



Game Studio Project Director Meeting

4th April 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





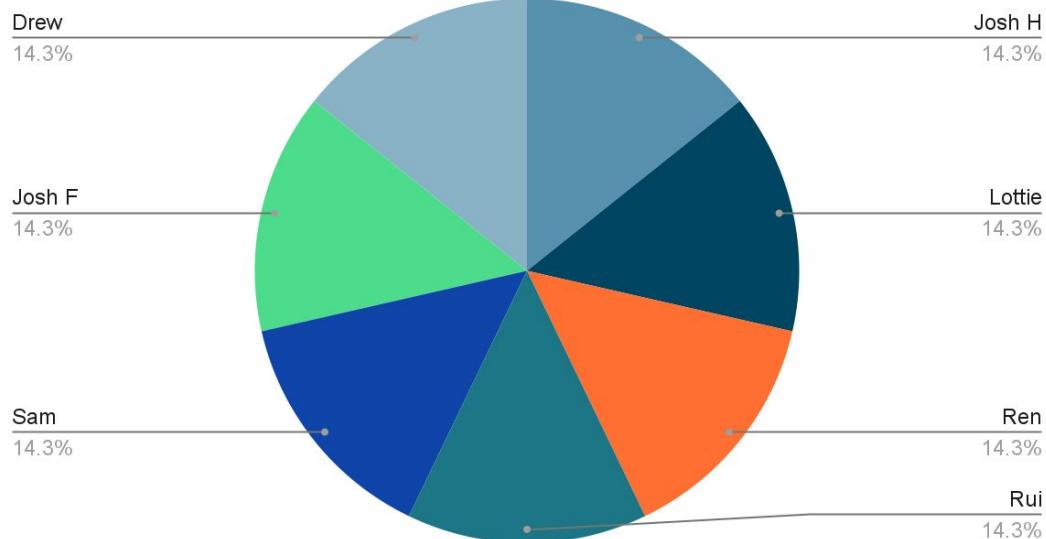
Team Insights

The team has been contributing a lot, I cannot see evidence that certain people are performing worse than others.

Everyone has contributed a lot over this week and a lot of progress has been made.

That is apart from 2 people who have told us that they aren't going to be working on the project. These people are **Sef** and **Roman Jovi** still might do something but it's uncertain at the moment.

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

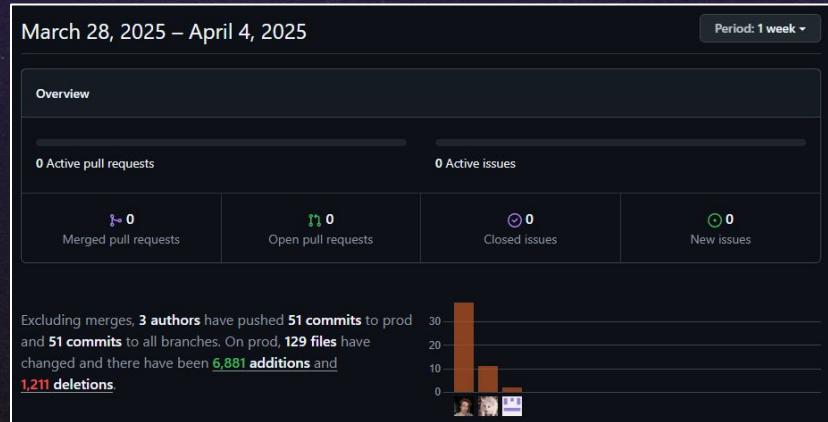
Art/Asset Repo



A prototype game build was deleted (there were lots of additions)

Lottie
Ren (2)
Josh H (2)
Josh (2)

Unity Project Repo



Samuel (38)
Rui (22)
Josh F (22)

Josh Holloway

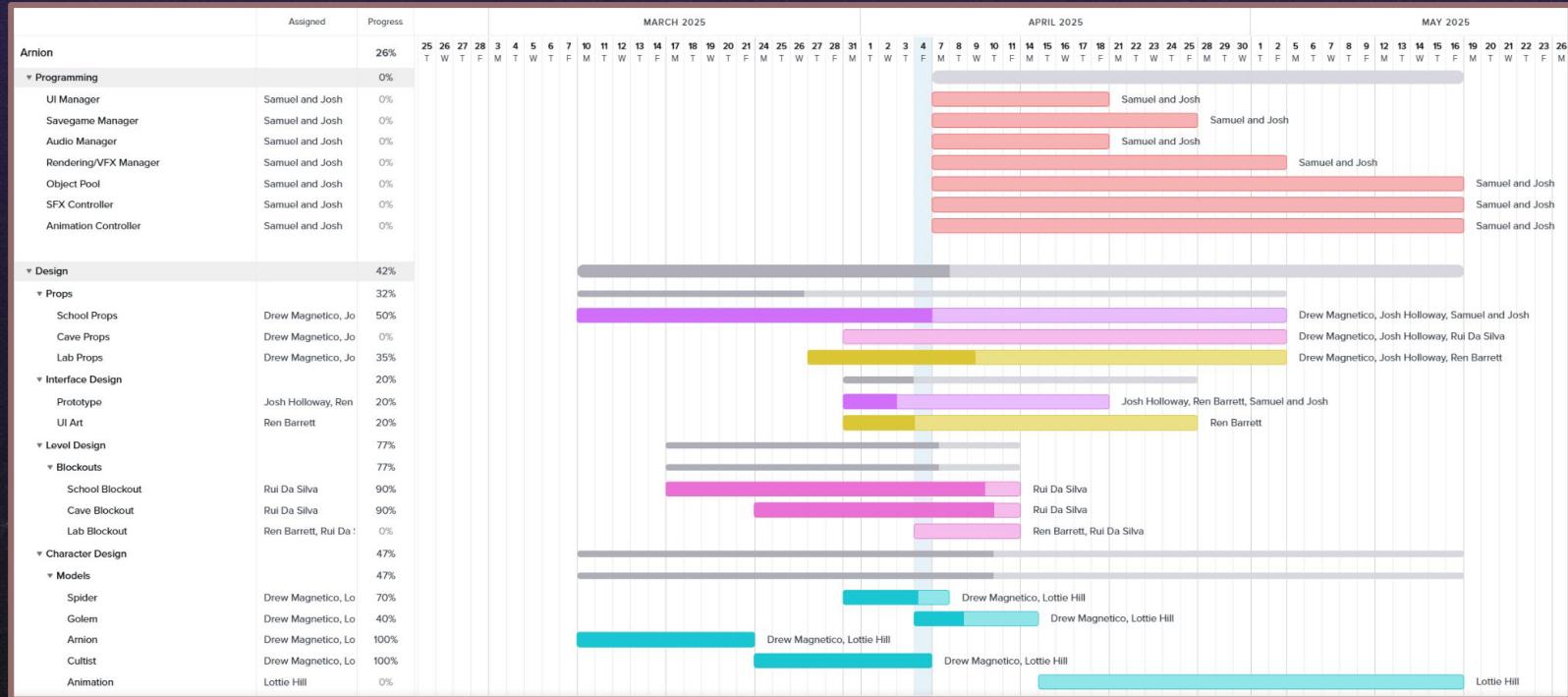


General Project Timeline





Gantt Chart



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
- Pitch created and performed



Production Weeks 5-11 Currently Here

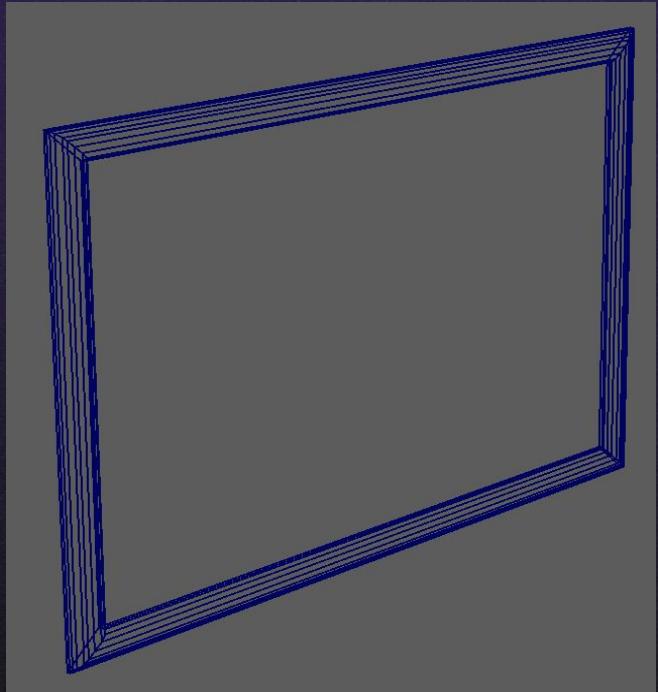
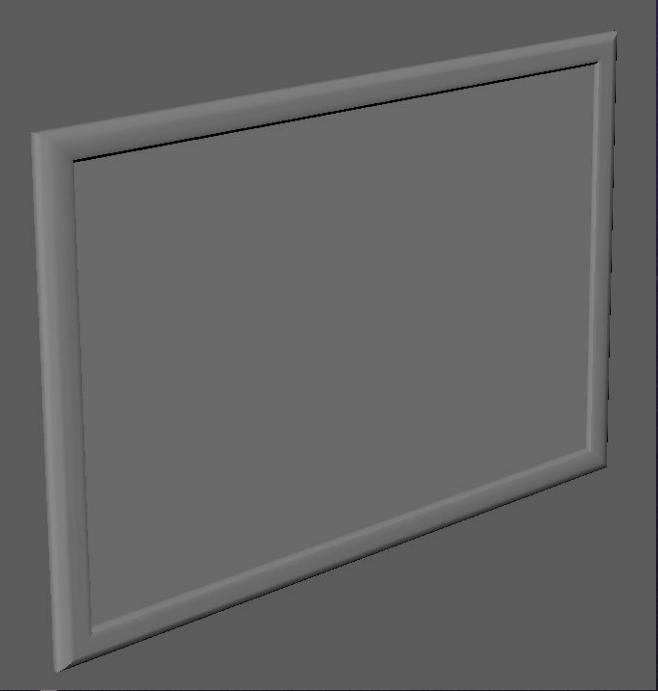
- Core gameplay mechanics implemented
- 3D Assets for environmental and intractable props created, textured and implemented
- Prototyping combat mechanics
- Enemies system developed and implemented
- 3D Assets for characters textured, animated and implemented
- Satisfactory game testing conducted
- UI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



65



Josh Holloway



Personal Next Week Goals

Next week's tasks for myself are as follows:

- Finish creating the school models
- UV unwrap as many of those models as possible to begin texturing
- Manage the tasks for everyone and oversee overall progress.
 - Update documentation where necessary

6/1



Lottie Hill

Lead Designer - Character Art



This Week's Timeline



28th

Working on individual tasks in the labs.



4th

Keep working in the labs and discuss UI further.



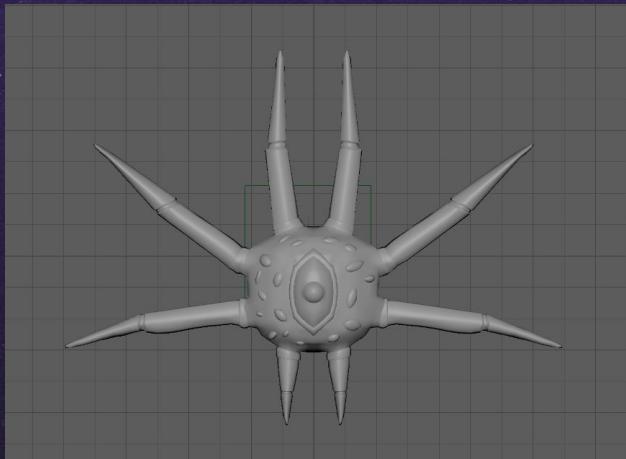
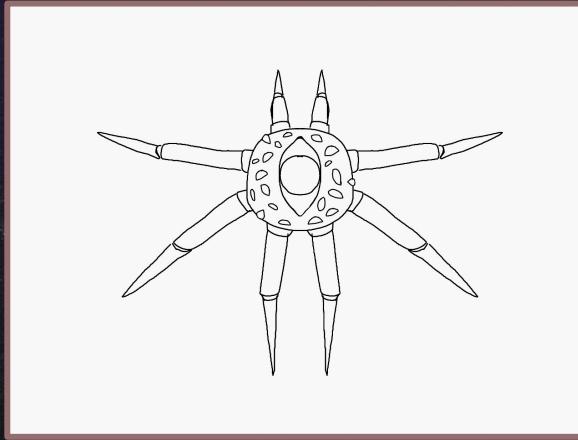
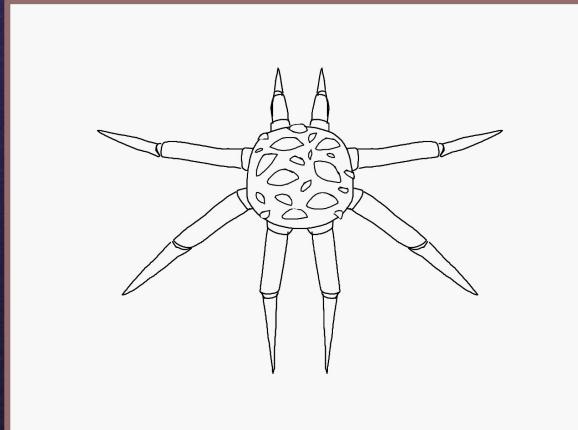
My Contributions

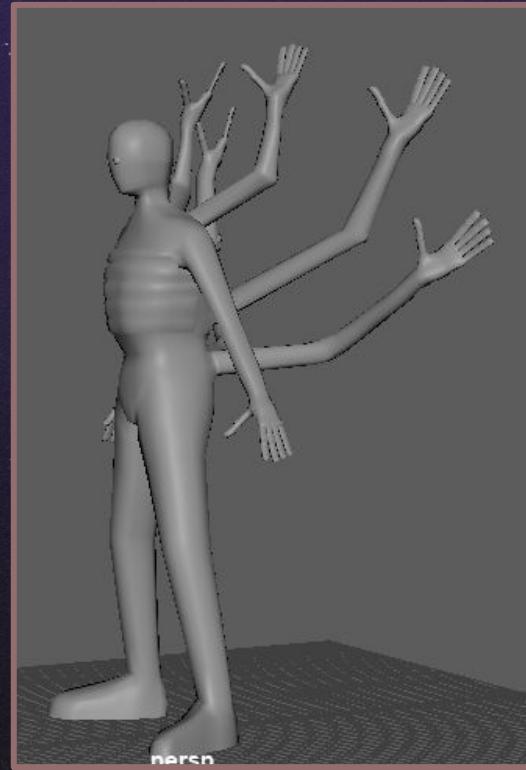
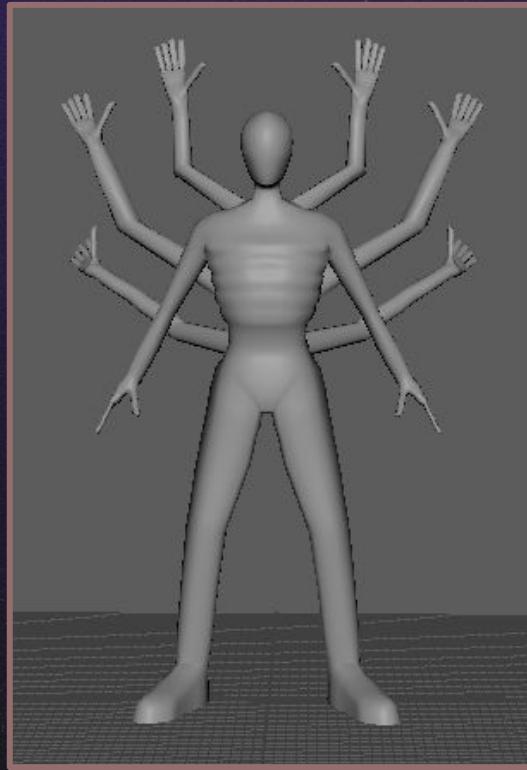


This week I have been keeping my focus on the character models and have finished the cultist model. I created some concept art to see how people felt about the chosen design for the spider, then made the model sheet and begun work on the model which is currently still in progress.



6/7







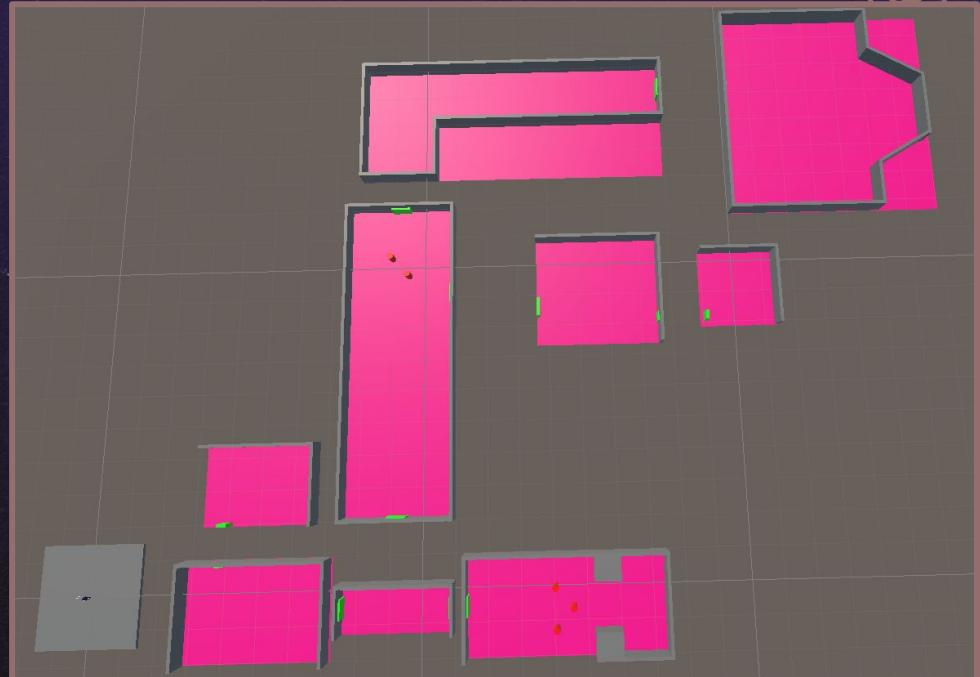
Rui Da Silva

Designer - Narrative Design, Level
Design, Environment Art



My Contributions

This week I have created the level blockout for the school. I have tried to keep it loyal to the concept art and to what everyone wants the level to be. I have also pushed the level onto the github.





Drew Magnetico

Designer - Texture Art



My Contributions

How to make a similar wood texture in these 3 programmes

Sa

Ds

Pt

Wood texture

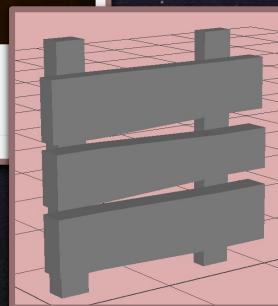
Adobe Substance Sampler, Painter, Designer tutorials

Today we are gonna go through making wood textures in each 3 substance softwares

Tip: save your work frequently because Adobe crashes a lot

Click to add notes

- 1 Wood texture
- 2
- 3
- 4
- 5
- 6
- 7
- 8
- 9
- 10



Jovi's asset list

11.25	Model sheet made (optional)
	Modelled
	UV done
	Textured
	Animated (optional)
School =	(edited)
Locker	1 1
Tables	1
Chair	1 1
Desk	1 1 1
Black board	1 1
Papers	1 1
Books	1 1
Book shelves (Library)	1 1
Pencils and pens	1
Rubbers	1
Bushes	1
Tree branches inside of walls	(edited)
Cave =	(edited)
Rocks	1 1
Gravestones	1 1

Drew Magnetico



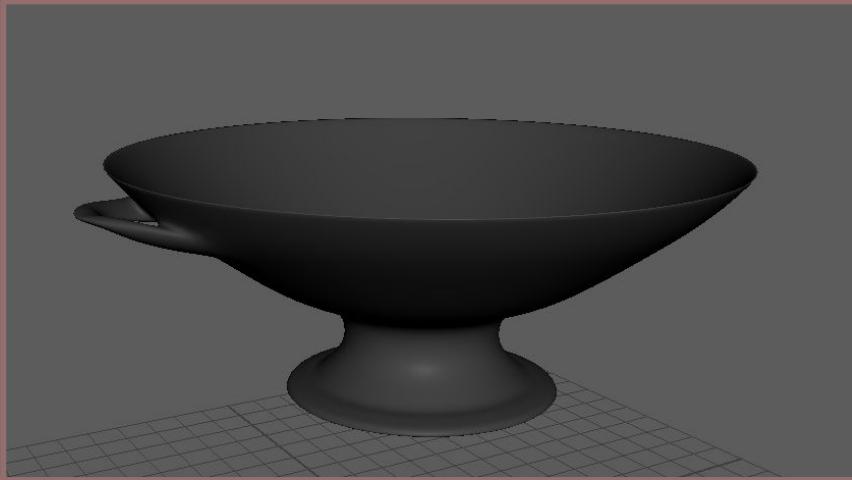
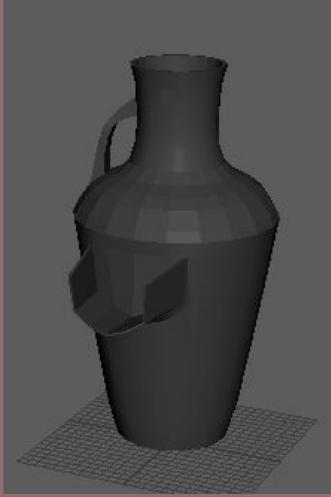
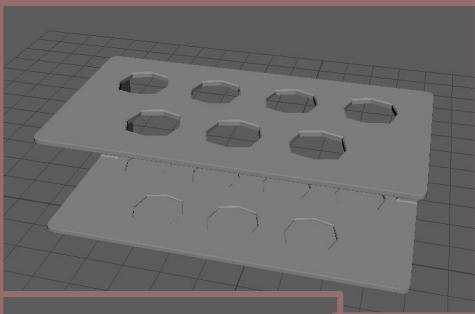
Ren Barrett

Designer - Interface Design,
Narrative Design, Level Design



Modeling

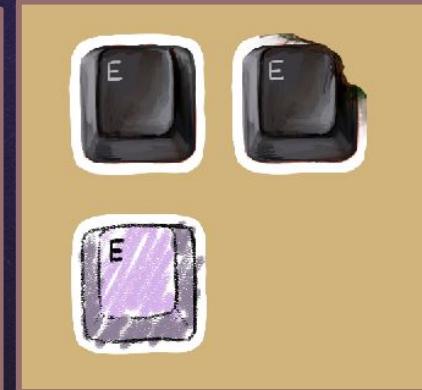
I also did a little bit of modeling of items that will be in the lab section of the level



UI

The wrath sing, goddess, of Peleus' son, Achilles, that destructive wrath which brought countless woes upon the Achaeans, and sent forth to Hades many valiant souls of heroes, and made them themselves spoil for dogs and every bird; thus the plan of Zeus came to fulfillment. [5] from the time when¹ first they parted in strife Atreus' son, King of men, and brilliant Achilles. Who then of the gods was it that brought these two together to contend? The son of Leto and Zeus; for he in anger against the king roused throughout the host an evil pestilence, and the people began to perish. [10] because upon the priest Chryses the son of Atreus had wrought dishonour, for he had come to the swift ships of the Achaeans to free his daughter, bearing ransom past counting; and in his hands he held the wreaths of Apollo who strikes from afar,² on a staff of gold; and he implored all the Achaeans. [15] but most of all the two sons of Atreus, the marshallers of the people: "Sons of Atreus, and other well-greaved Achaeans, to you may the gods who have homes upon Olympus grant that you sack the city of Priam, and return safe to your homes; but my dear child release

We also had a meeting on how the UI is going to look and work so we have everything established before easter break



I made a font for the game
As well as some
sticker concepts for
the UI

More UI



I also did a design for a player marker based on the design of this coin



Jovi Travasso

Prop Art, Audio Design





My Contributions



Serfiraz Sunmez

Prop Art, Interface Design





My Contributions



Roman Manzhelo

Prop Art, Character Design





My Contributions



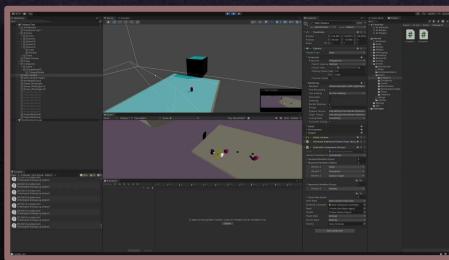
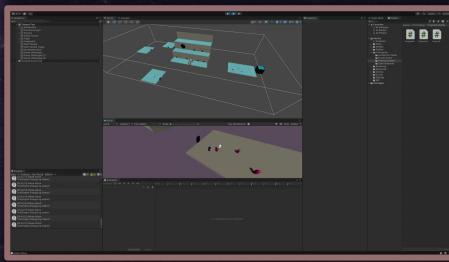
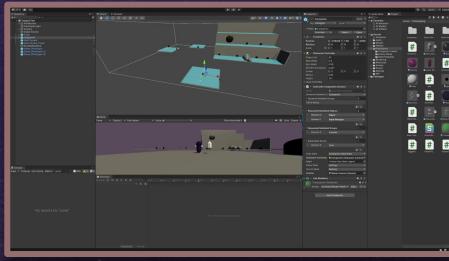
Joshua Follett

Gameplay Programming,
Character Programming



My Contributions

- ❖ Companion Can Be Aimed (Time Slows and Increased Contrast) with a visual Indicator and launched
- ❖ Created Core Enemy AI with Randomised Melee and Ranged Versions
- ❖ Started Designing UI Concepts (Companion Charge Meter in a 3D Plane)





Samuel Collins

Architectural Programming,
Character Programming

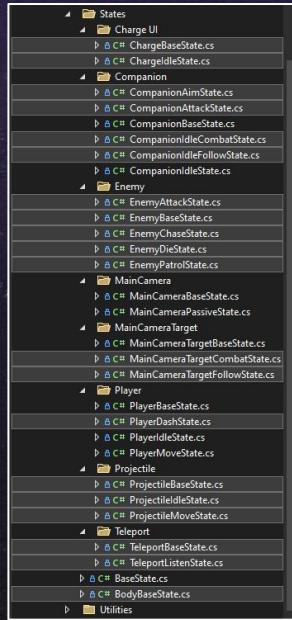




Gameplay Summary

Architecture modules checklist:

- ❖ Input Manager
- ❖ Mediated Objects
- ❖ Event Manager
- ❖ Events
- ❖ Local Event Handler
- ❖ Main Camera and Target
- ❖ Controller
- ❖ State Machine
- ❖ Core state and base states
- ❖ Behavioural states
- ❖ Volume Trigger Component
- ❖ Game Timer
- ❖ Mediated Groups



A visual summary of new states
(center) and modules (left)
programmed this week.





Personal Summary

- Extended **several components/modules**
- Added **Volume Trigger Component**
- Extensible **Volume Trigger Component** finished and tested
- All commits from last week were merged into the **prod** branch
- Contributed to a UI design / feasibility meeting





New Modules

- Created an extensible **Volume Trigger Component**
- Can discerns between **different entities**
- **Bundles** components, events and even other triggers to an execution type (one shot, multi shot, discrete, continuous) and flag (enable, disable)
- **Inspector functionality** has been programmed for this for level builders / designers
- Created a **Game Timer** utility (delay, countdown) for gameplay programming

```
1  using System.Collections;
2  using System.Collections.Generic;
3  using System.Linq;
4  using System.Runtime.CompilerServices;
5  using GSP_Controller;
6  using GSP_Mediator;
7  using GSP_Prototype;
8  using Unity.VisualScripting;
9  using UnityEngine;
10 
11 namespace GSP.Triggers
12 {
13     // Unity Script (1 asset reference) | 1 reference | Samuel Collins (531694) | 40 minutes ago | 2 authors, 2 changes
14     public class VolumeTriggerComponent : MonoBehaviour, VolumeTriggerComponentInterface, TriggerableInterface
15     {
16         // Execution type :
17         // - one-shot discrete = triggers once
18         // - multi-shot discrete = triggers every frame until disabled by some other means
19         // - multi-shot continuous = triggers every frame but stops when out of volume
20 
21         private MediatorComponentInterface _mediator;
22         private LocalEventHandlerInterface _handler;
23 
24         private ControllerComponent _player;
25         private HashSet<ControllerComponents> _enemies;
26 
27         public List<ControllerExecutionBundle> _components;
28         public List<TriggerExecutionBundle> _trigpits;
29         public List<EventExecutionBundle> _events;
30 
31         private HashSet<ControllerExecutionBundle> _componentGroup;
32         private HashSet<TriggerExecutionBundle> _trigpitsGroup;
33         private HashSet<EventExecutionBundle> _eventGroup;
34 
35         public bool _aliveOnWake;
36 
37         public bool _heavyTrigger;
38 
39         private bool _alive;
40         private bool _trigpited;
41         private bool _initialCycle;
42         private bool _initialEpoch;
43         private bool _newEpoch;
44         private Collider _trigpitedEntity;
45 
46         // Unity Script (1 asset reference) | 1 reference | Samuel Collins (531694) | 40 minutes ago | 2 authors, 2 changes
47         void Awake()
48         {
49             _mediator = MediatorComponent.Instance;
50             _handler = new LocalEventHandler(this);
51 
52             _componentGroup = new HashSet<ControllerExecutionBundle>(_components);
53             _trigpitsGroup = new HashSet<TriggerExecutionBundle>(_trigpits);
54             _eventGroup = new HashSet<EventExecutionBundle>(_events);
55 
56             _alive = _aliveOnWake;
57             _trigpited = false;
58 
59             _initialCycle = true;
60             _initialEpoch = true;
61             _newEpoch = false;
62 
63             _trigpitedEntity = null;
64 
65             // Start is called before the first frame update
66             // Unity Message (0 references) | 1 reference | Samuel Collins (531694) | 40 minutes ago | 2 authors, 2 changes
67             void Start()
68             {
69                 _player = (ControllerComponent)_mediator.GetObject(MediatedObject.Player, this);
70                 _enemies = _mediator.GetGroup(MediatedGroup.Enemies, this);
71             }
72         }
```





Extended Modules

- Extended **States** to functionality: decouple events from state changes with **switch states** and **reactions**
- Extended **Mediator** (registry) to include Mediated Groups (collections of like objects)
- Extended **Main Camera** and **Camera Target** include **combat mode** functionality and reaction to **combat events**
- Extended **Local Event Handler** and **Controller Component** with functionality to wrap new **Volume Triggers** and **Game Timers**

```
1 references | Samuel-5316941, 10 hours ago | 1 author, 1 change
public void SetTimer(TimerType _type, float _end)
{
    _timerMap[_type] = new GameTimer(_end);
    return;
}

2 references | Samuel-5316941, 10 hours ago | 1 author, 1 change
public bool CheckTimer(TimerType _type)
{
    bool finished = false;
    if (_timerMap.ContainsKey(_type))
    {
        finished = _timerMap[_type].Update();
    }
    else
    {
        Debug.Log("Timer wasn't set up in the dict in the first place");
    }
    return finished;
}

3 references | Samuel-5316941, 10 hours ago | 1 author, 2 changes
public void StartTimer(TimerType _type)
{
    return _timerMap[_type].Start();
}

4 references | Samuel-5316941, 10 hours ago | 1 author, 1 change
public void InterruptTimer(TimerType _type)
{
    return _timerMap[_type].Interrupt();
}

5 references | Samuel-5316941, 1 day ago | 1 author, 2 changes
public BaseState? QueryNextState(GameEvent _event)
{
    BaseState? nextState = null;
    var key = (_event.m_type, _event.m_subtype, _event.m_flag);
    // Try to retrieve the state from the flat dictionary
    if (_eventStateMap == null)
    {
        // Bug to handle, becas this eventStateMap shouldnt be null
        else if (_eventStateMap.TryGetValue(key, out var typeState))
        {
            nextState = (BaseState)Activator.CreateInstance(typeState);
        }
    }
    return nextState;
}

8 references | Samuel-5316941, 17 hours ago | 1 author, 1 change
public virtual void React(GameEvent _event) {}

2 references | Samuel-5316941, 17 hours ago | 1 author, 1 change
protected bool CompareEvent(GameEvent _event, EventArchetype _type)
{
    bool equivalent = false;
    if (
        _event.m_type == _type &&
        _event.m_subtype == _subtype &&
        _event.m_flag == _flag
    )
    {
        equivalent = true;
    }
}

9 references | Samuel-5316941, 8 hours ago | 1 author, 1 change
void Listen();
2 references | Samuel-5316941, 8 hours ago | 1 author, 1 change
public bool Peek(ref GameEvent? _ev)
{
    bool dequeued = false;
    if (_queue.Count > 0)
    {
        _ev = _queue.Peek();
        dequeued = true;
    }
    return dequeued;
}

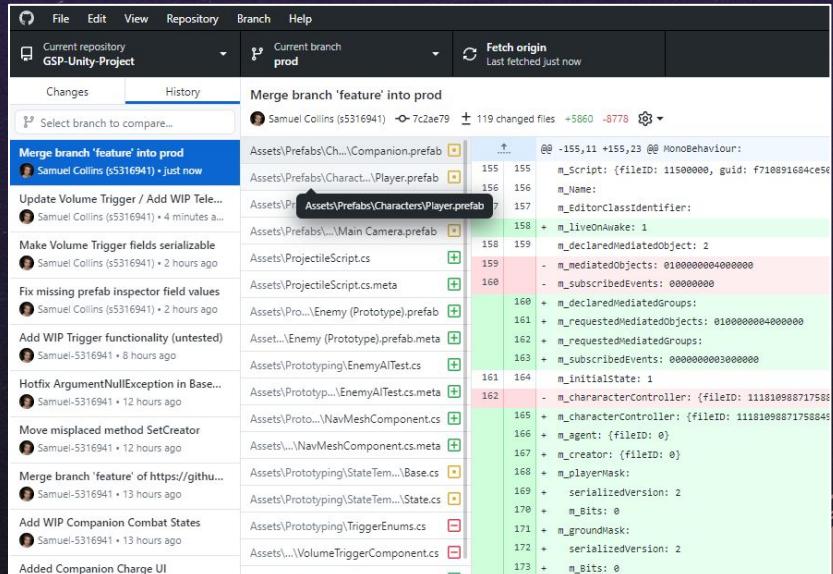
12 references | Samuel-5316941, 2 days ago | 2 authors, 5 changes
public interface LocalEventHandlerInterface
{
    void PumpEvents();
    void Listen();
    public bool Peek(ref GameEvent? _ev);
    void Dequeue(ref GameEvent? _ev);
}

13 references | Samuel-5316941, 2 days ago | 2 authors, 2 changes
public interface MediatorInterface
{
    void Initialize();
    object GetObject(
        MediatedObject _object
    );
    void SetObject(
        MediatedObject _object,
        object _reference
    );
    void RemoveObject(
        object _object
    );
    HashSet<ControllerComponent> GetGroup(
        MediatedGroup _group
    );
    void AddGroup(
        MediatedGroup _group,
        ControllerComponent _object
    );
    void RemoveFromGroup(
        ControllerComponent _object
    );
}
```



Github

- All commits from last week were successfully merged into the **prod** branch in accordance with our branching strategy
- Altogether on the Unity Project repo there were **119 files** changed since the last merge
- The Art repo is seeing lots of activity



Merge branch 'feature' into prod

Samuel Collins (5316941) • just now

Assets\Prefabs\Ch...\\Companion.prefab

Assets\Prefabs\Charact...\\Player.prefab

Assets\Prefabs\...\\Characters\Player.prefab

Assets\Prefabs\\Main Camera.prefab

Assets\ProjectileScript.cs

Assets\ProjectileScript.cs.meta

Assets\Pro...\\Enemy (Prototype).prefab

Assets\Prototyp...\\Enemy (Prototype).prefab.meta

Assets\Prototyp...\\EnemyAITest.cs

Assets\Prototyp...\\EnemyAITest.cs.meta

Assets\Proto...\\NavMeshComponent.cs

Assets\Prototyp...\\NavMeshComponent.cs.meta

Assets\Prototyp...\\StateTemp\\Base.cs

Assets\Prototyp...\\StateTemp\\State.cs

Assets\\TriggerEnums.cs

Assets\\VolumeTriggerComponent.cs

Added Companion Charge UI

155 @@ -155,11 +155,23 @@ MonoBehaviour:

156 m_Script: {fileID: 11500000, guid: f710891684ce5e5}

157 m_Name:

158 m_EditorClassIdentifier:

159 + m_liveOnWake: 1

160 + m_declaredMediatedObject: 2

161 - m_mediatedObjects: 0100000040000000

162 + m_subscribedEvents: 00000000

163 + m_declaredMediatedGroups:

164 + m_requestedMediatedObjects: 0100000040000000

165 + m_requestedMediatedGroups:

166 + m_subscribedEvents: 0000000030000000

167 m_initialState: 1

168 - m_characterController: {fileID: 11181098871758845}

169 + m_characterController: {fileID: 11181098871758845}

170 + m_agent: {fileID: 0}

171 + m_creator: {fileID: 0}

172 + m_playerMask:

173 + m_bits: 0

174 + m_groundedMask:

175 + m_serializedVersion: 2

176 + m_bits: 0



Forward

Last week's forward:

- 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

Forward for beta architecture (modules):

- UI Manager
- GameState Manager
- Savegame Manager
- Audio Manager
- Rendering / VFX Manager
- Object Pool (would be nice on MOSCOW)
- Debugger (would be nice on MOSCOW)

Controller Component beta (modules):

- Animation Controller
- SFX Controller

Refactors (would be nice on MOSCOW):

- GameEvent
- Component / POCO splits
- Controller: separate concerns
- XML Documentation

Testing:

- Alpha testing combat mechanics (external)

