



Game Studio Project Director Meeting



9th 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

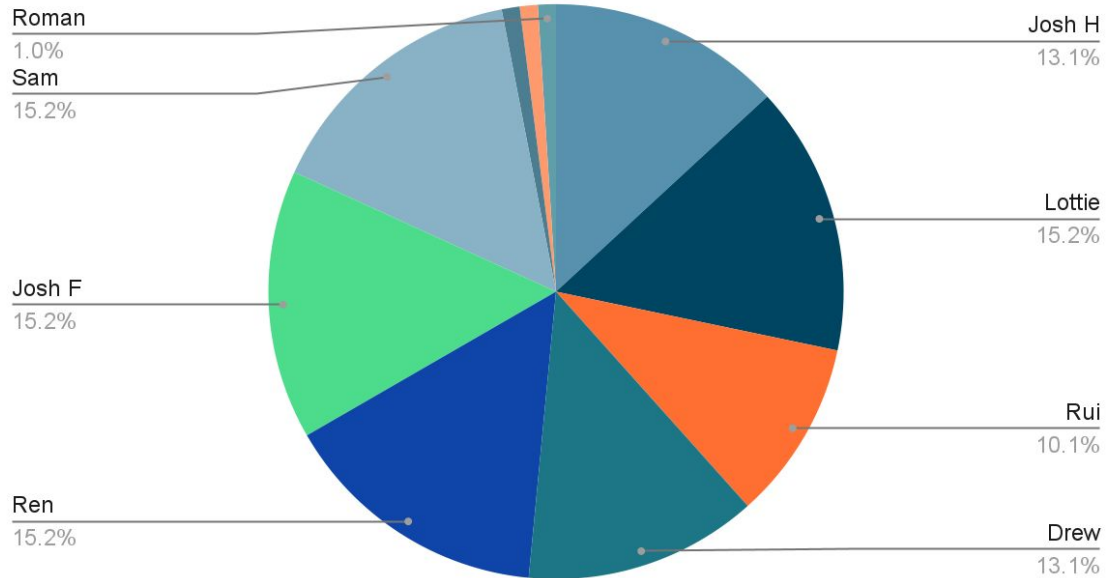


Team Insights

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.

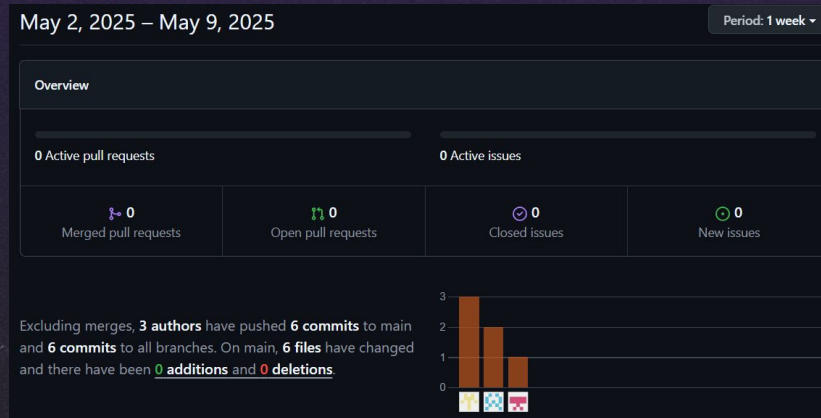
Points scored



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 Here

Weeks 5-12 Currently

- 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



My Contributions



For this week I have mainly just been focussing on my Animation For Games assignment which is also due this week.

I have spoken to the team and have been in our dedicated discord server for if anyone needed help while working on my other assignment.

My part of the GDD has been updated and more detail or any changes will be included next week.

I made progress on the UV map of the lantern but have not finished it as of yet.



Personal Next Week Goals



My goals for next week are as follows (in priority order):

- Complete UV Maps for all school assets
- Complete UV Maps for lantern
- Condense the VSD scale
- Complete as many Cave props as possible, simultaneously completing UVs



Lottie Hill

Lead Designer - Character Art



This Weeks Timeline

2nd

Working on individual tasks in the labs, discussed scaling back some elements of the game

9th

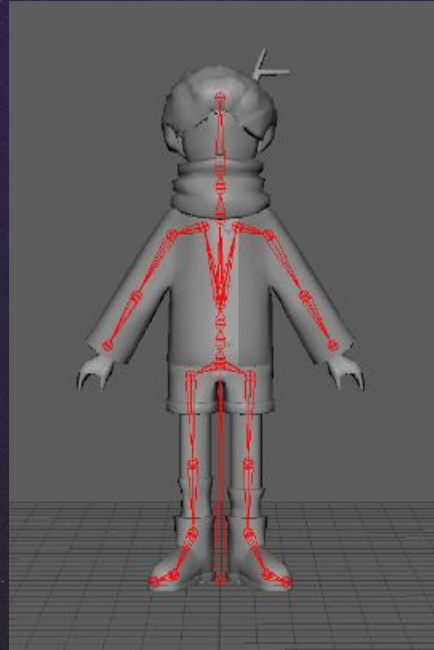
Determine ways to cut down on our workload, work on our tasks and discuss if anyone needs help with them.

7th

No meeting this day as focus was diverted to animation assignments.

My Contributions


This week I've been teaching myself how to rig on Maya, following tutorials to see the most efficient way to get all the character models rigged and ready to be animated. On the Arnion model, I experimented with the auto rig and also rigged it manually (the one in the photo has been rigged by hand). Today I plan on learning weight painting and hopefully I'll be able to finish all the rigs next week and animate! (fingers crossed)





Rui Da Silva

Designer - Narrative Design, Level
Design, Environment Art





My Contributions





Drew Magnetico



Designer - Texture Art



My Contributions

Aim for a one or two page introduction to the game concept. You might like to have one page of images and one page of text, or to mix them over the two pages. Think of this section as more like a pitch (e.g. audience is a publisher) to grab attention and get the reader interested in the game.

Arnion is an isometric horror adventure scheduled for release for PC, Nintendo Switch, PS4 and Xbox One. In this narrative-focused experience, players are tasked with navigating a hostile post-apocalyptic world as Arnion, a lost young child, accompanied only by a lantern of mysterious origin. Unravel puzzles and missing pieces throughout desolate ruins, party and fend off sudden deadly antagonists on your campaign, and try to trust and cooperate with your friend from nowhere.

Arnion's unique style combines low-poly



Ren Barrett

Designer - Interface Design,
Narrative Design, Level Design





Research



I did some research on ancient prayer structure in preparation for writing up the note that will give you hints on solving the coffin puzzle.

I looked into:

Orphic hymns

Gnostic hymns and chants

Homeric hymns

pindar's olympian odes

Various stoic prayers

Lucretian invocation of Venus

And an article on Lucretian invocation of Venus and Epicurean prayer although It was only useful to a certain point as it has portions of untranslated latin and ancient greek

I'll likely go with a prayer structure something along the lines of

Invocation

Relevant myths

Argument including previous acts of piety

Petition or praise

I didn't manage to achieve a lot for this project this week as I had to focus on other assignments

Ren Barrett



Writing



O Keeper of Records, whose vision holds even the
lost,

<- Invocation

Not a single word escapes your blessed vision

You saved names from fire, and taught language to
clay.

<- Relevant myths

When we write, we invoke your unseen hand.

When we forget, we beg your forgiveness.

If ever I have done anything that pleases you may
what we record last longer than stone.

<- Argument

Guard our stories from rot and ruin.

<- Petition

You who never forget—remember us.

Mandela



Design inspired by the greek
Triskeles and the celtic
Triskelion



Jovi Travasso

Prop Art, Audio Design





My Contributions





Serfiraz Sunmez

Prop Art, Interface Design





My Contributions





Roman Manzhelo

Prop Art, Character Design






My Contributions



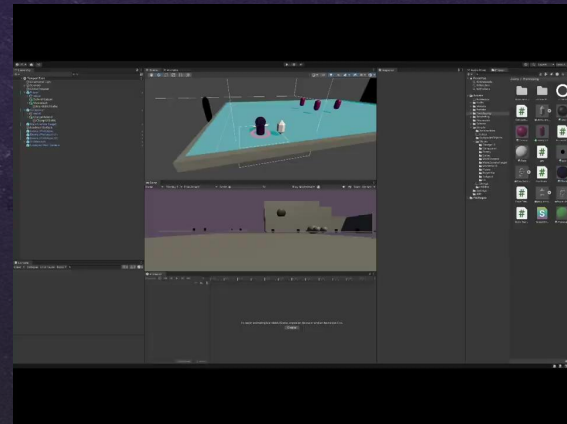


Joshua Follett

Gameplay Programming,
Character Programming




My Contributions





Samuel Collins

Architectural Programming,
Character Programming





My Contributions





Summary

My apologies, but I wasn't able to prepare or attend today- I have been focussed on other assignments this week (partially down to circumstances but also poor planning)!

