



Game Studio Project Director Meeting

21st February 2025 - Group H



Josh Holloway

Producer - Technical Art, General
Design





Summary of Current Idea

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

Themes:

- Horror
- Post-Apocalyptic

Narrative

- Play as a child with no memory
- Begin in a destroyed, ruined land infested by a force that displays as black goo
- Child finds an object that acts as a narrative device (speaking to the player) and the player's weapon
- Enemies are manifestations of this force that are hell-bent on destruction

Gameplay

- Isometric Perspective
- Player melees and parrys enemies not to kill but to fill a meter
- When meter is full, the object is activated and follows the player's cursor to go through enemies to damage and kill them
- Levels have one critical path and multiple branching pathways

Art Style

- Dark colours with contrast of a few deeper, neon colours
- Shape of models are bubbly and cute in contrast with the tone and colour scheme

Inspirations

Crow Country (2024) - SFB Games





Inspirations

The Legend Of Zelda: Echoes Of Wisdom (2024) - Nintendo





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



Team Insights

- The whole team has been contributing to the group.
- Not everyone has been physically attending meetings but have joined remotely as a substitute.
- When in meetings, most people have engaged.
- When outside of meeting time, everyone has been actively working.





General Project Timeline



Pre-Production Weeks 2-3

Here

- 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



Production Weeks 4-10

- 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



Lottie Hill

Lead Designer - Character Art



This week's Timeline

14th
First meeting;
Swapping ideas,
taking notes



15th - 18th
Creation of concept art and
programming prototypes

20th - 21st
Creating powerpoint and working on
level blockouts for next Wednesday.

19th
Second meeting; finalised the
setting for the level, researched
other games including 'Hades' and
'Crow Country' to help influence the
style we want and decided on each
other's roles.



My Contributions



Since Friday's first meeting I have been primarily focusing on environment concept art so that we could refine the level as soon as possible and explore different styles/ time periods.

I also experimented with monster and weapon designs so that we could begin to discuss what we'd like the weapon to be/ what monster's we'd want to portray in our level.







Rui Da Silva

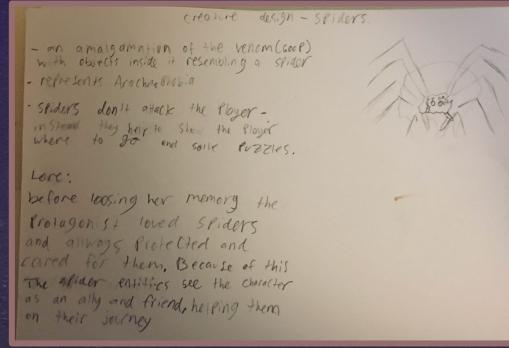
Designer - Narrative Design, Level
Design, Environment Art

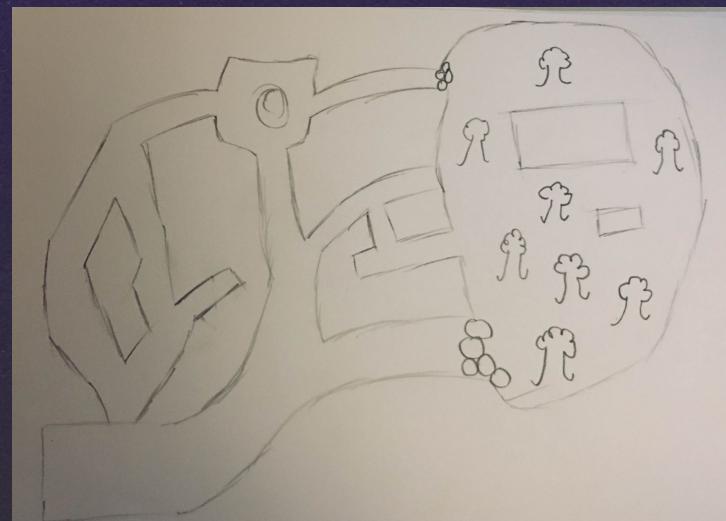
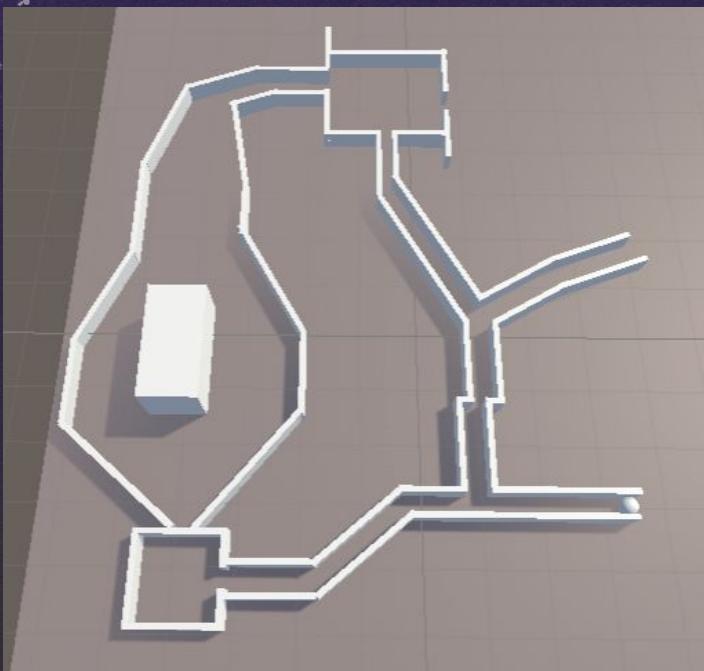


Contributions

Since meeting the group on Friday I worked on some level design and created a simple whitebox of how the cave level might go.

I also worked on some creature design, specifically the spider design, mainly because this is a creature that will be included within the cave level i have been designing.







Drew Magnetico

Designer - Texture Art



Over the week

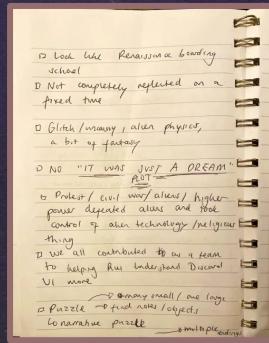
Accurate notes of every idea shared through meetings

Brainstorming with the group

Examples of concept art



Refreshed memory of texturing process



ABC



Roman Manzhelo

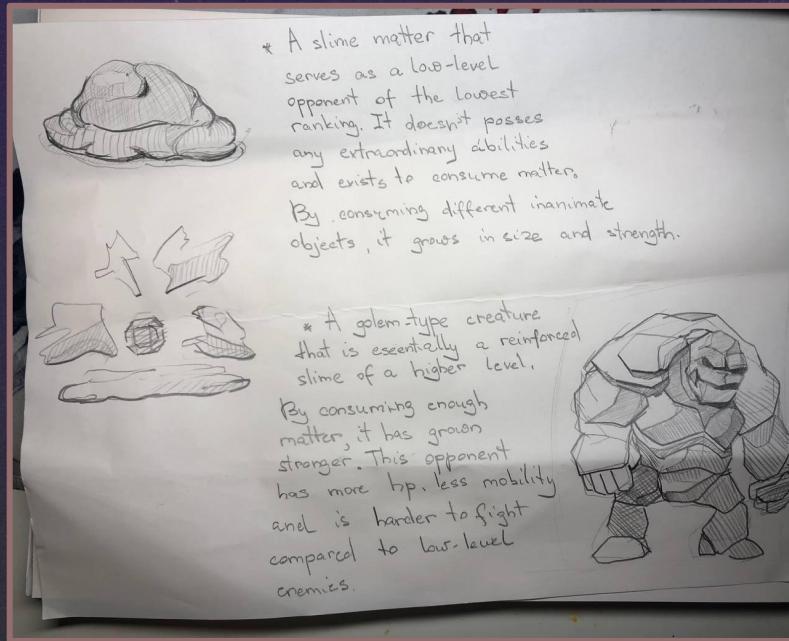
Designer - Character Art





Contribution

Throughout the week, I have spent my time refining ideas for possible enemy designs. I have drawn some initial sketches, focusing on the anatomy, nature, and overall design of some mobs.





Ren Barrett

Designer - Interface Design, Level
Design



Concept art



Since the first meeting on friday I've focused on various aspects from concept art. I wanted to try and figure out a rough time period / visual theme with the environment.

For the character design I tried to prioritise circular shape language as well as the sense of scale with the large backpack compared to the child.

Ren Barrett



Jovi Travasso

Designer - Audio Design, Narrative
Design, Prop Art





The Hustle

I started by drawing up some concept art for different mask styles that could be used. I made a little soundtrack on FL Studio for the game to demonstrate quality of my work to become the Audio Engineer of the group.

I even generated some images on ChatGPT for what the levels would look like.

Tried to suggest mechanics too.

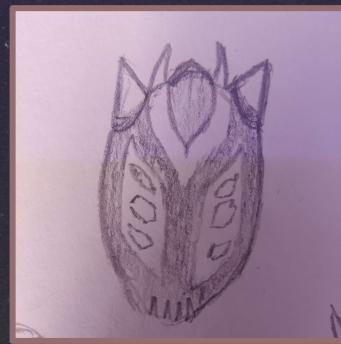
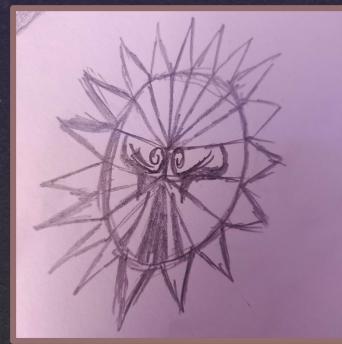
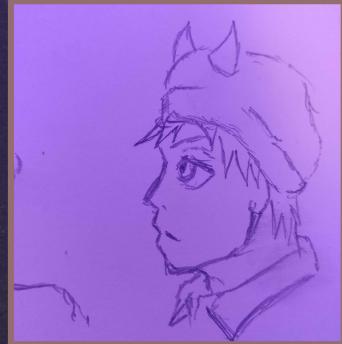
Slow Motion feature:

- This feature is triggered whenever the player performs a successful dodge.
- It allows the player to process information in real time to strategize combat.
- This slow-mo lasts for a fraction of a second because it would make it easy for the player if it lasted longer.



Littol Spider :)





6F



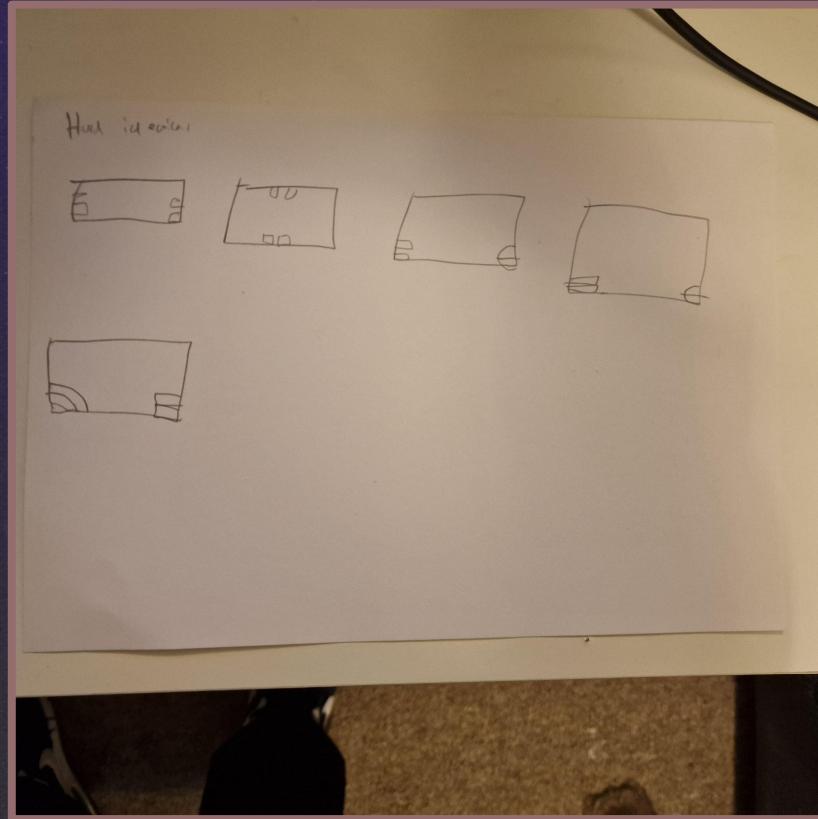
Serfiraz Sunmez

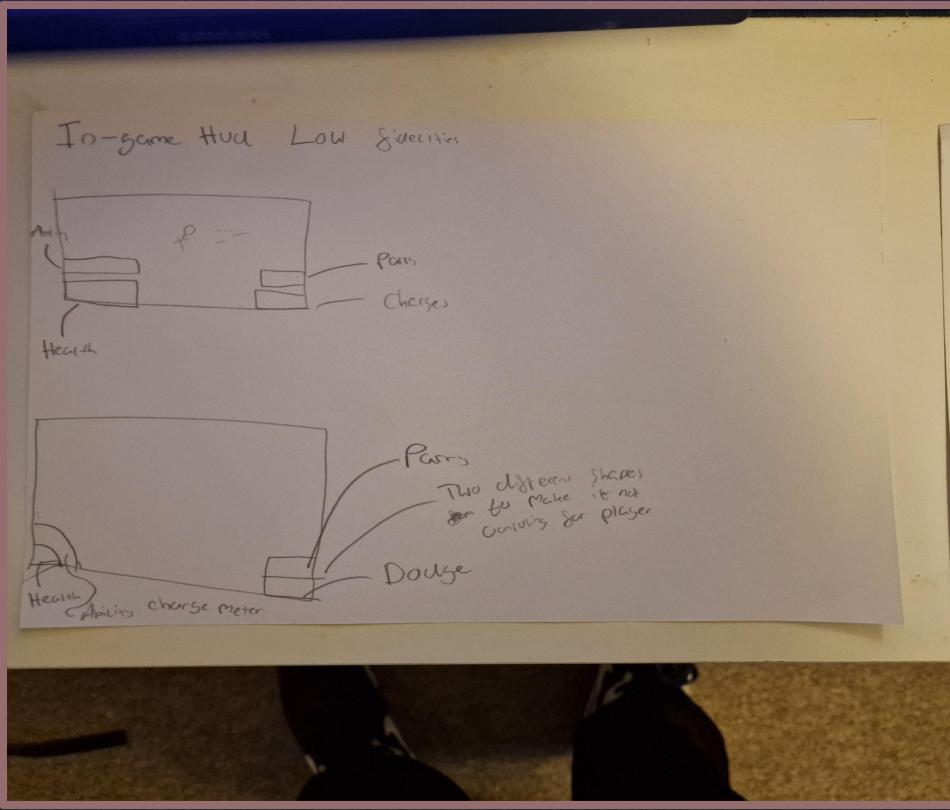
Designer - Interface Design, Prop
Art





For the first week I started working on hud for the main ui. I begun by making ideations of the hud and its basic elements. After that i took two of the six or so I made and designed two low fidelity prototypes for them.







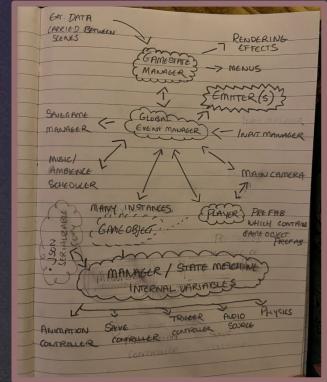
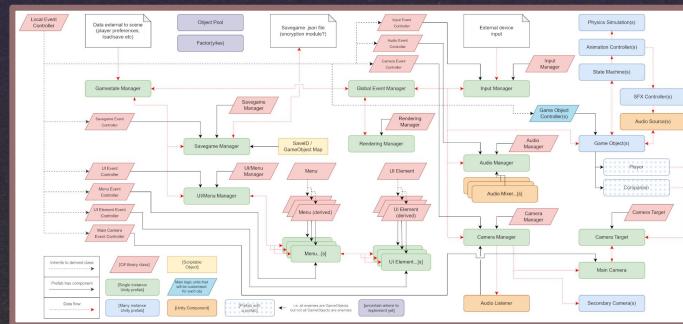
Samuel Collins

Lead Programmer - Architectural
Programming, Character
Programming



Initiation and Conception

- ❖ Set up the **GitHub repository**
 - ❖ Produced a **guide** for everyone to get set up with GitHub
 - ❖ Researched, explored and conceptualised an **architectural framework** with Josh (OOP Component/Event Driven framework) for technical implementation
 - ❖ Proposed software **version specifications**
 - ❖ Agreed early **workflow** with Josh H/Josh F for technical side
 - ❖ Contributed to the **conceptual stage** at through art and ideas





Josh Follett

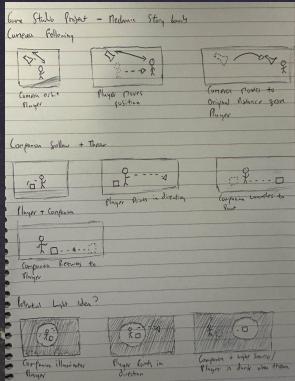
Gameplay Programming, Character
Programming



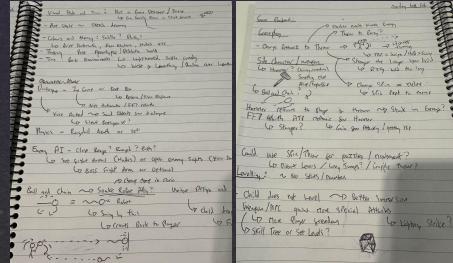


Isometric Movement + Camera

During this first week, I took the core elements of the Pitch and produced a rough gameplay demo in an isometric view. The Player moves at a corrected angle and rotates freely with the camera slowly orbiting. I also implemented a companion that follows the player and can be launched forward, which promptly returns to the Player.



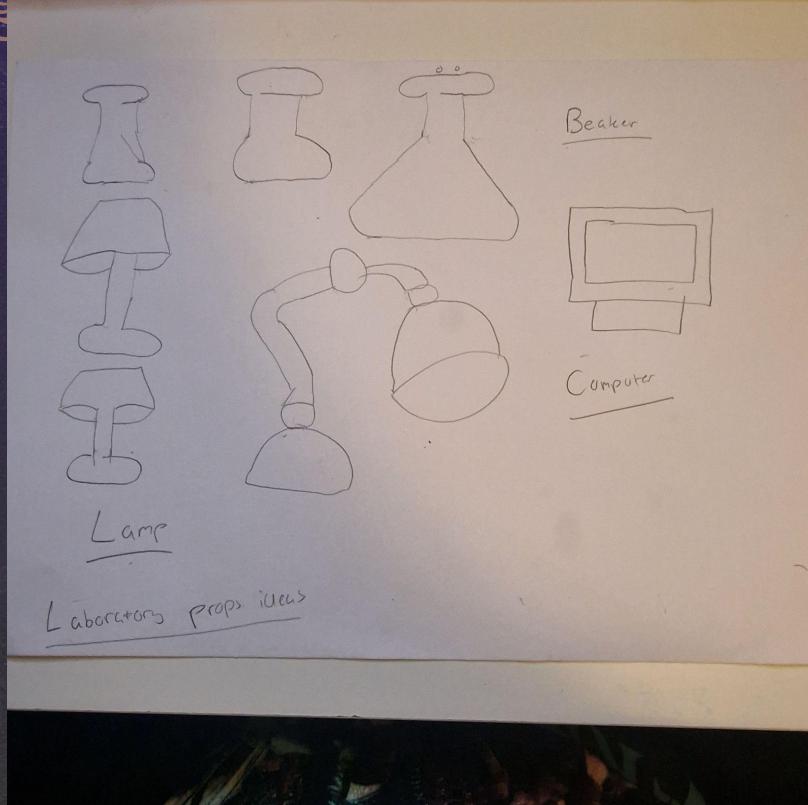
– Gameplay Mechanics Storyboard



– Notes



Prop concept art for laboratory



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

Serfiraz Sunmez - Prop Artist





Aims for Next Week

- Entire Team Repositories set on Github.
- Decide upon a blockout for the level.
- Level designers to begin creating the environment and collaborate with narrative designers to decide upon puzzles/ lore/ monster encounters/ items within the level.
- Character and monster design to be fleshed out more.
- Begin the Game Design Document.