



Game Studio Project Director Meeting

14th March 2025 - Group H



Arnion

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



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 (named Arnion) with no memory
- Begin in a destroyed, ruined land infested by a force that displays as black goo
- Arnion 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
- Ancient greek religion inspiration

Gameplay

- Isometric Perspective
- Player parrys enemies not to kill but to fill a meter and stun the enemy
- Basic attack shoots lantern in direction of cursor. If held down, it goes faster and further
- Charge meter activates a high damage attack.
- 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



Josh Holloway

Producer - Technical Art, Prop Art,
General Design





Team Insights

- Most of the team have been engaging in at home work.
- At team meetings, some people can be quiet and inactive but often do try to be. People have been quite late and we have been focussing on meeting in person more.
- In the discord server at home, people do upload ideas as they come to mind
- Team members are uploading their work to the github repos but it could be used more



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 we have been focussing on finalising all of the gameplay systems to be 100% sure about how we are building the game.

I have taken the role of organising the discussions and writing up a combat summary to have a finalised basis on one of the key components of the game.

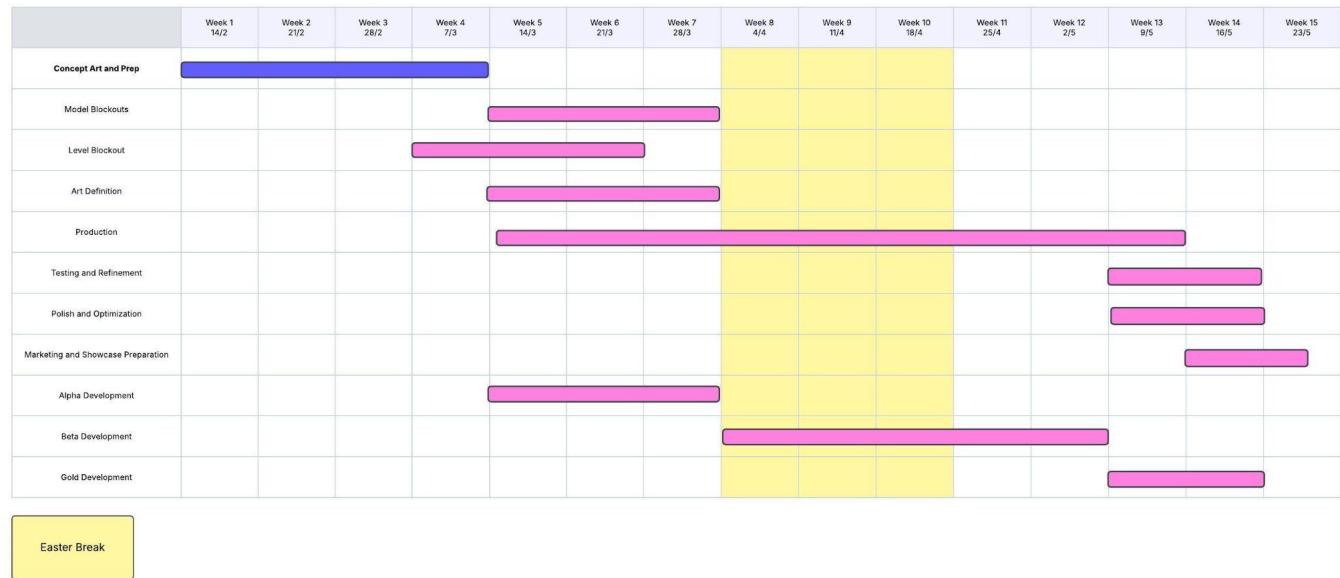
I have also done some research to have a look into combat systems for isometric games etc.

A gantt chart was also created to streamline the production pipeline.



Gantt Chart

Arnion - Project Management

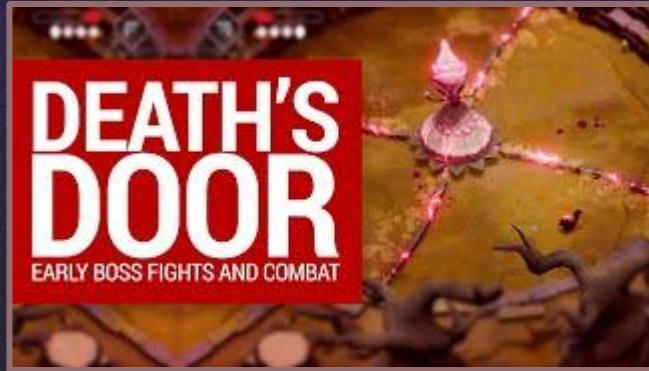




Combat Research



Hades - Achilles Spear Explanation



Death's Door - Early Stages and Combat



Lottie Hill

Lead Designer - Character Art



Week 3-4's Timeline

5th

Discussing level design further to fit the isometric perspective and central narrative (like what is the player's start point/ reason for going there?)



12th

Discussion of combat mechanics and collectables and finalising narrative decisions through a group survey.



28th

Discussion of level design and puzzles/narrative elements within the demo

7th

Discussion of the playable character design as well as enemy designs/ mechanics/ narrative purpose.

14th

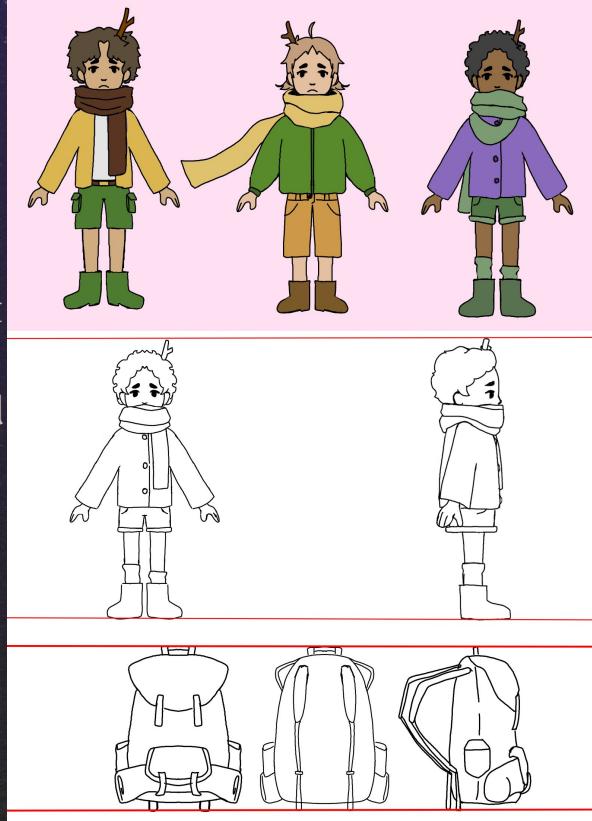
Finalising combat mechanics and collectables/powerups, level design and enemy combat discussions.



My Contributions



For these two weeks I have been refining the playable character design through concept art as well as making a small document suggesting some different personalities/outfits/colour schemes whilst explaining the possible implications behind each one. From this, I have created a model sheet and begun a 3D model for the playable character (in blockout stage at present). I am also currently in the process of clarifying the enemy designs with further concept art and documentation.







Rui Da Silva

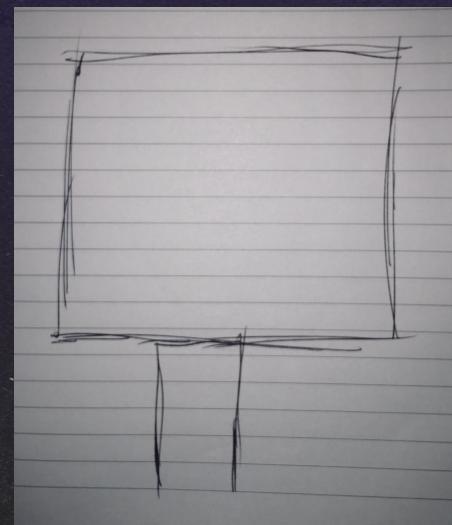
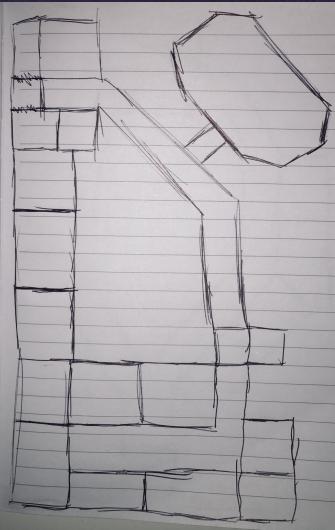
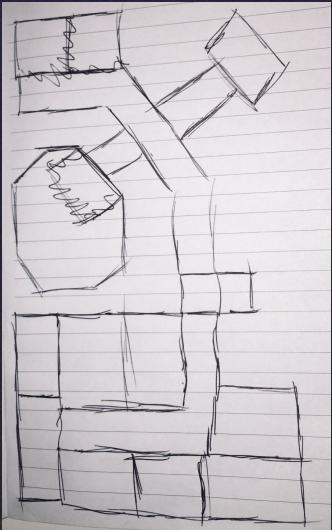
Designer - Narrative Design, Level
Design, Environment Art





My Contributions

For my contributions I wrote up some notes confirming some project decisions from the meeting this week. I also took the feedback given for the initial map I had created and I created 2 more map designs .





Drew Magnetico

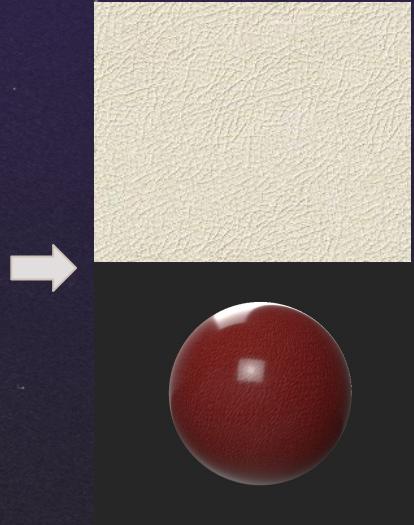
Designer - Texture Art



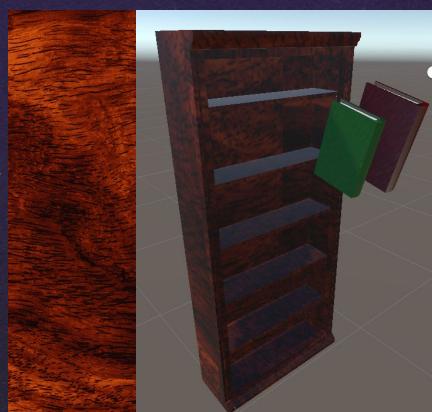
My Contributions



Play-doh vs cel shading



Leather texture



Bookshelf

Drew Magnetico



Roman Manzhelo

Designer - Character Art





My Contributions



6F

Roman Manzhelo



Ren Barrett

Designer - Interface Design,
Narrative Design, Level Design





My Contributions



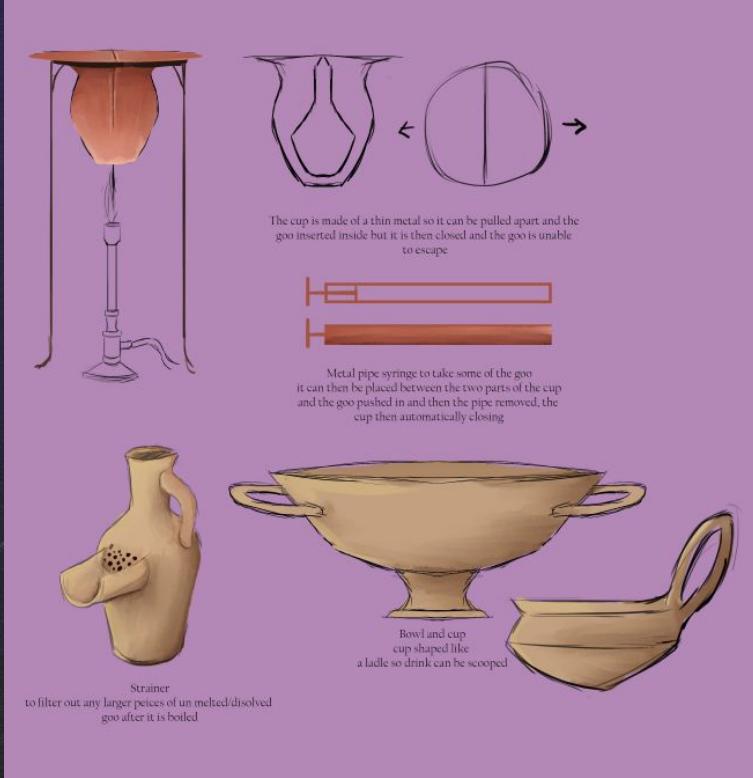
I worked on the design on the main menu

I sketched out my ideas for the lab although I didn't get the vibe of it down some elements may be taken and reused for the library design





My Contributions



Especially with the recent addition of the Zombie cultist enemies we needed to be able to show narratively how they became that way. As such I worked on designing some items for the goo drinking ritual that they would have done to become that way.

I've also been working on a recipe for the drink to possibly be included as a small piece of lore in game, based on the ancient greek drink Kykeon a potentially psychedelic ritual drink.

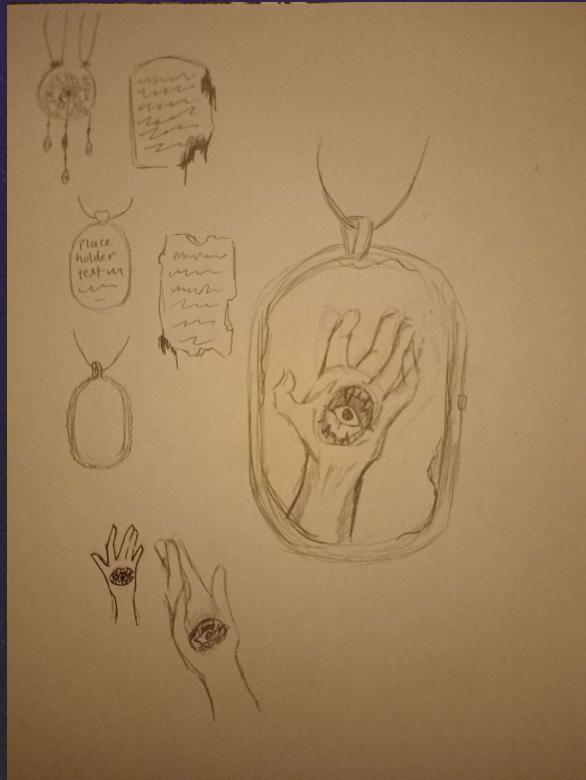




My Contributions



In ancient cultures Totenpasses a type of ‘passport’ for the dead would be buried with the dead in order to secure a better outcome while in the afterlife.



Since we had the idea of a consumable item allowing for revival I wanted to design some items based on the idea of a Totenpass.





Jovi Travasso

Designer - Audio Design, Narrative
Design, Prop Art





My Contributions

In this week, I prepared a list of props to work on. This includes props for all the different environment styles in the game. I even asked Chat GPT to create some images of what these props could look like to create a reference to then begin modelling.

School Props

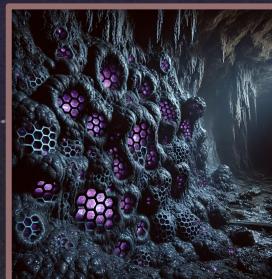
- Lockers
- Tables
- Chairs
- Desks
- Black Board
- Papers/Books
- Book Shelves (Library)
- Stationery Supplies
- Bushes or patches of grass
- Trees inside the walls

Cave Props

- Rocks
- Gravestone checkpoints
- Skeletal remains
- Goo figures (Failed survivors)
- Goo Ulcers (Source of light)
- Spider Webs
- Dropped Torches (Optional)

Laboratory Props

- Examination Desk
- Test tubes, bunsen burners, microscopes, clipboards and other table items
- Incubation tanks
- Mechanical/robotic machines
- Gas tanks
- Weaponry (In glass cases)





My Contributions





Serfiraz Sunmez

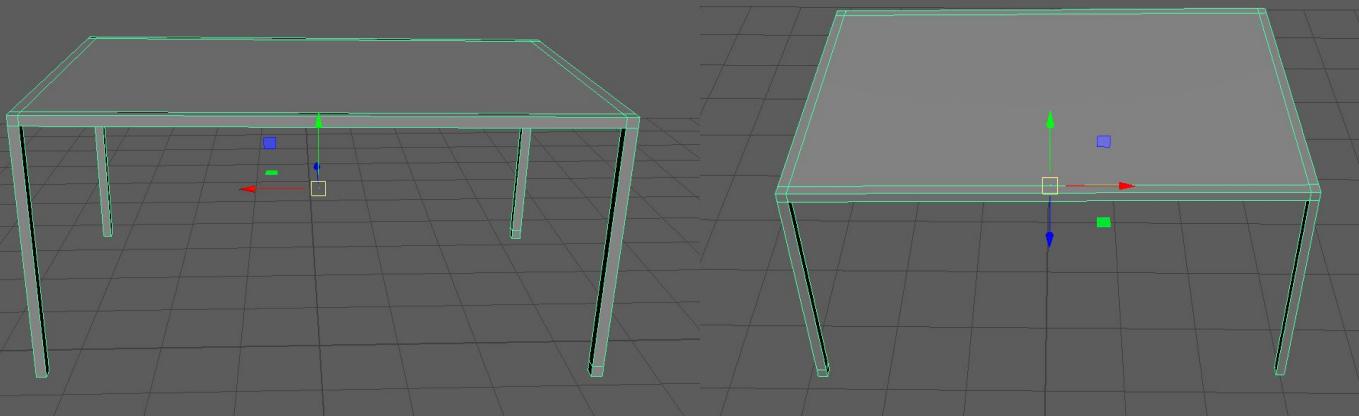
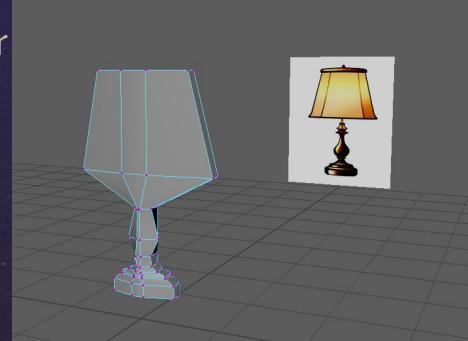
Designer - Interface Design, Prop
Art





My Contributions

This week I have started working on props for the environment. Have completed one and am currently working on others for the science lab.





Samuel Collins

Architectural Programming,
Character Programming





GitHub

- ❖ **GitHub learning** amongst team has been fully delivered
- ❖ **Branching strategy** has been agreed
- ❖ **Asset folder structure** has been agreed
- ❖ Proposed milestones for **alpha/beta** in terms of branching strategy



Market Analysis

- ❖ Deep market research to **inform and justify** our game design and technical choices
- ❖ Analysed over 100 reviews for **historical product benchmark analysis**
- ❖ Secondary analysis of aggregated reviews into graphs **to identify heuristics**
- ❖ Collated and added research to the GDD; created an appendix for it; added references



Programming Architecture

- ❖ I have prototyped, tested and implemented an **Event Manager, a Mediator, and an Input Manager, and a Local Event Handler** as the centrepieces of our game architecture
- ❖ **C# Coding Standards** which have been previously agreed have been codified into a formal structure in an appendix in the **GDD**
- ❖ Conducted a survey to solidify the **central combat mechanics** which as a team we have now agreed



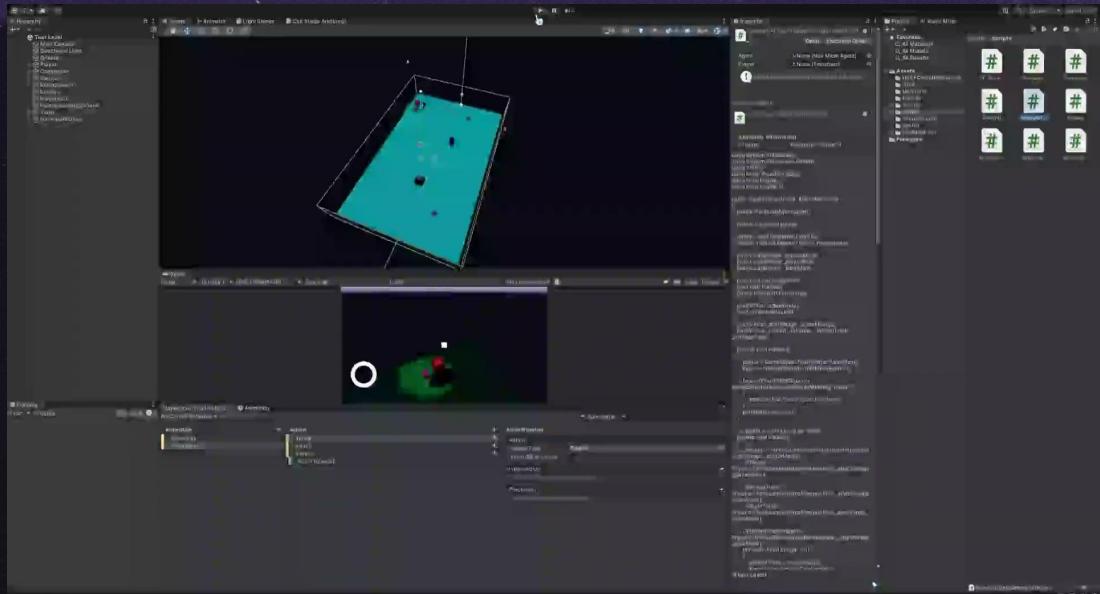
Joshua Follett

Gameplay Programming,
Character Programming



My Contributions

- ❖ Implemented a Simplistic Enemy AI Based on States and Adaptive Range of Sight
- ❖ Tested a Simple UI cursor to track player mouse





Aims for Next Week

