



Game Studio Project Director Meeting

28th March 2025 - Group H



Arnion

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



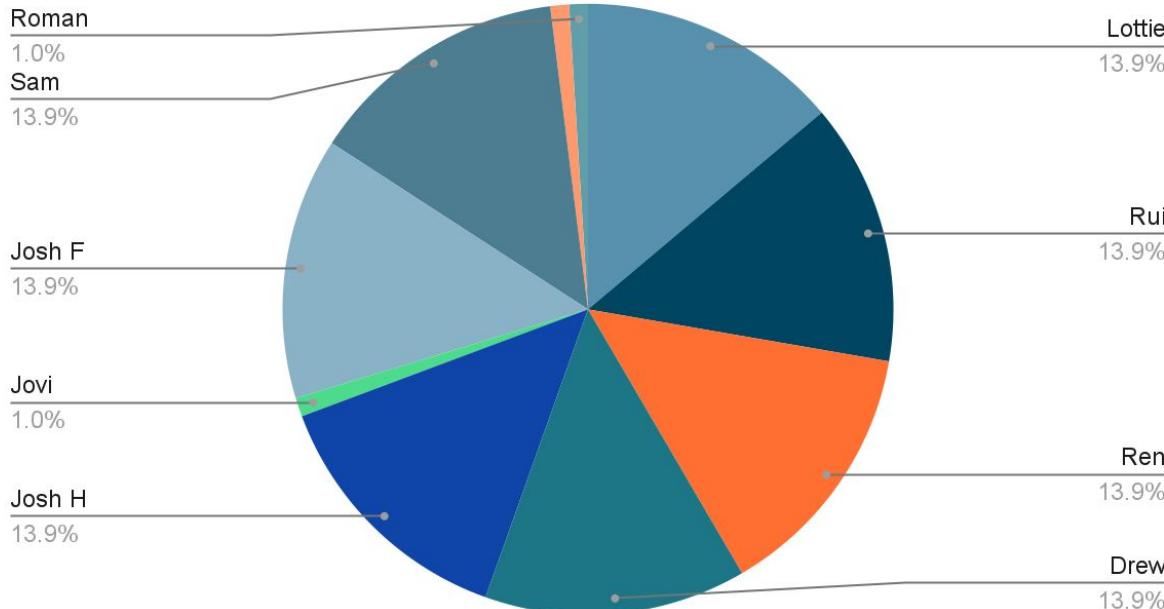
Josh Holloway

Producer - Technical Art, Prop Art,
General Design



Team Insights

Points scored

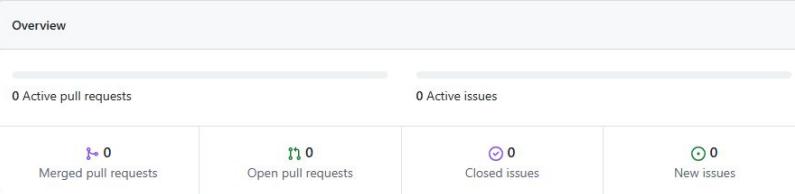


GitHub Insights

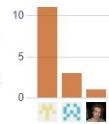
Please note: some team members were actively working on aspects like narrative, finalising concepts and pipelines/research so the GitHub insights are not directly correlated to project contributions

Art/Asset Repo

March 20, 2025 – March 27, 2025



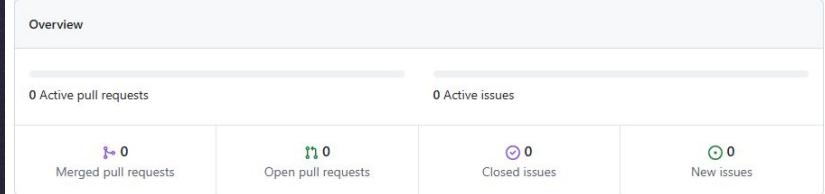
Excluding merges, 3 authors have pushed 15 commits to main and 15 commits to all branches. On main, 15 files have changed and there have been 2,899 additions and 0 deletions.



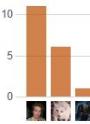
Samuel (15)
Josh H (4)
Lottie (3)

Unity Project Repo

March 20, 2025 – March 27, 2025



Excluding merges, 3 authors have pushed 18 commits to prod and 18 commits to all branches. On prod, 120 files have changed and there have been 20,749 additions and 1,438 deletions.



Rui (18)
Samuel (15)
Josh F (6)

Josh Holloway



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



Production Weeks 5-11 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

Refining Weeks 11-12

- 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

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

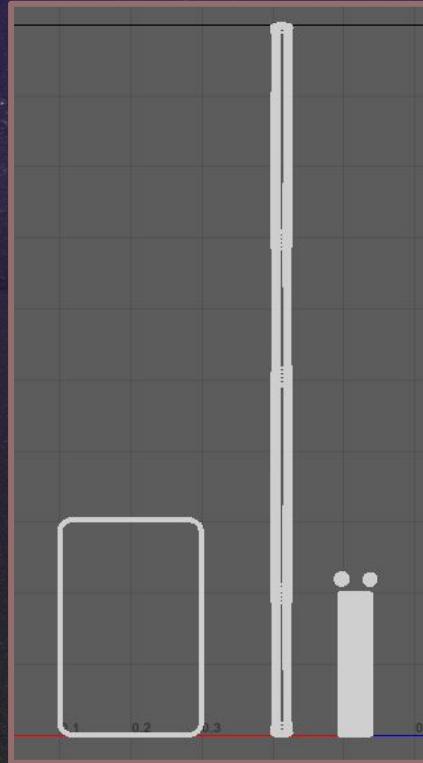
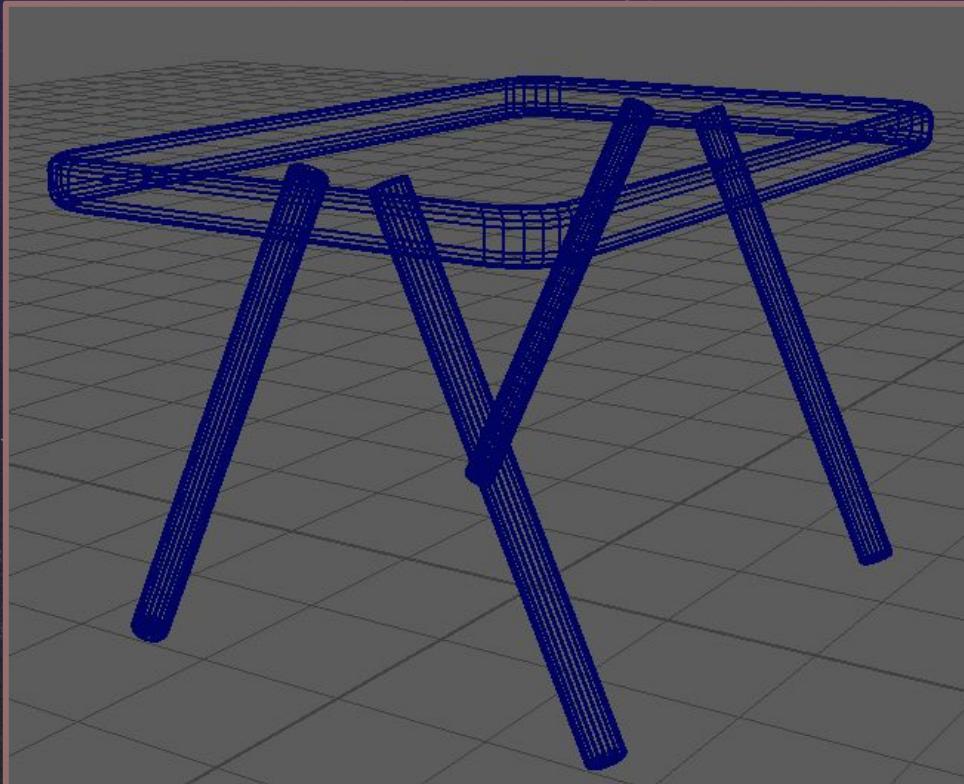
This week I have been focussing on creating some of the environmental assets for the school area.

I have completed a model for a desk with UVs attached this will be used repeatedly throughout the level. It is also being used as a demonstration for the types of edges we're looking to model as a consistent component of most of the assets.





My Contributions



Josh Holloway



Personal Next Week Goals

These are my personal goals for next week:

- Finish making a locker asset with UVs
 - Start creating a bookshelf asset
 - Start creating book assets.
- Oversee progress and ensure the art style is kept consistent.





Lottie Hill

Lead Designer - Character Art



This Week's Timeline



21st
Worked on individual tasks in the labs.

26th
Worked on individual tasks in the labs.

24th
Finalised level design (for good!!) and fleshed out the rooms, puzzles and encounters.

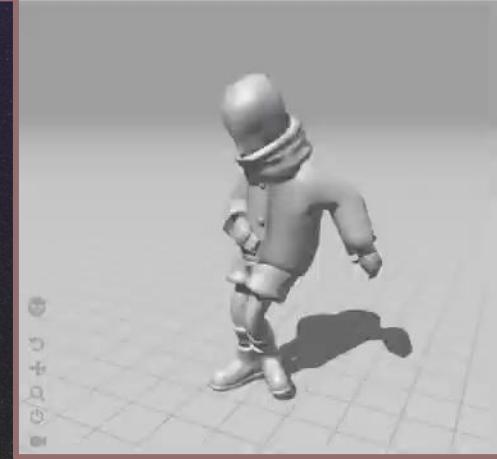
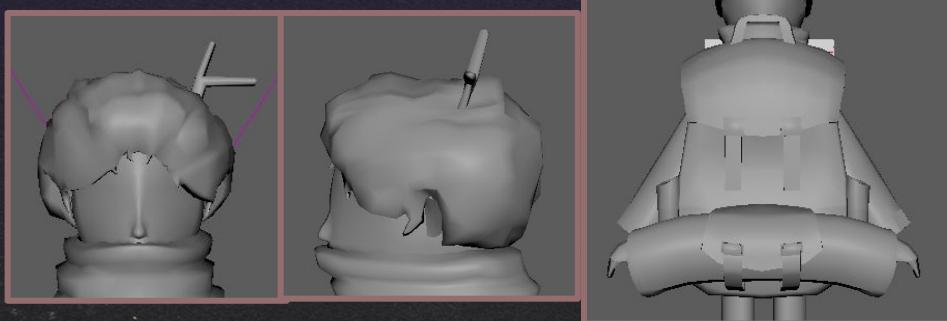
28th
More working in the labs, discussing what programs to use for texturing

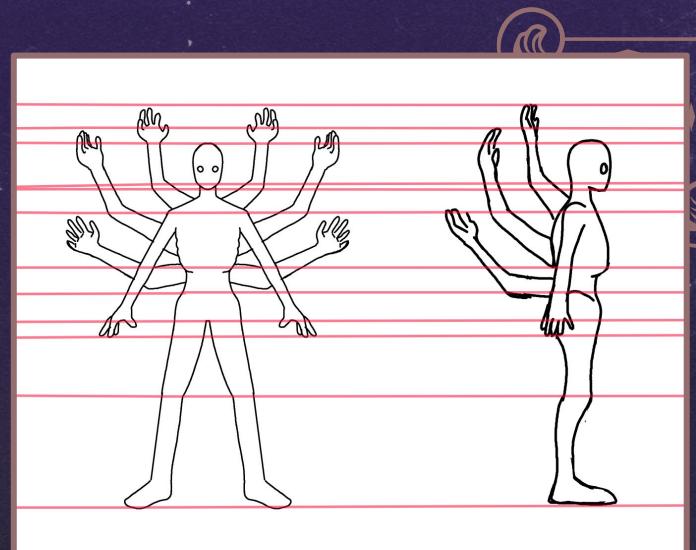
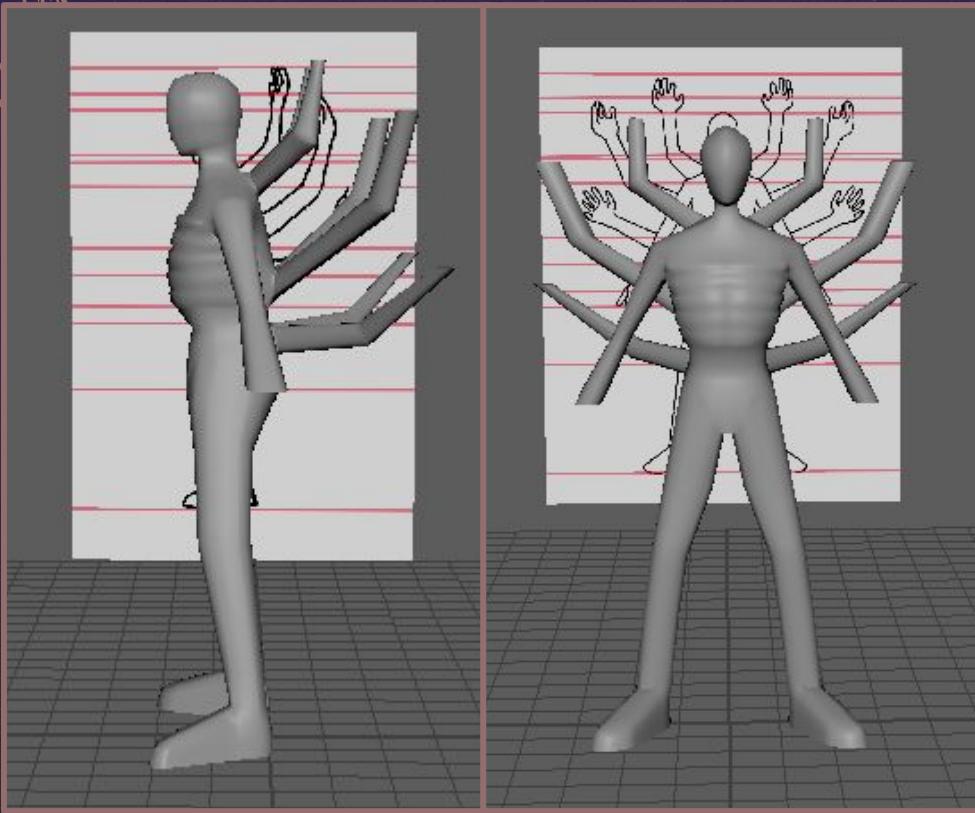




My Contributions

This week I have finished the model for our playable character, Arnion (put the mesh into mixamo too to check if the topology is correct for animation), and have begun work on one of our enemies ‘The Cultist’, creating model sheets and now in the process of creating a blockout.







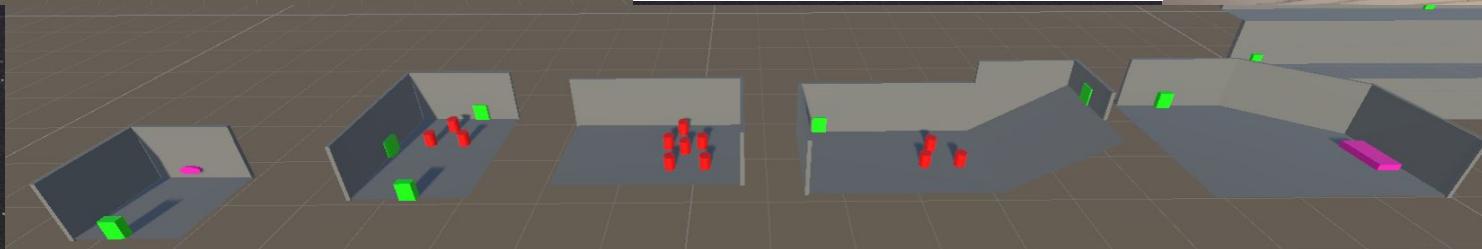
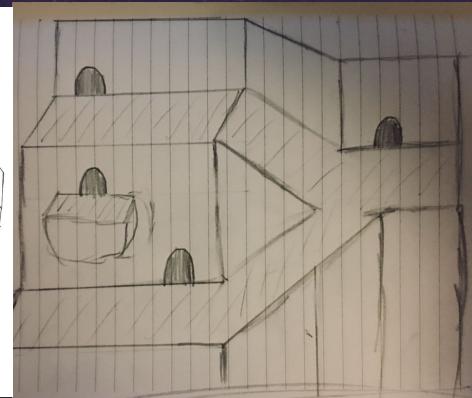
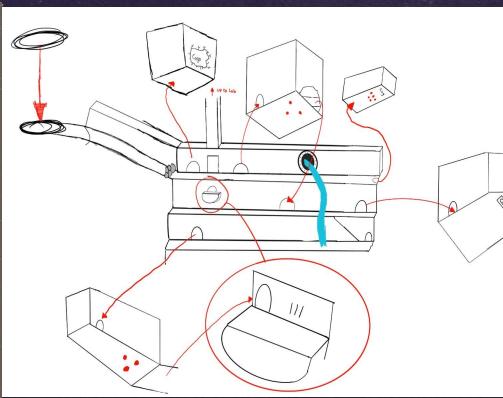
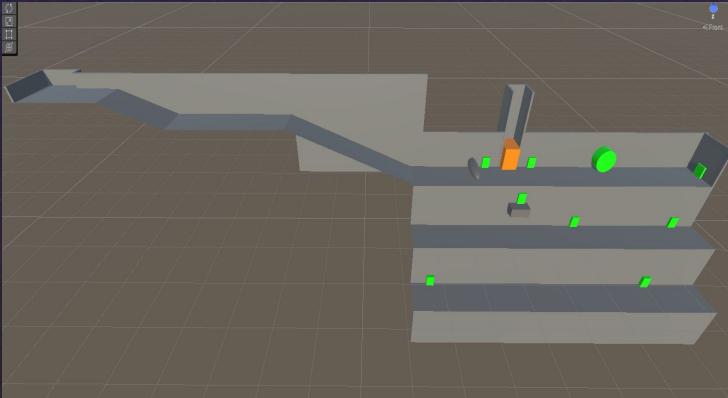
Rui Da Silva

Designer - Narrative Design, Level
Design, Environment Art



My Contributions

Since the last presentation I worked on the level design for the cave some more from those designs we came together and made the final map design which I then made a whitebox for in Unity, which was then put onto the GitHub for everyone to access.





Drew Magnetico

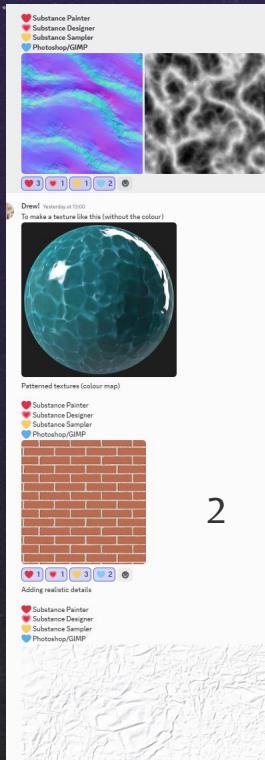
Designer - Texture Art



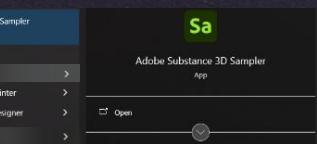
My Contributions



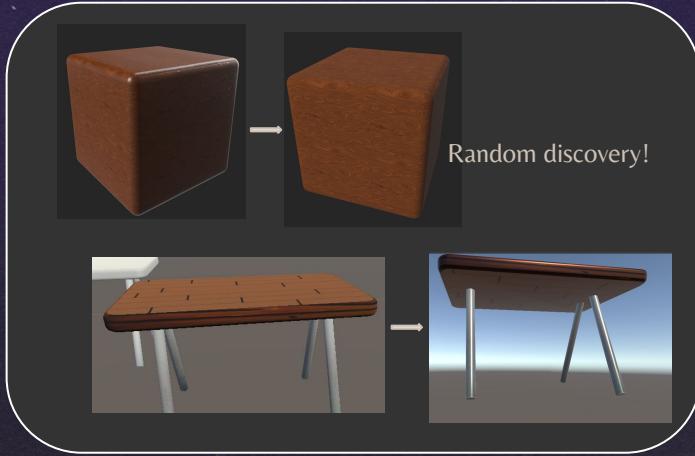
1



2



Random discovery!



Drew Magnetico





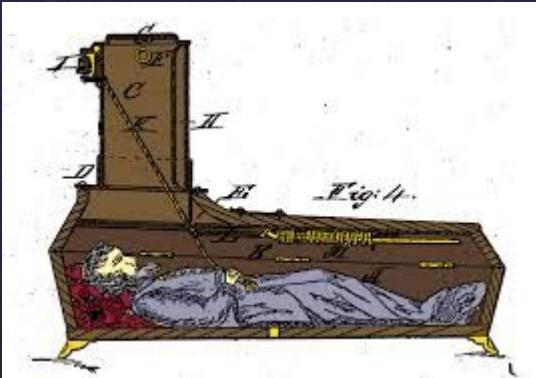
Ren Barrett

Designer - Interface Design,
Narrative Design, Level Design





My Contributions



When coming up with some of the puzzles for the cave area one of the ideas was some kind of locked box puzzle. We ended up coming to the idea of coffins with bells that you ring in the correct order to open them based on victorian safety coffins that were used in the event that someone was buried alive.

As a result I've been researching into funerary rites so I can make sure the coffins and the room they will be located in (which we plan to be religious in nature) will fit into to the narrative with the religions we have.



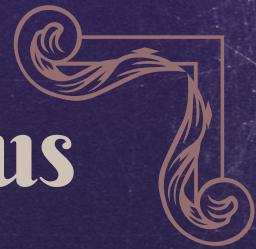
Funerary rites



The deceased is near immediately wrapped in a burial shroud and a prayer is said over them ideally by the closest living relative but in a pinch it will be done by whoever is available and willing.

Time is considered to be of the essence because the more time spent dead and not buried properly increases the risk of a rejection of the soul. But once properly buried the soul is either rejected inside of the coffin and the deceased's soul is forever dead and the body is reanimated via [goo](#) or the soul is accepted and the body rots without issue allowing the soul to be released and then reincarnated.

As a result of this belief however there is a real risk of bodies being buried alive and the panic similar to that of the 19th century cholera outbreak leads to the invention and use of safety coffins to stop this.



Funerary rites + general religious narrative

To prevent the goo when it reanimates a corpse from wreaking havoc methods are used to prevent the reanimation in a fashion similar to 19th century polish vampire burial methods where a sickle is placed over the neck so that if the body inhabited by the unintelligent goo goes to stand up they're decapitated.

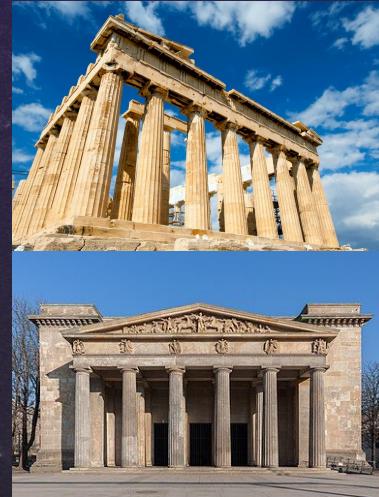
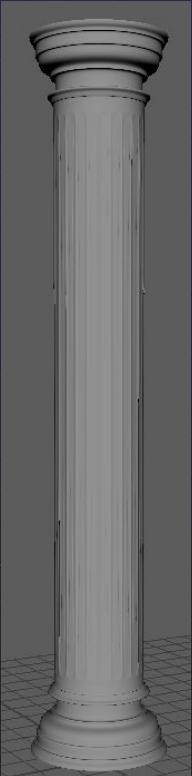
I also spent some time organising the document I have so it can be easily understood and put into the GDD eventually

Table of Contents

I.	Introduction	1
A.	Glossary	1
B.	Basic information	1
II.	History and evolution	2
A.	Evolution	3
B.	History	3
III.	Belief	2
A.	Myths	3
B.	Philosophy and theology	3
IV.	Ritual	12
A.	Cleansing and purification	40
B.	Substances and recipes	40
C.	Burial rites	40

Modeling

I also wanted to contribute to the modeling so I modeled a doric pillar from my design of the library. I duplicated it before I added the groves so I can adjust the height when we know the scale.





Samuel Collins

Architectural Programming,
Character Programming

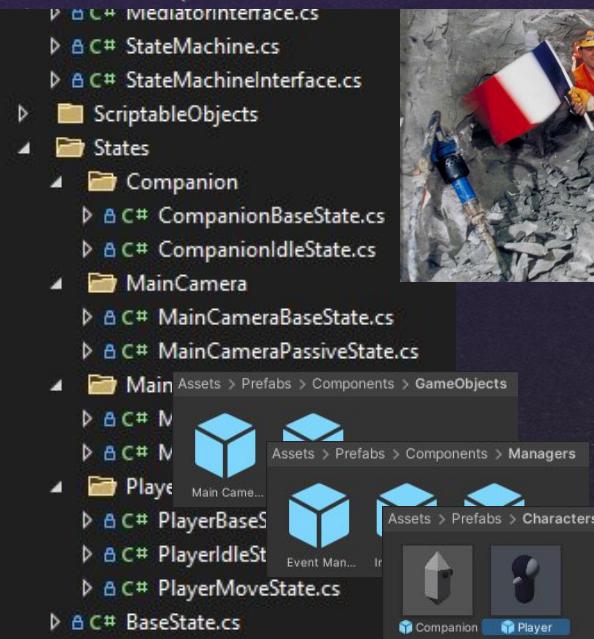




LostMarblesState()

(polymorphic nightmare)

- Finished the **State Machine** and **Controller** component
- Most prototyped gameplay functionality has been reconstructed as **States** and **prefabbed components**
- Began working on **Trigger** component (**VolumeTrigger** ; **SwitchedTrigger** ; **GlobalTrigger**) component (and its external interface)
- All commits from last fortnight were merged into the **prod** branch





GitHub Custodian

- All commits from last fortnight were merged into the **prod** branch in accordance with our branching strategy
- Altogether on the Unity Project repo there were **111 files** changed since the last merge
- The Art repo has gone wild (a good thing)

A screenshot of a GitHub desktop application window. The title bar shows "File Edit View Repository Branch Help". The main area displays a "Changes" tab with a message "Successfully merged prod into chars". Below this, a list of commits is shown under the heading "Merge branch 'feature' into prod". The commits are as follows:

- Samuel-5316941 • 1 hour ago
- Rui Da Silva • 6 hours ago
- Samuel-5316941 • 8 hours ago
- Samuel Collins (5316941) • yesterday
- Samuel Collins (5316941) • 2 days ago

On the right side of the window, there is a sidebar with the current branch set to "feature" and a status message "Fetch origin Last fetched 1 minute ago".





Forward

Architecture modules checklist:

- ❖ ~~Input Manager~~
 - ❖ ~~Mediator~~
 - ❖ ~~Event Manager~~
 - ❖ ~~Events~~
 - ❖ ~~Local Event Handler~~
 - ❖ ~~Main Camera and Target~~
 - ❖ **Controller**
 - ❖ ~~State Machine~~
 - ❖ **Core state and base states**
 - ❖ **Behavioural states**
- 

Fast approaching for alpha (04/04):

- Finish first **Enemy** component functionality/states
- Expand **Player, Companion, Main Camera** components states for implementation of combat mechanics
- Finish implement **Trigger** functionality for level builders
- Wrap finished **Room Teleport** (isometric abstraction) to state/trigger
- Me + Josh planning for **Alpha Tests** using our researched review heuristics



Joshua Follett

Gameplay Programming,
Character Programming





My Libess Work



- ❖ Player Teleport + Transition Working with Environments
- ❖ Tested Enemy AI and Preparing Conversion into Event/State Manager

