



# Game Studio Project Director Meeting

21th March 2025 - Group H



# Arnion

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



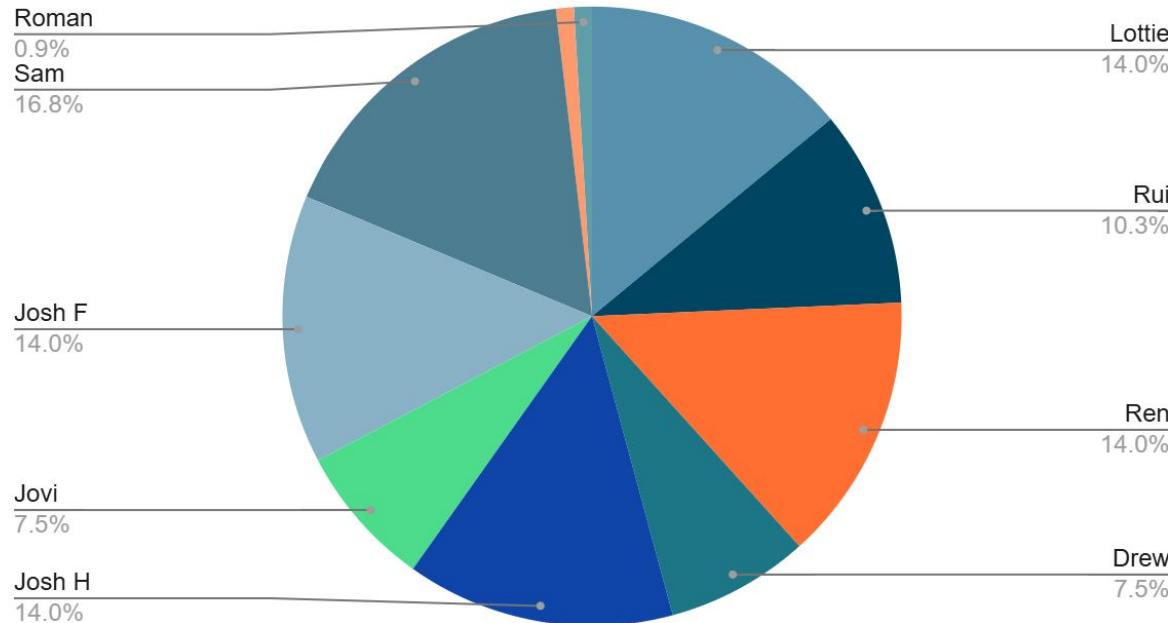
# Josh Holloway

Producer - Technical Art, Prop Art,  
General Design



# Team Insights

Points scored



571429



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# Team Insights

Points scored

Update From GSP DM 21/3 Gro...

A pie chart titled "Points scored" showing the distribution of points among team members. The data is as follows:

Player	Percentage
Roman	0.8%
Sam	16.8%
Lottie	14.0%
Rui	10.3%
Ren	14.0%
Drew	7.5%
Joyi	7.5%
Josh H	14.0%
Josh F	14.0%

Witshire house price...





# 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

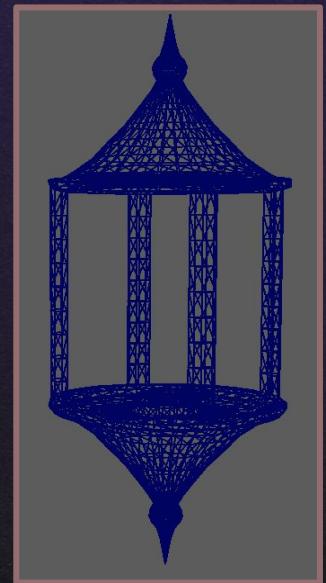
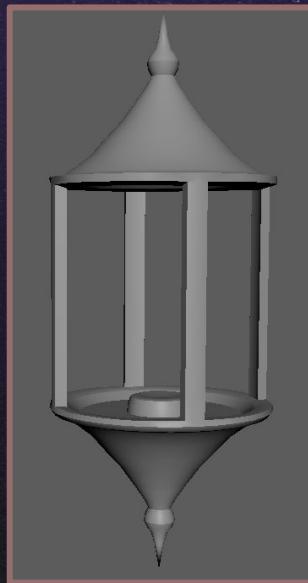


# My Contributions

This week I have been working on 2 key areas:

## Modelling the lantern:

It underwent a redesign to fit the idea that it's in the air floating and unable to be held physically. The finished model is completed. UVs are currently being worked on. It has been triangulated to avoid conflict with the textures and Unity's auto triangulation.

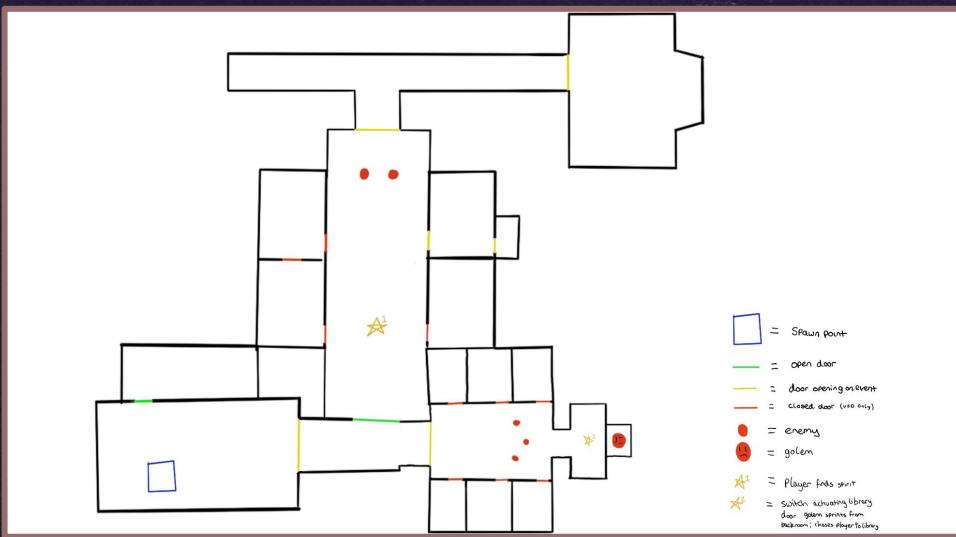




# My Contributions

## Mapping the school:

After many concepts had been made and ideas had been brought into discussion, I produced a final basis of the level design of the first area.





# Lottie Hill

Lead Designer - Character Art



# This Week's Timeline



19th

Working on individual tasks for the week, but also refining ideas about what techniques we might use for texturing, as well as reiteration on more of the level design.



14th

Came to a group conclusion about main story elements, combat, puzzles, items and some of the level design.

21st

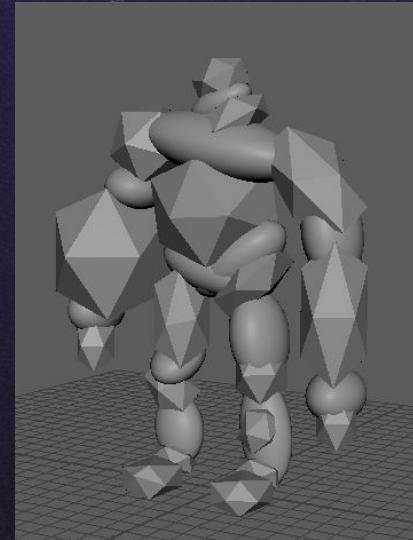
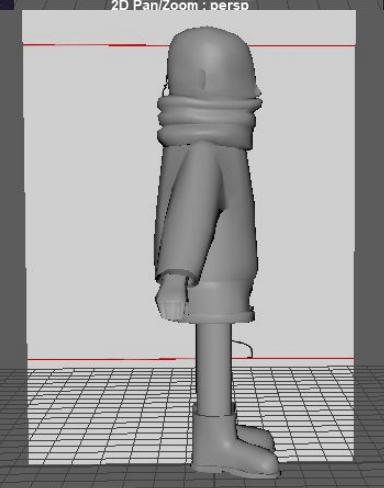
More working on individual tasks, finalising the level design and discussing our first steps for proper implementation.





# My Contributions

For this week, all of my efforts have been put into the character model, which will definitely be completed by Monday. Apart from this, I have been helping with the level designing and I have created a simple prototype model for our boss enemy in order to test the shader on the goo mesh. I am currently in the process of creating concept art for each of the three enemy designs and I should begin modelling at least 1 by next week.







# Rui Da Silva

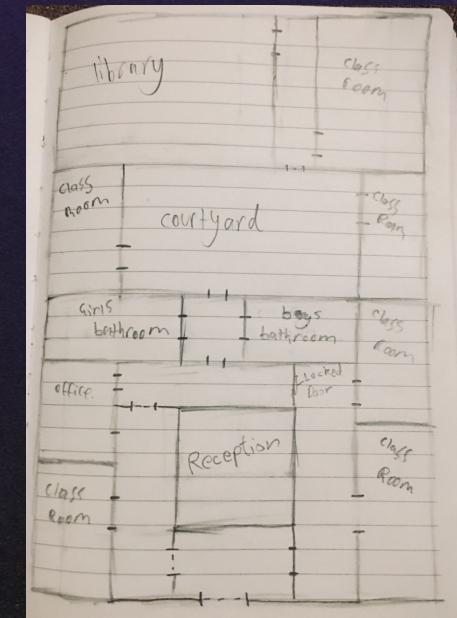
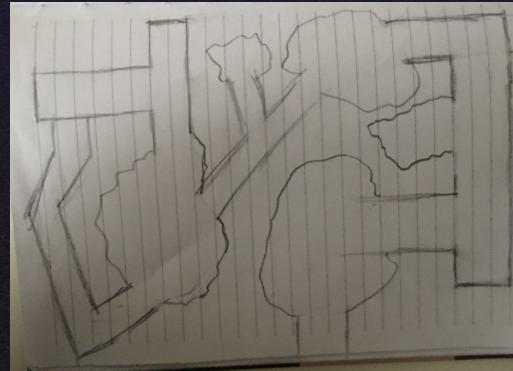
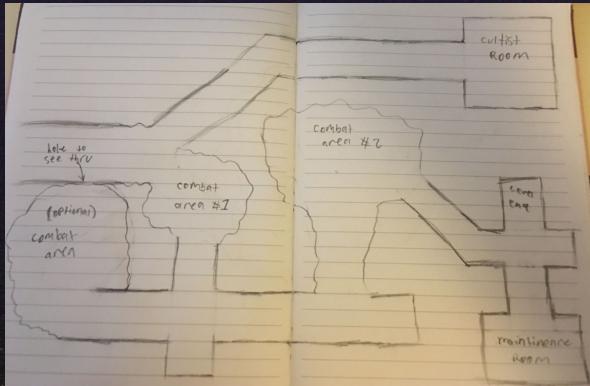
Designer - Narrative Design, Level  
Design, Environment Art





# My Contributions

For the past week I have continued to work on level designs for the school segment, taking feedback and trying to incorporate everyone's ideas / specifications. I have also started working on the cave segment.





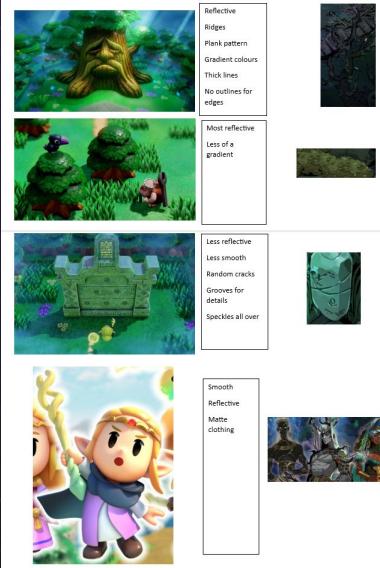
# Drew Magnetico

Designer - Texture Art



# My Contributions

Drew: Plan textures for props. If any are done, you could consider working on them



Drew Magnetico



# Ren Barrett

Designer - Interface Design,  
Narrative Design, Level Design



# UI design



I drew up an idea for the inventory system that we had discussed with the idea of objects being put in a scrapbook as well as notes relating to lore



# Narrative

We had the idea of health items potentially being introduced via a recipe the player is able to find a little while ago so I did a little bit of research to try and get some realistic feeling recipes

In a lot of times of hardship flour tended to be partially substituted with sawdust or other similar inedible things such as plaster. As such I took a very basic bread recipe and swapped out half the flour for sawdust and things like sugar for honey as a natural sweetener.

Kykeon was a ancient greek drink with slightly varying recipes given in remaining writings but it likely played a part in ritual especially in the Elysian mysteries. It likely used some sort of psychedelic (Potentially opium). And this is the drink I am basing the ritual drink used to convert the cultists into goo monsters.

I designed some specialist equipment last time in order for the goo to be melted down / dissolved and then the rest of the drink will use roasted and ground down barley and a small amount of mint and optional honey as a sweetener.

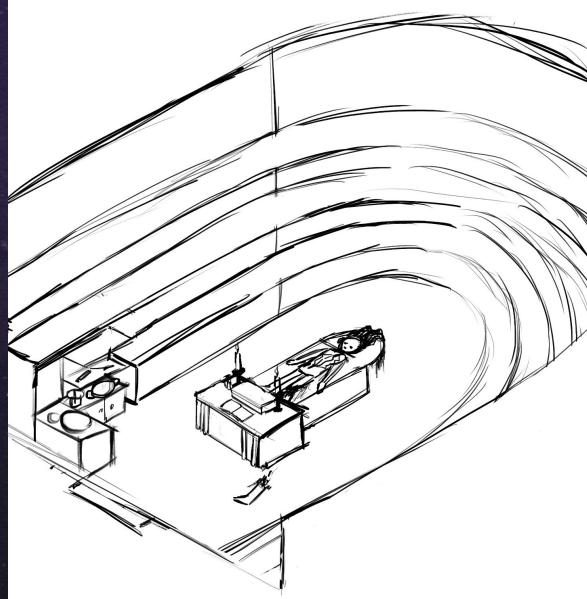
We're going for an ambiguous location so all three should be able to be scavenged in an apocalypse.

# Room designs



Asset suggestions for this room:  
Doric or Ionic columns  
Books, (Multiple variations + some readable)  
Broken glass  
Plants for overgrowth  
Shelves.  
Classical looking busts

I've been planning out the layout of the rooms. The lab area is done and I plan to have the school rooms done in the next few days.



Asset suggestions for this room:  
Altar space  
Candles + candle stands  
Science equipment (Scalpel, surgical things, chemistry things, potentially a saw to give proper renaissance surgery vibes)  
Wash basin for both spiritual and mundane cleansing + a jug  
Dead body (Potentially an alteration of a cultist model)



# Jovi Travasso

Designer - Audio Design, Narrative  
Design, Prop Art

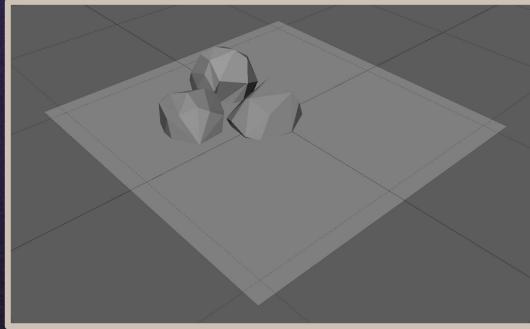
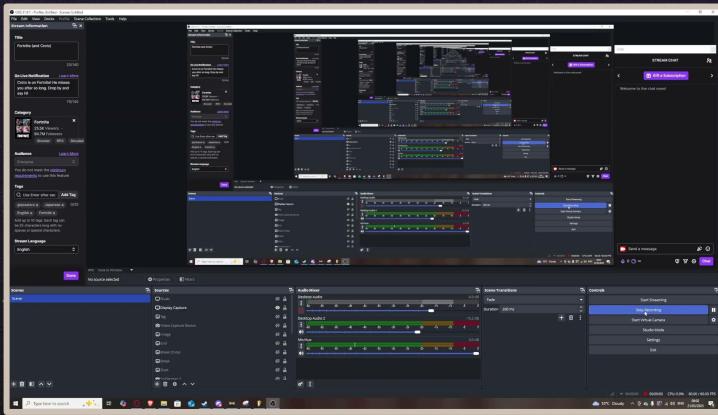




# The Hustle



Throughout the week, I took time to make a few assets for the environment. This includes two props that I created in **Maya** for the cave area in the game. I created a variant for the **types of rocks** that are going to be added. I also made a blockout of a **gravestone** that will be used as **checkpoints** in the cave. I also started working on another track for the background of the game, on FL Studio.



Generic Rocks



Gravestone



# Samuel Collins

Architectural Programming,  
Character Programming





# Samuel Collins

Consolidation week (Josh + Me had compressed schedule due to exams)

- Architecture
- Branching strategy
- UV mapping / workflow
- Level Design





# Branching ...

- ❖ Initial architecture prototype committed to the repo to main
- ❖ Branched main -> prod (and feature, characters, assets from prod)
- ❖ Monitoring commits of everyone (there haven't been any crises yet)

The screenshot shows the GitHub Desktop application interface. The top navigation bar includes File, Edit, View, Repository, Branch, and Help. The current repository is 'GSP-Unity-Project'. The 'Branch' dropdown is set to 'feature'. Below the navigation is a search bar with 'Create initial prototype' and a timestamp 'Last fetched 5 minutes ago'. The main area displays a list of commits:

- Added Room Teleport (WIP) by joshuafrett 1 hour ago
- Add initial state machine architecture by Samuel-5316941 12 hours ago
- Add geo shader prototype by Samuel-5316941 2 days ago
- Change EventManager script execution... by Samuel Collins (5316941) 2 days ago
- Update .gitignore to ignore PlayPrefe... by Samuel-5316941 3 days ago
- Change MediatorComponent executio... by Samuel-5316941 3 days ago
- Create initial prototype by Samuel-5316941 3 days ago
- Update Asset folder structure by Samuel-5316941 3 days ago
- Add Shaders to Asset folder structure by Samuel-5316941 Feb 27, 2023
- Create Library meta by Samuel-5316941 Feb 25, 2023

On the right side, a detailed view of the first commit is shown:

```
Samuel-5316941 → 97d2b05 + 63 changed files - 455 - 370 ⚡
Assets\Prefabs\...\Event Manager.prefab [added]
Assets\Prefabs\...\Event Manager.prefab.meta [modified]
Assets\Prefabs\...\Input Manager.prefab [deleted]
Assets\Prefabs\...\Input Manager.prefab.meta [modified]
Assets\Prefabs\Com...\Mediator.prefab [modified]
Assets\Prefabs\Com...\Mediator.prefab.meta [modified]
Assets\Prototyping\...\Prototyping Companion.prefab [modified]
Assets\Prototyping\...\Prototyping Companion.prefab.meta [modified]
Assets\Prototyping\...\CompanionComponents.cs [modified]
Assets\Prototyping\...\CompanionComponent.cs.meta [modified]
Assets\Prototyping\Face\... [modified]
Assets\Prototyping\Face.meta [modified]
Assets\Prototyping\...\MainCameraComponent.cs [modified]
Assets\...\MainCameraComponent.cs.meta [modified]
Assets\...\MainCameraTargetComponent.cs [modified]
Assets\Prototyping\...\Components.meta [modified]
Assets\Prototyping\...\Player.prefab [modified]
Assets\Prototyping\...\Player.prefab.meta [modified]
```



The screenshot shows the GitHub web interface for the 'feature' branch. The top navigation bar includes File, Edit, View, Repository, Branch, and Help. The current repository is 'GSP-Unity-Project'. The 'Branch' dropdown is set to 'feature'. Below the navigation is a search bar with 'Current branch feature' and a timestamp 'Last fetched 10 min'. The main area displays a list of recent commits:

- main by Samuel 2 days ago
- feature by Samuel 1 hour ago
- origin/asset by Samuel 2 days ago
- origin/chars by Samuel 21 hours ago
- origin/prod by Samuel 2 days ago

At the bottom right, there is a button labeled "Choose a branch to merge into feature".

# Interactable / State Machine



# Working on State Machine, States and generic Interactable component

- ❖ Interactable component has a Local Event Handler (which subscribes to Event Manager channels) and a State Machine (which takes events and compares them to an event/state map)
  - ❖ Current state will be taken by a future Animator
  - ❖ Me and Josh have also been planning a generic Trigger component which takes conditions and fires events

The screenshot shows the Unity Editor's Solution Explorer and a code editor side-by-side. The Solution Explorer lists various assets and scripts, including:

- Assets
- Prototyping
- Scripts
- Architecture
- EventManager.cs
- EventManagerComponent.cs
- EventManagerComponentInterface.cs
- EventManagerInterface.cs
- GameEvent.cs
- GameEventEnums.cs
- GameState.cs
- InputManager.cs
- InputManagerComponent.cs
- InputManagerComponentInterface.cs
- InputManagerInterface.cs
- InputTypes.cs
- Interactables
- LocalEventHandlerComponent.cs
- LocalEventHandlerComponentInterface.cs
- Mediator.cs
- MediatorComponent.cs
- MediatorComponentInterface.cs
- MediatorEnums.cs
- MediatorInterface.cs
- StateMachine.cs
- ScriptableObjects
- WIP

The code editor displays two scripts: `Interactable` and `GameState`.

```
using GSP.Mediator;
using GSP.Events;
using GSP.StateMachine;

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] public class Interactable : MonoBehaviour
{
    private MediatorComponentInterface m_mediator;
    private LocalEventHandlerComponentInter
    private StateMachine m_stateMachine;
}

//0000
// an animator
// a sound-player (audio-source + that
// an attributes collection

private Dictionary<MediatedObject, obje
public MediatedObject m_declaredMediate
public List<MediatedObject> m_mediatedD
public void OnEnable()
{
    m_stateMachine.Subscribe(
        m_mediator.m_initiateMediation);
}

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] void Awake()
{
    m_mediator = MediatorComponent.Inst
    m_handler = new LocalEventHandler();
    m_stateMachine = new StateMachine();
    m_mediator.Subscribe(m_declaredMedi
}

foreach (var archetype in new HashSet<
{
    m_handler.Subscribe(archetype);
}

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] void Start()
{
    foreach (var mediatedObject in new
    {
        m_mediator.Subscribe(mediatedObject);
    }
}

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] void Update()
{
    if (m_currentState != m_nextState)
    {
        m_gameObject =
        m_currentState =
        m_nextState =
    }
}

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] public void Update()
{
    if (m_currentState != m_nextState)
    {
        m_gameObject =
        m_currentState =
        m_nextState =
    }
}
```

```
using System.Collections;
using System.Collections.Generic;
using UnityEngine;

namespace GSP.States
{
    public class GameState : MonoBehaviour
    {
        public object m_gameObject;
    }

    public class GameState : GameState
    {
        public Queue<GameEvent> m_events;
    }

    public class PlayerGameState : GameStat
}

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] public class PlayerGameState : GameStat
{
    public void Update()
    {
        // this functionality should be done during Awake
        GameStat nextState = new PlayerGameState();
        //conditional block, if event = w, do x, else do y, ne
        //conditional plus dictionary key (event) with value (ne
        return nextState;
    }
}

@Unity Message [0 references | Samuel-5316941, 12 hours ago || author] public class PlayerGameState : GameStat
{
    public void Update()
    {
        // pass in event
        m_nextState =
    }
}
```

The `Interactable` script has a component named `Interactable` attached, which has properties `Camera Target` and `Player`. It also has a `Mediated Objects` list containing `Element 0` and `Element 1`, and a `Subscribed Events` list containing `Element 0` with the value `input`.



# Joshua Follett

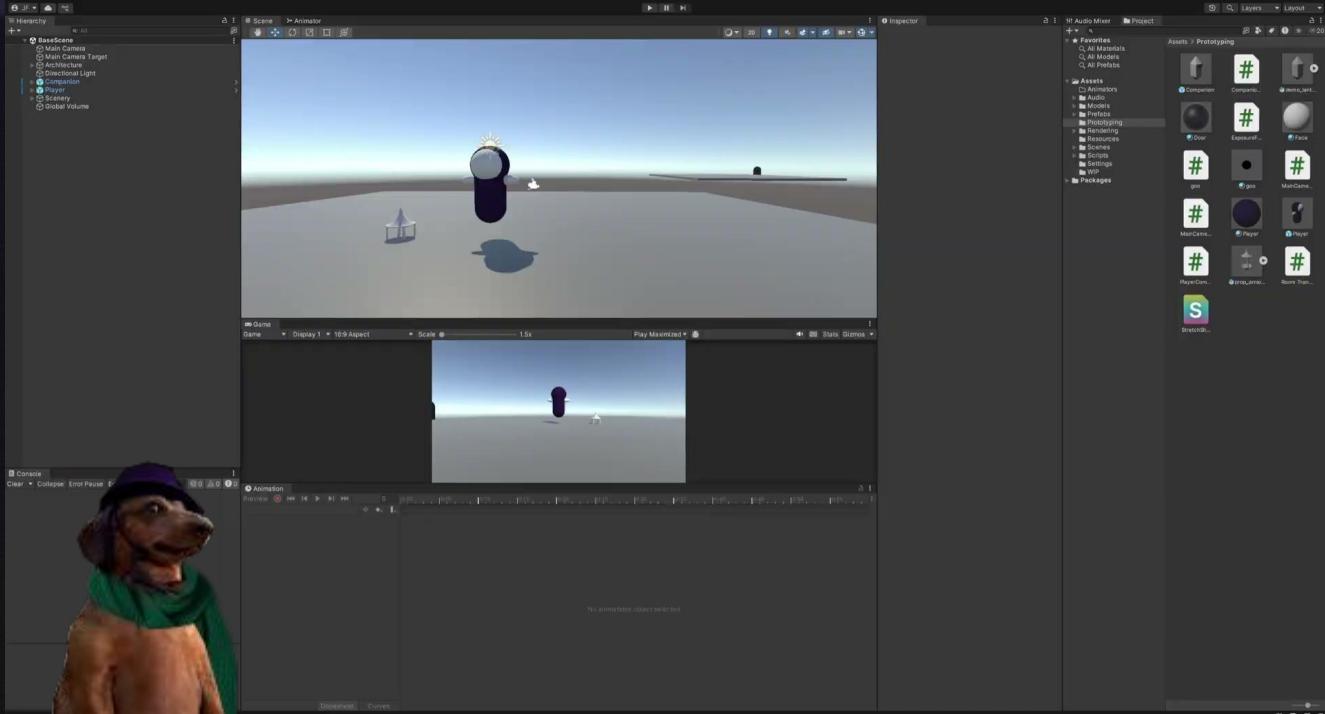
Gameplay Programming,  
Character Programming





# My Contributions

- ❖ Contributing to Level Design and Finalizing Game Mechanics
  - ❖ Helping Organise Game Architecture with Samuel
  - ❖ Implemented A Room Teleport: Planning to Add Visual Fade transition



# Joshua Follett

