

Arnion

A 3D Action/Adventure RPG focussing on narrative depth and fast-paced combat.





Roles

Josh Holloway - Producer - Technical Art, Generalist

Lottie Hill - Lead Designer

- Character Design
- Generalist

Rui Da Silva - Designer

- Narrative Design
- Level Design
- Environment Art

Drew Magnetico - Designer

- Texture Design
- Generalist

Roman Manzhelo - Designer

- Character Art
- Generalist

Ren Barrett - Designer

- Interface Design
- Level Design

Jovi Travasso - Designer

- Audio Design
- Narrative Design
- Prop Art

Serfiraz Sunmez - Designer

- Interface Design
- Prop Art

Samuel Collins - Lead Programmer

- Architectural Programming
- Character Programming

Joshua Follett - Programmer

- Gameplay Programming
- Character Programming

Josh Holloway

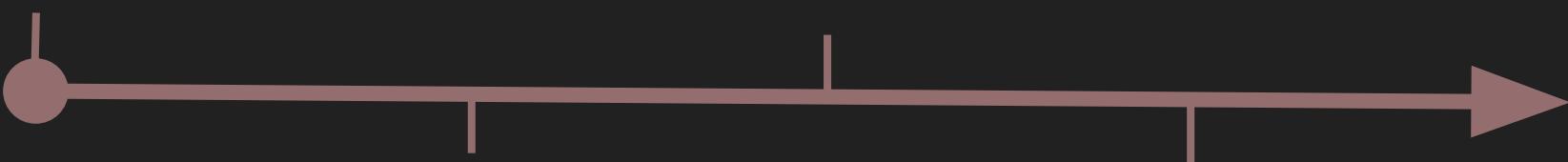


Pre-Production Weeks 2-4

- 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

Beta 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



Production and Alpha Weeks 5-10 **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

Gold 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



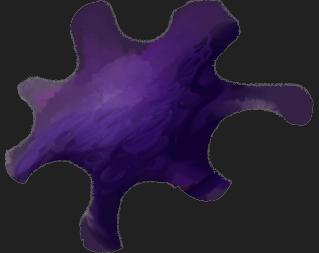


01



Synopsis





Synopsis

In a dilapidated and decaying school, consumed by an alien black goo, a child awakens with no memory of their identity. Overcome with fear and confusion, they roam the deserted halls until they encounter a spirit seeking a vessel to ward off the goo. The child, driven by a desire to help, discovers an old lantern and offers it as a vessel for the spirit. Upon entering the lantern, the spirit ignites a powerful explosion.

The spirit names the child “Arnion”.

Arnion and the lantern must fight through the hoards of entities made of goo to piece themselves together and discover the truth about their existence.

Josh Holloway - Producer, General Designer





02



Core Gameplay Loop

Core Gameplay Loop

Exploration and Puzzle Solving (Outside Combat):

- **Navigation:** The player navigates the level with WASD, commonly used movement controls.
- **Level Design:** There is one main critical path with multiple branching pathways that include collectibles and player upgrades.
- **Combat Zones:** They can run into specific zones in the level that initiate combat and spawn enemies.
- **Lantern Movement and Purpose:** The player can click and hold the left mouse button on the lantern to move it to illuminate areas and help solve puzzles.

Josh Holloway - Producer

Core Gameplay Loop

Combat:

- **Enemies Spawn:** Enemies spawn in a set pattern, some at mid range, some at long range. There are melee and ranged oriented enemies.
- **Combat Objective:** Keep the child safe by dodging attacks and slashing through projectiles and enemies with an incoming attack with the lantern to parry incoming attacks.
- **Charging Attack:** Performing a successful dodge or a successful parry gives the player charge for a special attack.
- **Damage:** When the attack is activated, the lantern is able to slash through enemies when holding the left mouse button on it and moving the cursor, damaging anything the mouse cursor goes through.

Josh Holloway - Producer

Lantern's Design

The design for the lantern was created with the idea that elemental versions would be included. The colour palettes would match the element of the lantern for instance browns and oranges for the fire one and blue/grey for the ice one. Each elemental lantern would be distinct enough to understand which one's which.



Josh Holloway - Producer

Player Character Design

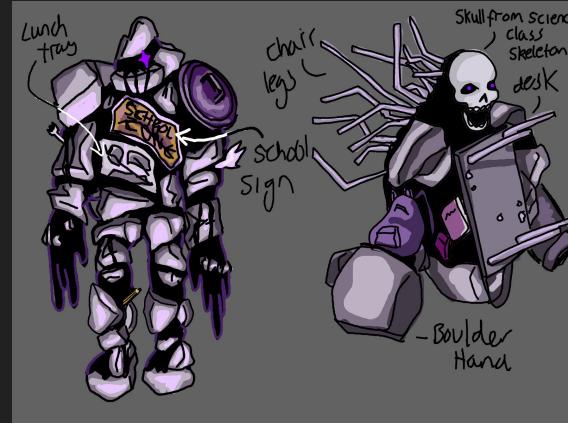
We are currently designing a main character. So far we've developed a vague idea of what we want our character to look like; bright colours, oversized clothes to emphasise their young age and an overall gender ambiguous appearance. We are currently solidifying their personality and through that we will be able to finalise the design.



Lottie Hill - Character Artist

Enemy Character Design

We've decided to do three enemy designs for our vertical slice- one for each area- so far we have a spider monster which is a small enemy that attacks the player in a cave environment, we've been experimenting with designs for these as it is not a normal spider but an alien substance trying to imitate one, so we've been trying to make it slightly uncanny. We also have a boulder monster, a goo that absorbs objects around it to become a stronger enemy type- this will be our boss at the end of the level. We are currently designing a projectile, long range type enemy for the school area of our game.



Lottie Hill - Character Artist

Roman Manzhelo - Character Artist

Enemy Character Design

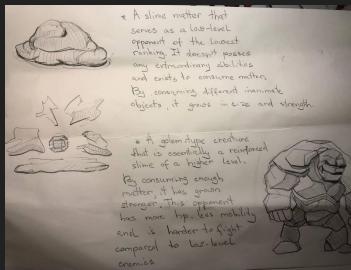
Throughout these weeks, we have brainstormed ideas and worked on developing them further. These sketches depict creatures that would inhabit our game.



The Golem



The Skeleton



Lottie Hill - Character Artist



Roman Manzhelo - Character Artist

Environment Design

For our environment we wanted to portray an abandoned, destroyed world, but contrast this with the cute rounded models and highlights of bright/neon colours in these dark environments. Our levels reflect the apocalyptic event from the narrative, with the goo taking over areas of the world and presenting puzzle obstacles for the player, and opportunities for more of the story of Arnion to be uncovered.



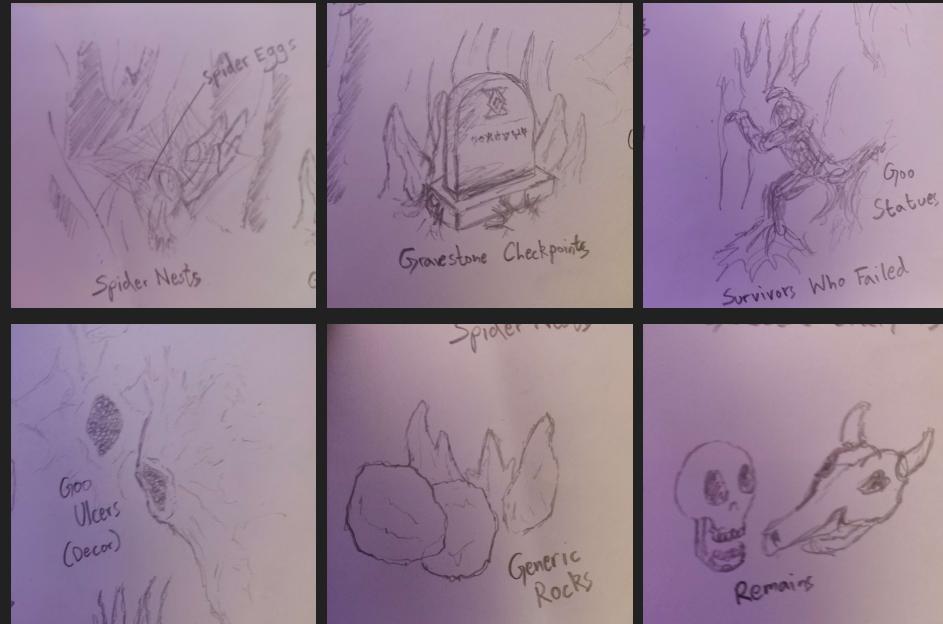
Lottie Hill - Character Artist, Environment Artist

Environmental Prop Art

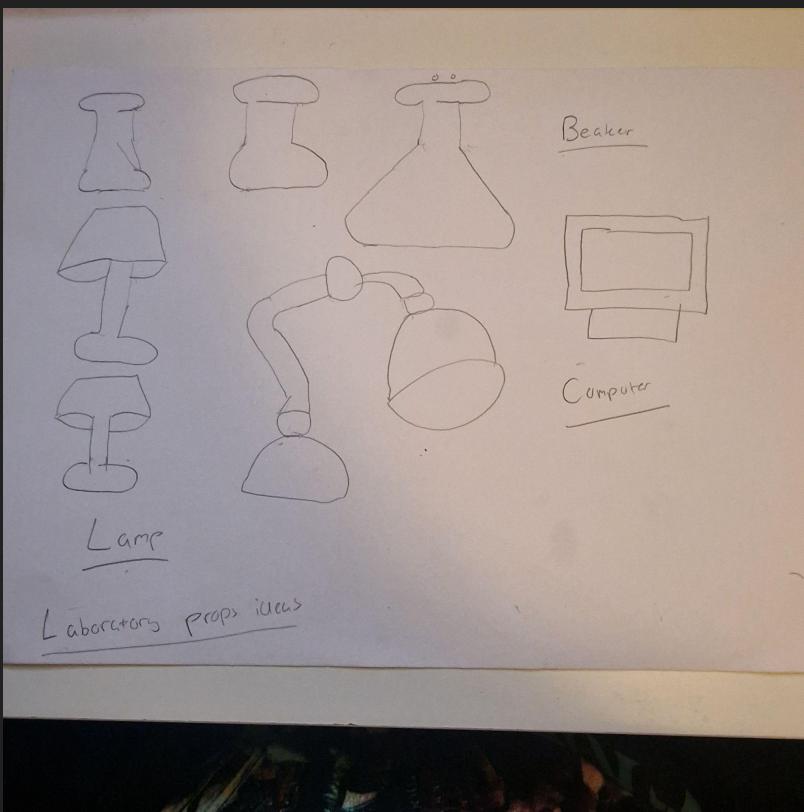
Concept Art for Cave Environment Props

I was given the task to draw different prop ideas for the cave environment for Arnion. I thought of different ideas such as spider nests, checkpoints, evidence of past events and decor elements.

- Spider Nests: I drew up an idea of spider nests to create a spawn point or a specific area where the cave spiders can be found.
- Gravestone Checkpoints: These are general checkpoints for the player to visit and respawn at.
- Goo Statues: These are statues made due to the goo trapping a living person who may or may not be alive.
- Goo Ulcers: These are decorative spots in the cave that create a source of light in the cave by glowing.
- Remains: These are remains of people or animals who failed to survive.



Environmental Prop Art



This week I drew some very basic concepts for the props that will be in the laboratory.

Serfiraz Sunmez - Prop Artist

What does the goo mean for you?

Please share this offering around.
Submit yourself to the goo.

Ren Barrett - Narrative, Interface Designer

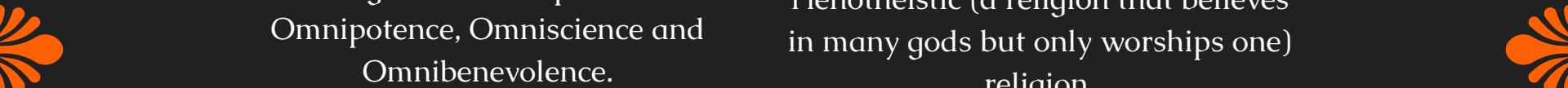
Religion



There are three deities between both religions these represent Omnipotence, Omniscience and Omnipotence.



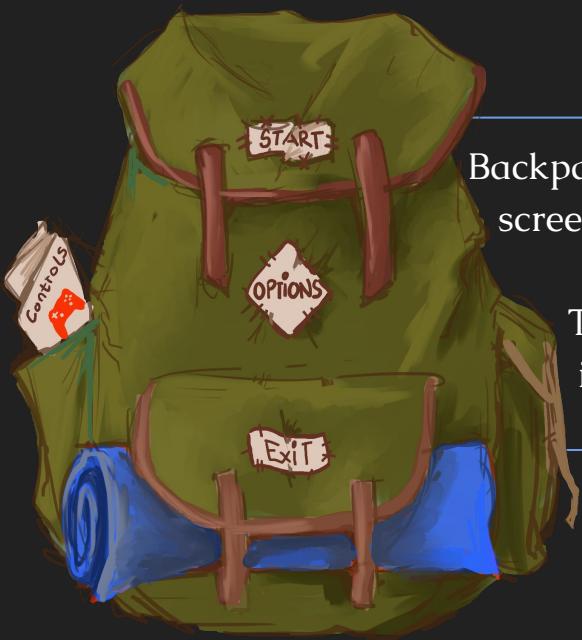
The God of many eyes for example is the Omniscient god and rules over things like: Preservation of knowledge and prophecy



There is a Polytheistic (a religion that worships many gods) and a Henotheistic (a religion that believes in many gods but only worships one) religion.

The Henotheistic religion is a lot more aggressive and politically orientated. It also has a culture of shame surrounding the apocalypse and therefore the goo.

Interface design

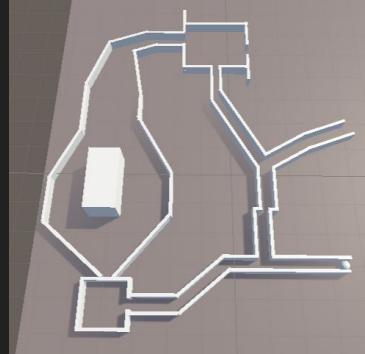
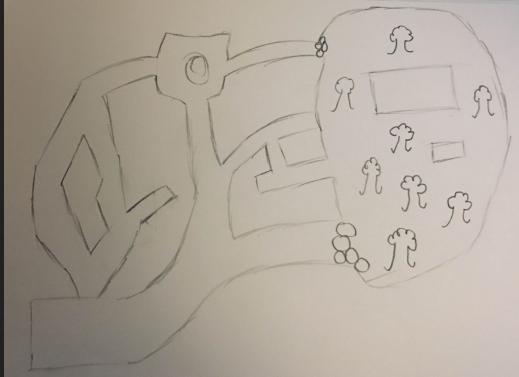


Backpack - Pause screen

To increase immersion

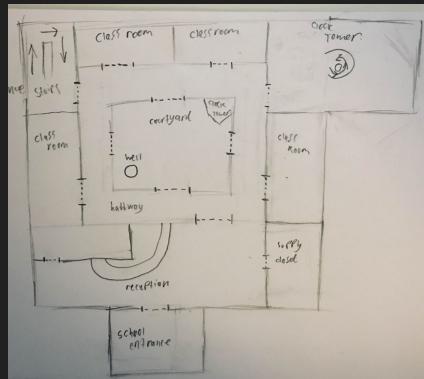


Ren Barrett - Narrative, Interface Designer

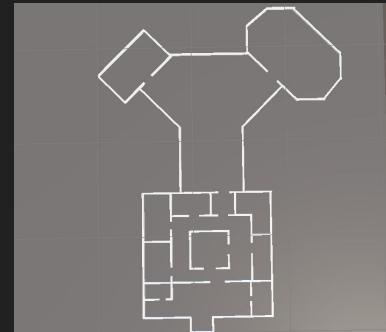


Level Design

I was tasked with making the level design and starting blockouts. I designed the cave and school sections which I then made blockouts for. I got feedback for the school design and made an alternate blockout based on the feedback, giving it more straight corridors. This change was mainly made to accommodate the isometric camera perspective better.



Rui Da Silva - Level Designer



Texture



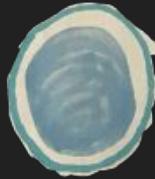
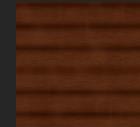
Low-poly art style

- Zelda Echoes of Wisdom
- Reduce realism
- Innocent and childlike, nostalgia

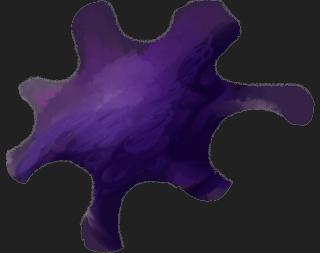


Dark colour palette

- Hades 2
- Reflect dark narrative themes



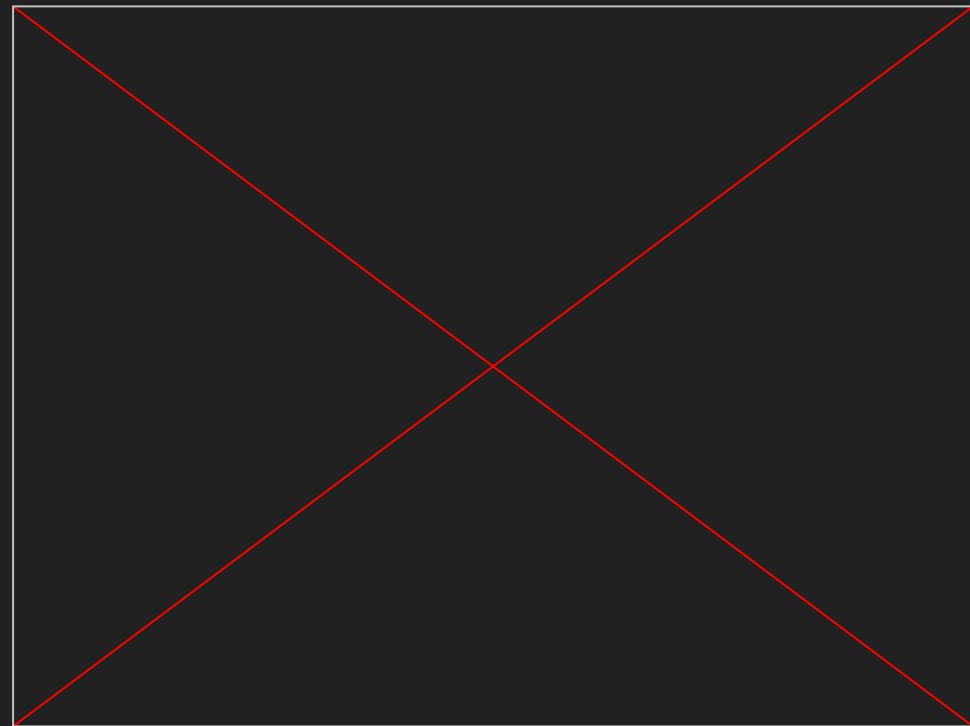
Drew Magnetico - Texture Artist



Audio Design

Arnion - Main Menu Theme

I was given another task this week and I was asked to create a soundtrack for the main menu. This is the track I created using FL Studio. I used basic instruments and did not make it overwhelming. I tried to create the music according to the theme of the game. This is the beginning of Arnion. The journey of a lost child fulfilling the prophecy.

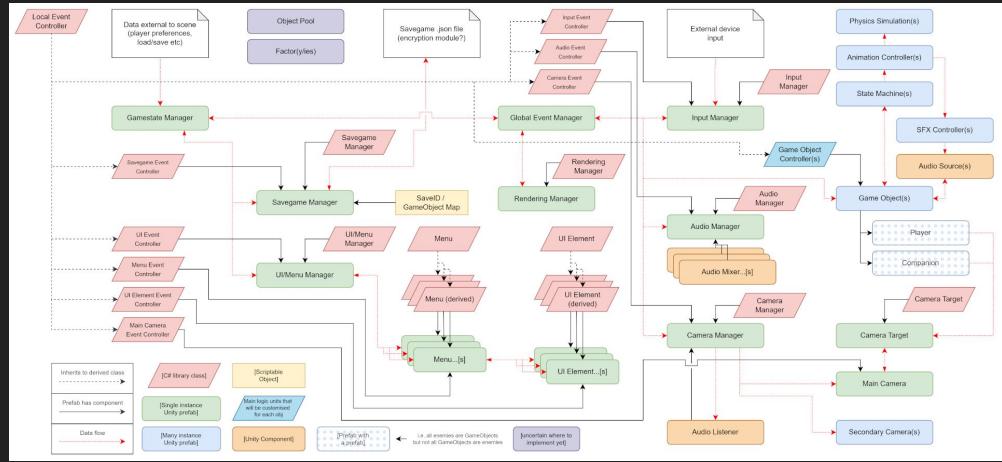


Jovi Travasso - Prop Artist, Audio Engineer

Technical Approach



- ❖ Developed with Unity
- ❖ Uses an object oriented, Event-Driven game architecture grounded in research
- ❖ The feasibility of our architecture has been prototyped and tested
- ❖ We have researched and agreed upon the tools we will use for our development cycle

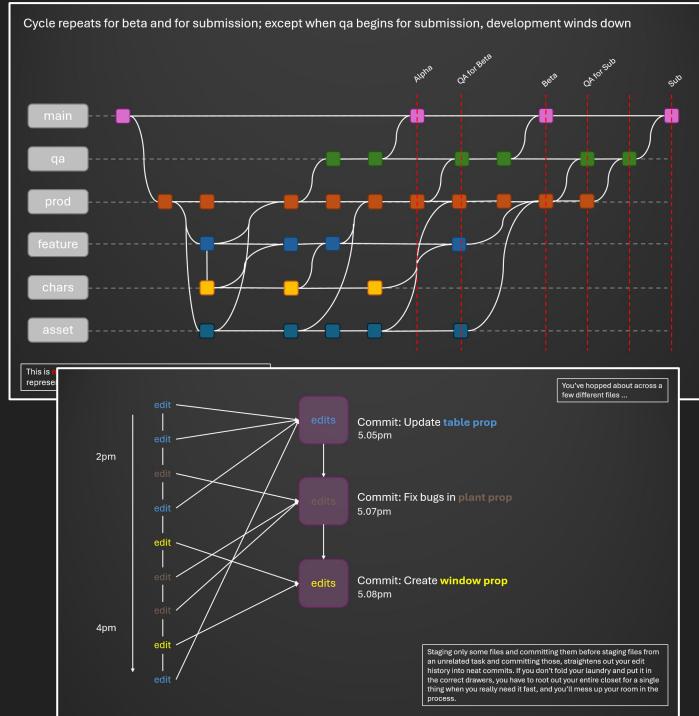


- Adobe Audition 24.4.1.3
- Substance 3D Painter
- GIMP 2.10.34
- Photoshop 26.3
- Unity Hub 3.8.0

- Unity 2022.3.34f1
- Visual Studio 2022 17.9.7
- Autodesk Maya 2024.2
- Blender 4.1.1
- ZBrush 2022.0.6
- Audacity 3.4.2

Technical Approach

- ❖ We have implemented version control and organised learning for it throughout the team
 - ❖ We are iterating a branching strategy and workflow
 - ❖ We have conducted technical tests to demonstrate feasibility of our core mechanics
 - ❖ From the technical approach, it is ready for production phase



Samuel Collins & Josh Follet



ON

shader viewer

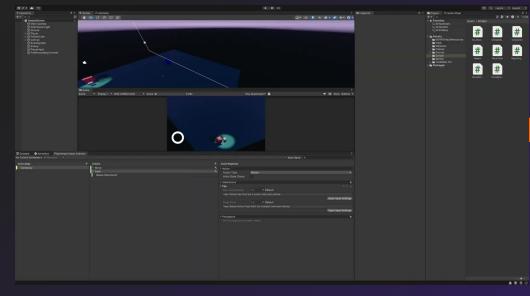
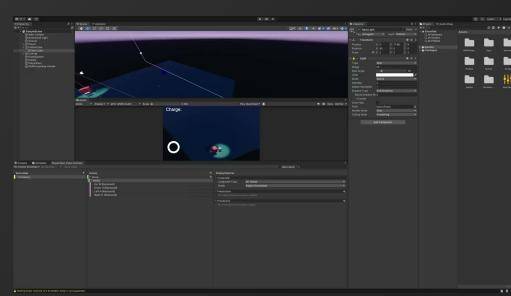
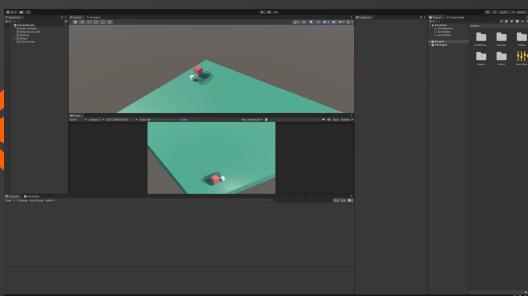
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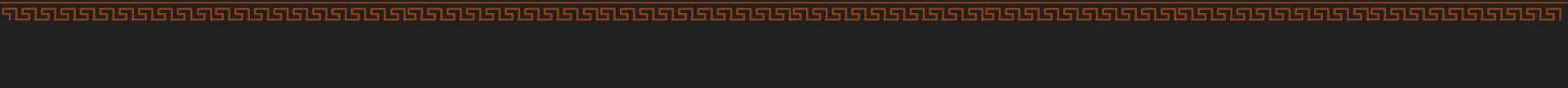
Progression of Character Mechanics and Gameplay:



- ❖ Initial Test: Simple Player Movement and Following Companion
- ❖ Reworked Player Movement and Companion + Simple Charge UI
- ❖ Improved Movement and Added Dash Mechanic







Any Questions?