Game Studio Project

Director Meeting

16th May 2025 - Group H

Arnion

3D Action/Adventure Game blending narrative depth, exploration and fast paced combat

Josh Holloway
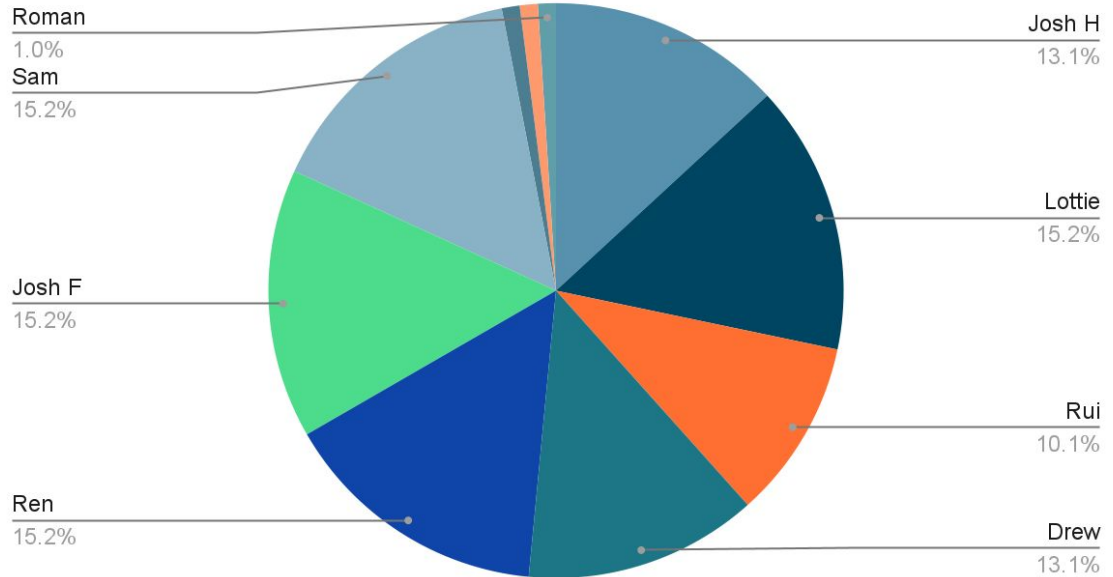
Producer - Technical Art, Prop Art,
General Design

Team Insights

We haven't really done much this week as we all have other assignments due urgently.

Jovi is still happy to start audio next week. **Sef** and **Roman** are still completely absent from the group.

Points scored

Roman
1.0%

Sam
15.2%

Josh F
15.2%

Ren
15.2%

Josh H
13.1%

Lottie
15.2%
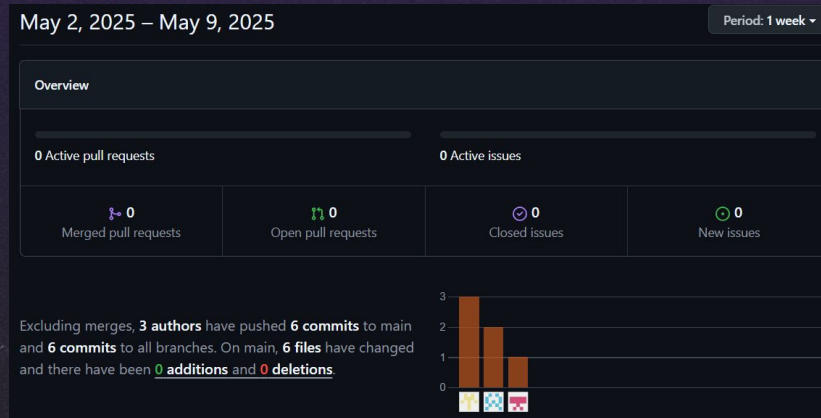
Rui
10.1%

Drew
13.1%

Josh Holloway

GitHub Insights

Please note: some team members were actively working on aspects like narrative, finalising concepts and pipelines/research so the GitHub insights are not directly correlated to project contributions

Art/Asset Repo

Unity Project Repo

Access to the Unity Repo is unavailable as the person with access is also unavailable.

General Project Timeline

Pre-Production　　　Weeks 2-4

- Team roles established
- Full idea about what the game will be like
- Concept Art for characters, environment and props
- Level Blockout created
- Systems Architecture framework concept made
- Version specifications established
- GitHub repository created
- Market Research conducted
- Game Design Document started
- Pitch created and performed

Refining　　　Week 12

- Graphical Quality updated if necessary
- Lighting updated if necessary
- Any found bugs in gameplay systems fixed
- Any found bugs in graphics fixed
- More in depth playtesting conducted

Production　　　Weeks 5-12　　Currently Here

- Core gameplay mechanics implemented
- 3D Assets for environmental and intractable props created, textured and implemented
- Prototyping combat mechanics
- Enemies system developed and implemented
- 3D Assets for characters textured, animated and implemented
- Satisfactory game testing conducted
- UI (HUD, menus etc.) designed and implemented

Finalizing　　　Week 12

- All gameplay systems implemented and functioning well with minimal bugs
- All graphics implemented and functioning well with minimal bugs
- All animations implemented and functioning well with minimal bugs
- Game executable built
- Gameplay Preview created for presentation
- Deliverables submitted

Josh Holloway

Update

As opposed to what I set out to do last week, I have had to only focus on my Storytelling assignment so have not completed any tasks regarding this unit's project.

Sorry for my inability to be present today, I have been on a time crunch all night trying to get my assignment completed to the best it could be.

Now that no more assignments are on the horizon, we are planning on going full force into this project for extremely needed significant progress over the next week.

Josh Holloway

Lottie Hill

Lead Designer - Character Art

This Weeks Timeline

9th
Discussed ways to cut down workload, looked at free assets and delegated tasks for this week & next

16th
More discussing what needs to be done in the final week and more cutting down.

14th
No meeting this day as focus was diverted to other assignments.

Lottie Hill

My Contributions

Unfortunately, similar progress from last week has been made. When I haven't been working on my storytelling assignment, I've been watching tutorials and experimenting with rigs and weight painting on the character/enemy models to get the hang of it so I can begin animating next week- there's not many animations to do, and we're looking at using mixamo for one of the less complex meshes, so I'm confident I'll be able to finish all of my tasks for hand-in.

Lottie Hill
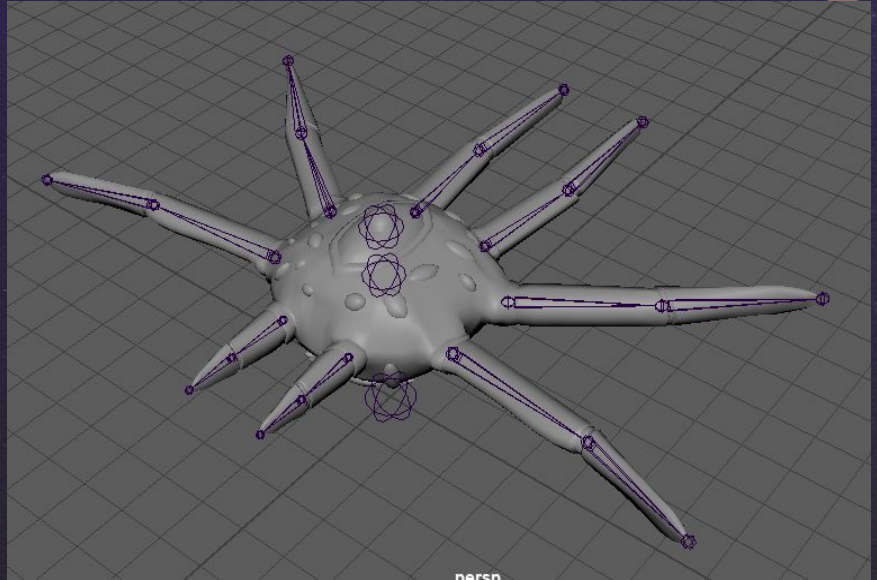
Rui Da Silva

Designer - Narrative Design, Level
Design, Environment Art
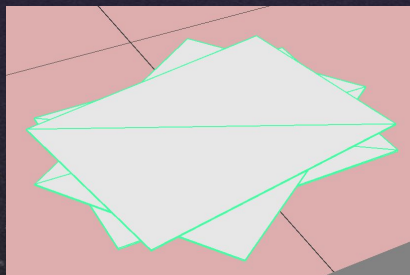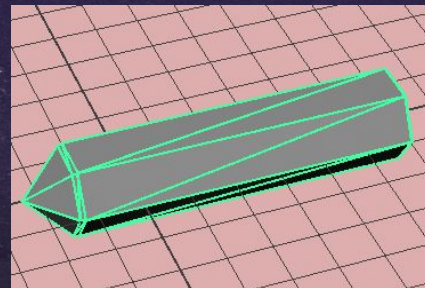
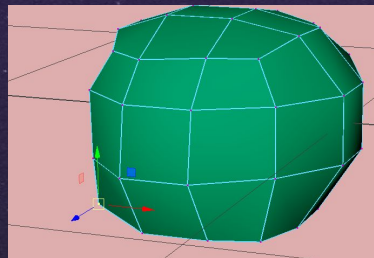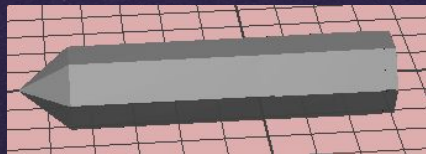# My Contributions

Drew Magnetico

Designer - Texture Art

My Contributions

Pencils and pens

Rubbers

Bushes

Drew Magnetico

Ren Barrett

Designer - Interface Design,
Narrative Design, Level Design

My contributions

My contributions have been very limited this week since I've been working on my other two assignments that were due for today

Ren Barrett

Jovi Travasso

Prop Art, Audio Design

My Contributions

Jovi Travasso

Serfiraz Sunmez

Prop Art, Interface Design

My Contributions

Roman Manzhelo

Prop Art, Character Design

My Contributions

Roman Manzhelo

Joshua Follett

Gameplay Programming,
Character Programming

My Contributions

- This week most of my time was focused on my 3DGP assignment.

- Started testing different enemy agents for distinct looks between melee/ranged (WIP)

- Planning on implementing finalized level design map and UI Designs into a Playable state.

Joshua Follett

Samuel Collins

Architectural Programming,
Character Programming

My Contributions

- Sending apologies for absence and lack of preparation; due to being swamped with my other assignment.

- In between this I have been working on implementing an animator based on Lottie's rig on the art repo.

- For the GDD, I have also been writing about the technical approach and gathering references for that.

- I terms of programming there is not a huge amount left to do, and probably from Monday I will dedicate all remaining time to assisting with design side (modelling, texturing etc) and testing.

Summary