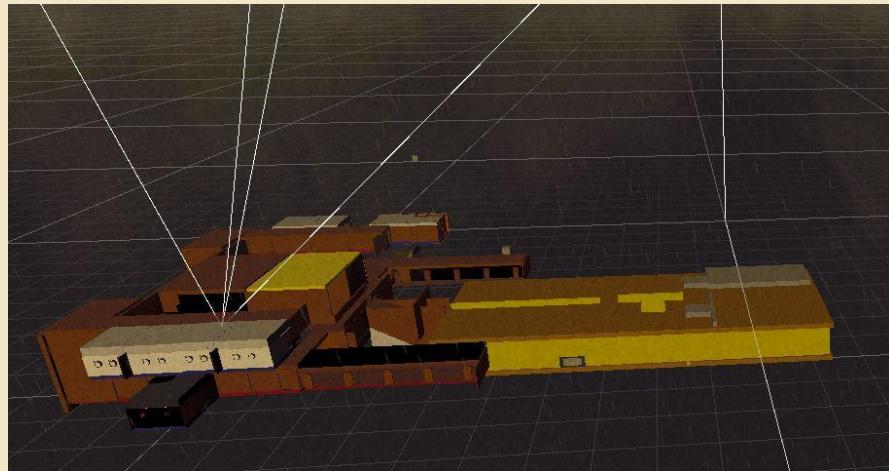
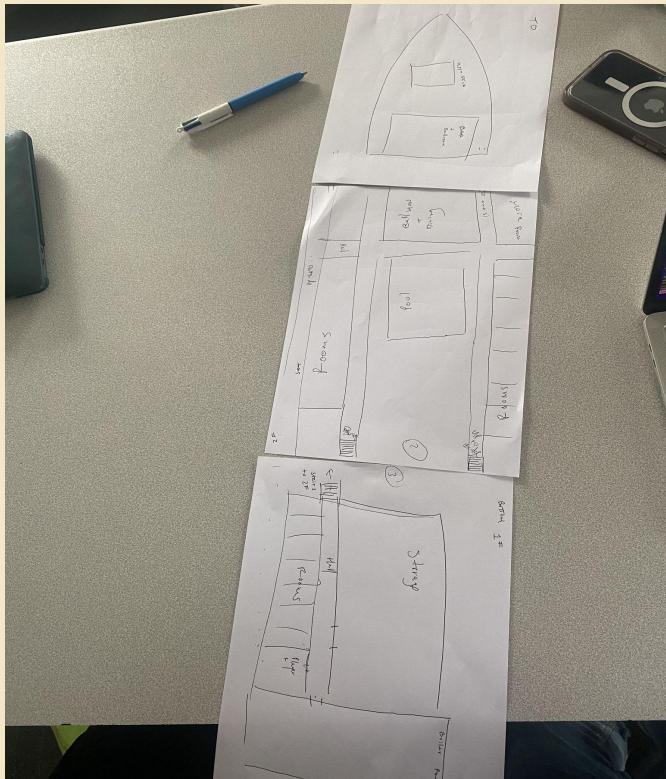


imgflip.com

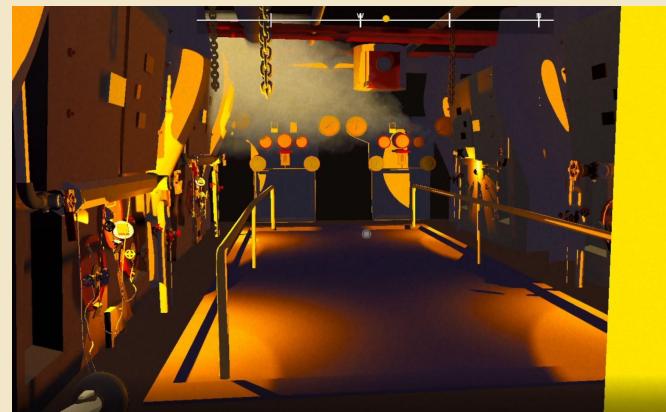
DESIGNING - MAPPING & BUILDING 3D SCENES



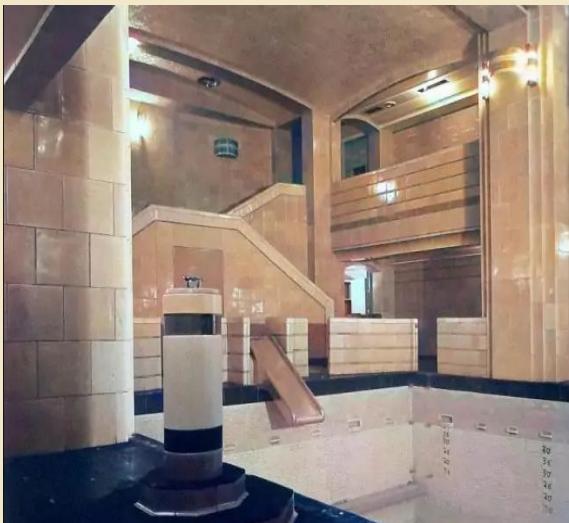
DESIGNING - LAYOUT



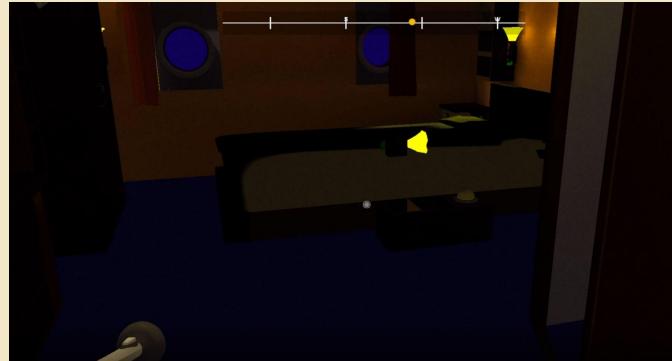
MODELLING - 3DS MAX + Blender



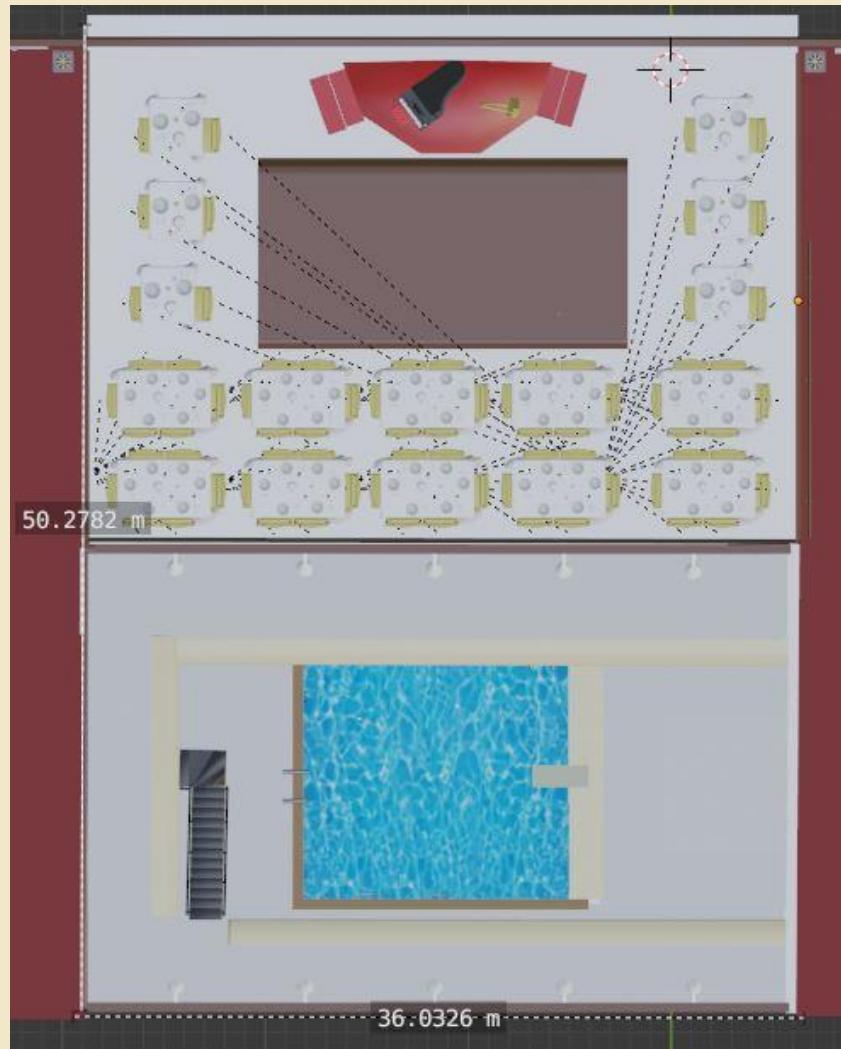
MODELLING - 3DS MAX + Blender



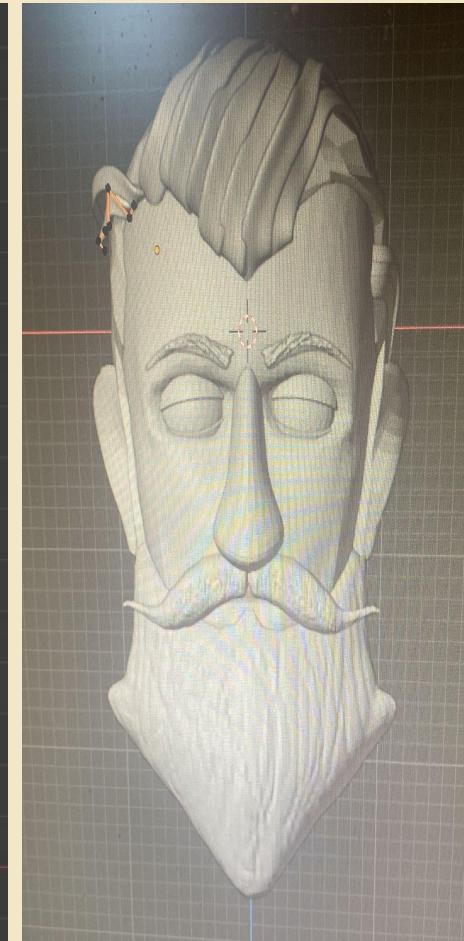
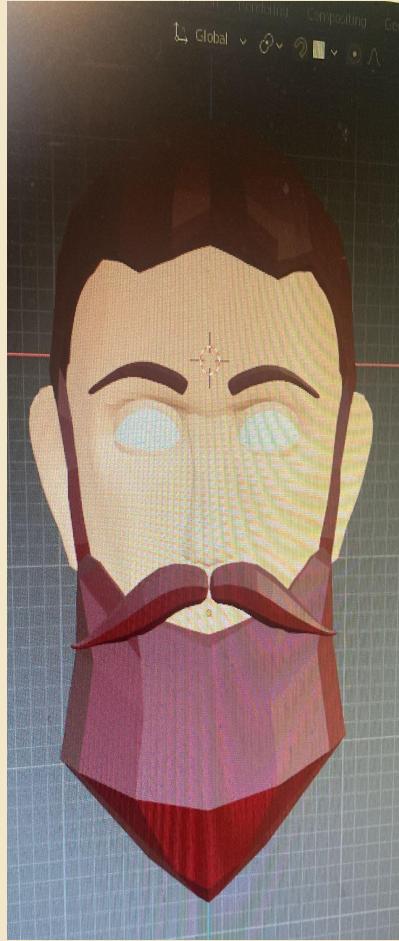
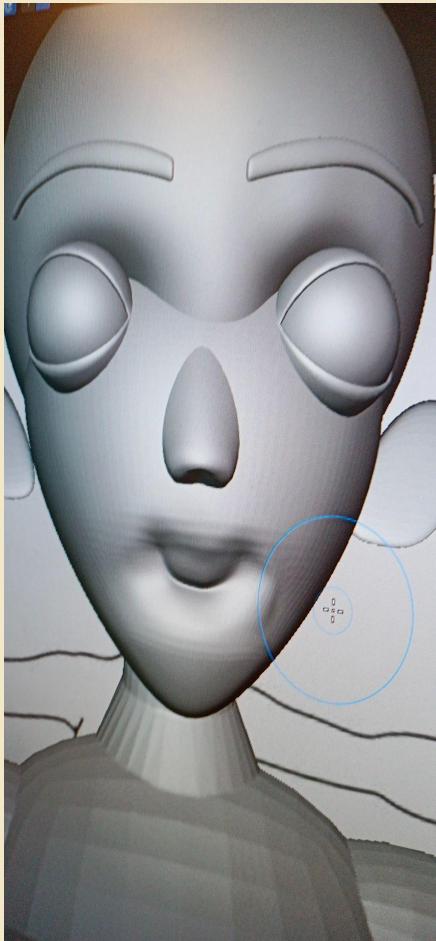
MODELLING - 3DS MAX + Blender



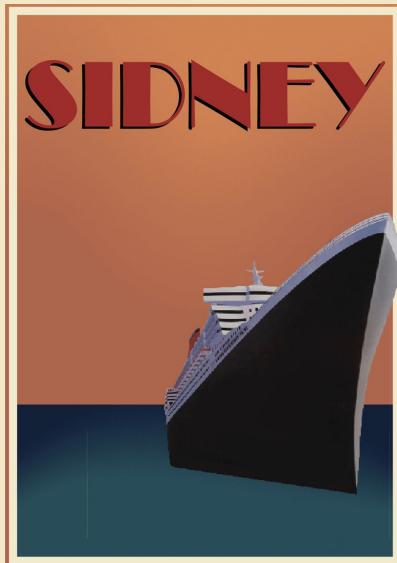
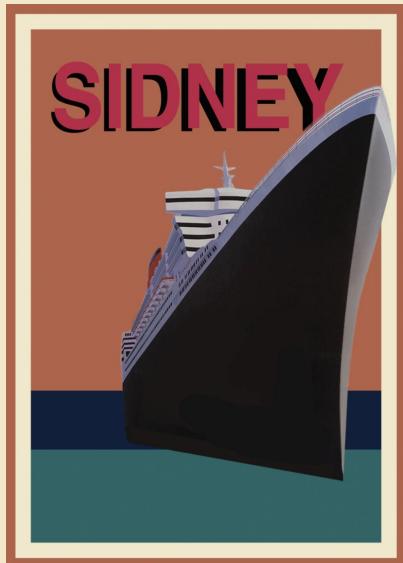
MODELLING - 3DS MAX + Blender



DESIGNING - 3D CHARACTER



GRAPHIC DESIGN - POSTERS & TICKETS



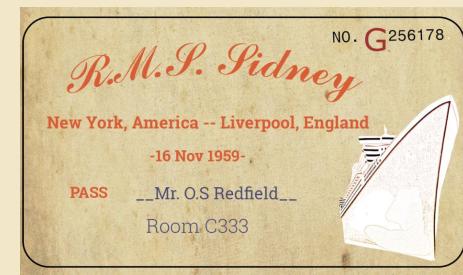
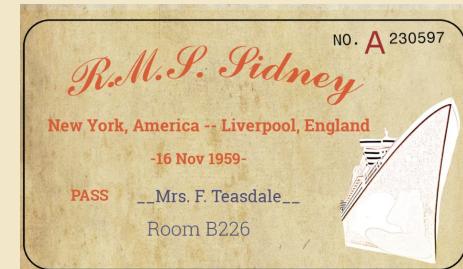
Meet The Crew Members

Jack Ryan
Project Manager
Unity Developer
3D Designer
Tesco Meal Deal Consumer

Adam Hilario
Lead Unity Programmer
Graphic Designer
The Mysterious One

Teena Benhur
3D Designer
Jump Scare Expert
The Sane One

Liziying Fan
Unity Developer
3D Artist
Audio Designer
Graphic Designer
Pillow Fighter



GRAPHIC DESIGN - CHARACTER ICONS



UNITY DEVELOPING

- Interaction trigger(opening/closing the door, picking up evidence/items)
- Event trigger
- Proximity trigger (Audio sound/Jump scares)
- Scene transitions
- Specific artstyle texture filter
- Light backing

SOLVED CHALLENGES

- Player got stuck or dropped into infinity.
- Audio cannot play only once and cannot fadeout smoothly.
- Doors wouldn't open on interaction.
- Player got sticked to the roof.
- Player not interacting with interactive items.



LESSONS LEARNED

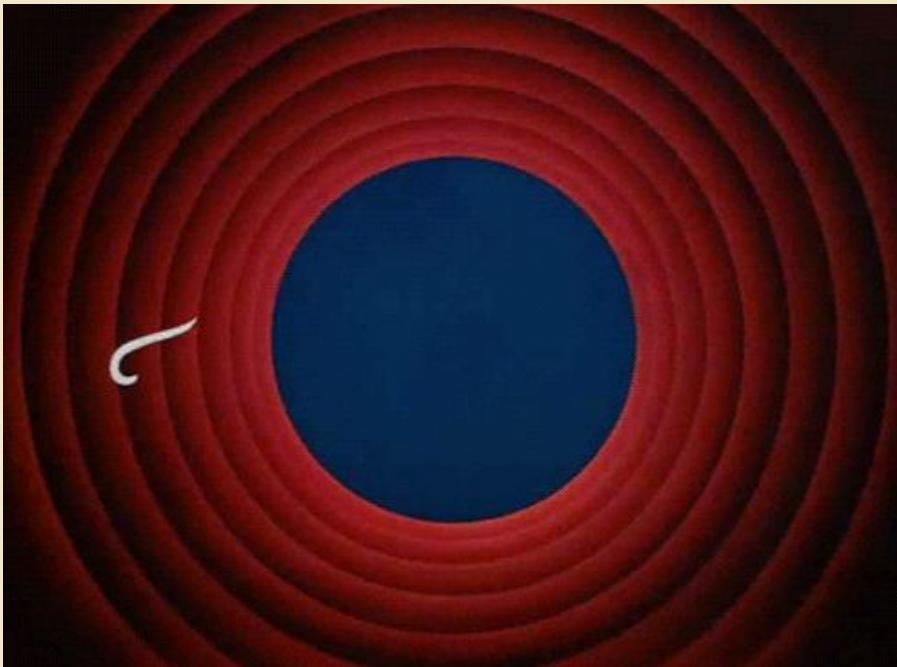
During Development:

- Too much time spent on details in 3d modeling including merging all levels
- Should have tried unreal engine

During Showcase:

- Should have made less levels
- Should have tested it a few times before the showcase

CONCLUSION



For the full game play-through video:

<https://drive.google.com/file/d/1Q32DEx-d0VNxVS7yO5Xrg6fU7sp4QjT8/view?usp=sharing>