DEEP SPACE RESCUE

Deep Space Rescue is a linear survival game that allows players to complete objectives
that will advance their way through the game.

Story:
You are a space rescuer who is tasked with saving space travelers from recent disasters
caused by an unkown space menace, whom you will encounter on one of your rescue missions.

Location   Outer Space
Timeline   Dinstant Future - Year 4027
Game Engine   Made with Unity

Production
1. White boxing will first have to take place to ensure correct placement of the enviormental pieces.
a level map has been created to be a template for this step.
2. Probuilder will be installed in Unity to stream line the whiteboxing
process to make sure the scale is accurate
    2a. While white box is set up, the game mechanics can be figured out
    2b. Starting with a custom character controller
    2c. Camera placement for FPS mechanic
    2d.Followed by weapon use
    2e. Enemy interaction
    2f. Enviormental interaction
3. The modeling will begin in Maya.
4. Each model that will require a 2048 texture map will require a low and a high res model.
5. When the models are completed and UV'd, they will be sent into substance to be textured.
6. As displayed in the Time Budget, each model will have specific maps that will be baked in substance.
7. After models have been textured, they can be imported into
Unity for correct placement and arranging.
8. Animations
    8a. Doors opening and closing
    8b. Lockers opening and closing
    8c. Space rocks floating when looking out windows
    8d. Gun recoil
    8e. Gun reload
    8f. Gun melee