

FIT3039 A1 Project Plan - Candification

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Project Overview

The game, Candification, is a 2-semester immersive 3D project. The team aims to create an immersive 3D game that takes players into a fantastical world where an obsolescent castle constructed entirely of candies and sweets holds the secrets of its dark past. Players take on the role of a former castle guard who awakens from a centuries-long spell, they are tasked with uncovering the mystery behind the castle's transformation and revitalisation of the other inhabitants.

The core of the game is the captivating idea of exploring a candy-themed castle filled with magic, mystery, and forgotten memories. It is aimed to attract interest with the contrast between the game's enchanting appearance and the mystical history it bears. The fusion of narrative-driven gameplay, intertwined with scene exploration, puzzles and decision-making, will make each playthrough a unique and memorable experience.

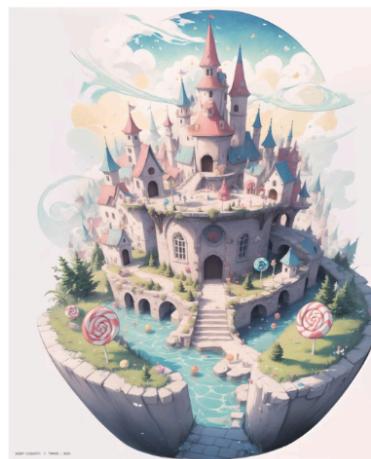
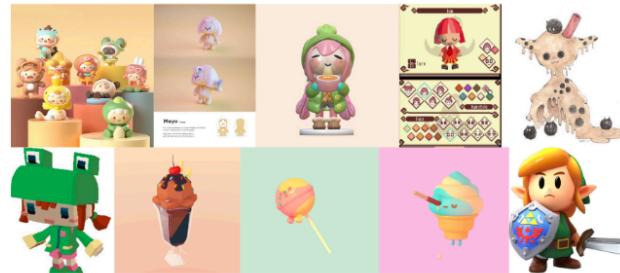
The art style that we are aiming for is a chibi, watercolour style that strives to appeal to a cute aesthetic. The models will be rounded in form with minimal hard edges to create a calming and relaxing experience. The colours will be soft, pastel tones with deep vibrancy and an emphasis on blue, pink and yellow.

(See the moodboard attached below).

Our project has taken inspiration from a variety of games and media, which include Animal Crossing, Tiny Glade & Wonka. These games incorporate the ideas of chibi characters, castle architecture and candy modelling. We aim to create an environment with these types of media in mind, however adjusting the style to fit more of a pastel deep vibrant colour scheme, making it not as bright and light as animal crossing.

This collective moodboard shows the overall colour scheme as well as the aesthetics that we want to build our castle with. We envision a castle that is built with bright coloured candy and its architectural design features mediaeval structures and layout. This reference board also displays the ideas of cute decorations and furniture, made from candy, to fill the environment with and also be used as obstacles, puzzles and secrets of the plot.

Conceptual Moodboard



Target Audience

User Persona



Daniel Oto

Age: 23
Occupation: Paramedic
Location: Sydney

GOALS

- Maintain a healthy work-life balance
- Develop professionally through continuous learning and pressure management

MOTIVATIONS

- Relaxation
- Discovery
- Personal time

FRUSTRATIONS

- Feeling emotionally exhausted from constantly responding to patients
- Irregular working hours and stress is disrupting his sleep schedule

PERSONALITY

- Empathetic
- Independent
- Adaptable
- Adventurous

INTERESTS

- Cycling
- Reading
- Game streaming
- Travelling

This project targets young adults between 18-30 year-old casual gamers who enjoy immersive and exploratory gaming experiences that are less competitive. We aim to appeal to fantasy lovers who are attracted by stylised visuals and fictional narrative, as well as those who may enjoy streaming gameplays as a hobby or for work.

The persona - Daniel - is a representation of the target demographic.

“As a young health worker, I want to escape reality and avoid physical interactions to relieve stress when I’m off work.”

“Being an adventure lover, I want to discover different fantastical worlds and share it with others who have a similar interest.”

For individuals like Daniel, Candification will offer a therapeutic outlet after demanding work and constant emotional strain through the relaxing gameplay. The player will not be pressurised towards victory nor feel discouraged when defeated, preventing additional mental pressure. The fantastical game world design allows the audience to temporarily escape their worries, immersing themselves in captivating narratives, settings and engaging gameplay.

Moreover, Candification has a low learning curve. Its exploratory nature and simple controls don't require players to be highly skilled. This accessibility is advantageous for casual players who prefer not to invest additional effort in practice and feel constrained to a game.

Project Scope

	Basic – 1 Point	Intermediate – 3 Points	Advanced – 5 Points
Visual Components	<ul style="list-style-type: none"> Simple UI (Basic In-Game HUD and options menu) Simple Sound / Music Simple 2D / 3D Graphics (Static / Not textured) 	<ul style="list-style-type: none"> Advanced UI (Full Main Menu / Customized HUD) Advanced Sound / Music (Appropriate for environment or actions) Advanced 2D / 3D Graphics (Animated & Textured) 	<ul style="list-style-type: none"> Professional Quality UI (Full Featured Settings, Polished HUD) Professional Quality Sound / Music (Evocative & Enhances Immersion) Professional Quality 2D / 3D Graphics
Technical Components	<ul style="list-style-type: none"> Basic Game Logic Use of existing programming frameworks with (minimal customization) 	<ul style="list-style-type: none"> Basic Physics (Customized to suit design) Basic AI (Basic behaviours) Basic Networking / Multiplayer (limited multiplayer / use of frameworks) 	<ul style="list-style-type: none"> Advanced Physics (Physics based puzzles / interactivity) Advanced AI behaviours (Behaviour Trees / Planning Systems) Advanced Networking / Multiplayer (Advanced game modes / frameworks, Steamworks API, etc.)
Game Design Components	<ul style="list-style-type: none"> Simple Environment / Level Design (minimal design considerations) Simple Interactivity (limited options) 	<ul style="list-style-type: none"> Considered environmental level design (level design theory demonstrated) Advanced Interactivity (multiple options provided) Balanced Game Design (few dominant strategies) 	<ul style="list-style-type: none"> Professional environmental level design (extensive understanding of level design) High level of interactivity (extensive / complication options available) Professional Quality Balancing (no dominant or recessive strategies present)

As an immersive experience, our project will require the biggest emphasis on the visual components. This complements our team well as we are mainly composed of 3D artists. This allows a large amount of the group to focus on the creation of professional-level 3D assets and textures. This will encourage the player to get lost in the environment and story. This will also achieve the team's aspirations of a portfolio piece.

Our project's gameplay loop consists almost exclusively of interacting with objects in the world to uncover narrative information, with light puzzle elements. Keeping this in mind, the construction of our castle and its interior rooms must be meticulous. The object placement must provide a high level of environment storytelling and interactivity. Objects interacted with will have effects on the environments themselves.

The nature of our gameplay means that we only require minimal game logic and programming. The bulk of the programming can be implemented using visual scripting and state machines such as the PlayMaker plug-in or Unity's built-in visual scripting language.

Overall the scope of the project would be on the high level of a typical. The difficulties will come with the amount of assets that we need to create. To create a fully furnished large environment with many rooms and multiple floors will be a significant time investment.

Group Member Roles

Role Name	Team Member(s)
Project Manager	Anna
3D Modeller	Justin, Anna, Chloe
Animator	Aaron L
UI/UX Designer	Chloe
Environmental Artist	Aaron A, Justin, Chloe
Sound Designer	Aaron L, Anna
Programmer	Aaron A, Aaron L
Creative Writer	Justin, Aaron A

Task Delegation

3D Artists

The objects within the experience will all be categorised (e.g. walls, furniture, decorations, etc) and each category will be assigned an artist.

The artists will remain in communication with one another and maintain a consistent aesthetical theme amongst the objects they create. To ensure that the artists are on the same page, they should create prototypes for the objects they intend to create and share them.

For each object that an artist is delegated, they will go through the process of modelling, UV unwrapping, and texturing for it. This is to maintain consistency and purpose within an object's design.

Environment

Each artist will delegate certain areas of each floor to complete (i.e. left wing, right wing, and central areas). Only the ground floor is to be completed for the prototype and the remaining two floors split up and divided amongst the artists.

The area outside the castle will be delegated to Aaron A.

Sound

All sound artists will be recording their own audio and ensuring they are refined to a presentable quality.

Aaron L will focus on creating sounds for effects in the game. This includes footsteps, and miscellaneous object noises.

Anna will be focusing on ambient sounds within the game. This includes music, and environmental noises.

Writing

Justin has been delegated the narrative and background writing. This includes the characters, backstories, and mapping out the story within the game itself.

Aaron A is in charge of writing the in-world text such as any dialogue (if any) and in-world items (i.e. notes).

Programming

The programming in this project is very light and it can easily be split into two parts.

Aaron A will be given tasks that can be classified as interactions. These tasks will include anything that the player needs to apply input to function such as opening doors, progressing puzzles, etc.

Aaron L will be given tasks that require animation, FX, and sounds. This includes any visible changes from interactions, music changes, or sound effects that would be played.

Development Software

Project Management

Trello, Messenger, Zoom, Google Docs, GitLab, Google Drive

Our team has chosen to use Trello as our project management tool. Trello is an online kanban board tool which will allow the team to easily keep track of what task's need to be completed and who is assigned to each task. In addition it also tracks milestone dates. For general communication the team is using Facebook Messenger, as everyone is familiar with the platform. The ease of use will allow for quick ideas to be shared. Online group meetings will be held through Zoom. Again everyone is comfortable with this platform and has the appropriate tools to facilitate engaging group meetings. To complete assignments collaboratively Google Docs is the platform of choice, allowing everyone to work on a single document simultaneously. The project files will be uploaded to a collective GitLab repository with a backup on Google Drive.

Asset Creation

Maya, Substance Painter, Reaper, FMOD

The 3D artists will use Maya for modelling, animation and UV unwrapping with Substance Painter used for texturing. These are powerful Industry standard softwares that we have grown our skills on throughout our degrees, this is an opportunity to put our knowledge to the test. For audio stem creation using Reaper as it is a non-destructive editing tool. These can be used in conjunction with FMOD to create highly dynamic soundscapes.

Game Engine

Unity, PlayMaker

We have chosen Unity as our game engine of choice. This is mainly to facilitate the FMOD and PlayMaker plugins, tools we have become familiar with in other units. We are familiar with this workflow As our game is an exploration game using the state machine and visual scripting of PlayMaker will allow for numerous and varied interactions that can be added quickly. Unity's timeline feature may also be employed for animations.

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