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.

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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

Model Name	Texture Size	Distance	Maps
Corridor	2048 Resolution	Very Close	Normal, Height, Metallic, Color, Roughness
Trash Can	1024 Resolution	Close	Normal, Height, Metallic, Color, Roughness
Bench	1024 Resolution	Close	Normal, Height, Metallic, Color, Roughness
Generator	2048 Resolution	Very Close	Normal, Height, Metallic, Color, Roughness
Energy Cell	1024 Resolution	Very Close	Normal, Height, Metallic, Color, Roughness, Emmission
Lockers	1024 Resolution	Close	Normal, Height, Metallic, Color, Roughness
Large Corridor Window	1024 Resolution	Very Close	Normal, Height, Metallic, Color, Roughness, Opacity
Corridor Doors	2048 Resolution	Very Close	Normal, Height, Metallic, Color, Roughness
Control Center Computers	2048 Resolution	Very Close	Normal, Height, Metallic, Color, Roughness
Control Center Chairs	1024 Resolution	Close	Normal, Height, Metallic, Color, Roughness
Control Center Windows	1024 Resolution	Close	Normal, Height, Metallic, Color, Roughness, Opacity
Bed	1024 Resolution	Close	Normal, Height, Color,
Toilet	1024 Resolution	Close	Normal, Height, Color, Metallic, Roughness
Shower	1024 Resolution	Close	Normal, Height, Color, Metallic, Roughness
Mechanics Room	2048 Resolution	Close	Normal, Height, Color, Metallic, Roughness

Script Name	Script Function
Door Manager	This script will control the opening and closing of the corridor doors based on player interaction
Locker Door Manager	This script will control the opening and closing of locker doors based on player interaction
Laser Manager	This script will allow the player to interact with the lasers and shut them off when they have completed certain objectives
Inventory Manager	This will control what objects they have collect and what objects are available to use, such as weapons.
Character Controller	This script will control the walking/ running/ jumping mechanics of the players.
First Person Camera	This script will control the camera movement and placement (may use cinemachine)
Weapon Controller	This will control the players interaction with weapons. Aim, Shoot, Reload, and Swap weapons. (may only allow one weapon)
Animation Integration	This script will manage when animations are triggered.

Model Name	Time to Model	Time to UV	Time to Texture	Time to Implement	Adjustments	Total Time	Hours	Mins
Corridor Walls	4 hours	30 mins	1 hour	10 mins	10 mins	5 hours 50 mins	5	50
Corridor Cielings	4 hours	30 mins	1 hour	10 mins	10 mins	5 hours 50 mins	5	50
Corridor Curved Wall	4 hours	30 Mins	1 hour	10 mins	10 mins	5 hours 50 mins	5	50
Trash Can	1 hour	10 mins	20 mins	5 mins	5 mins	1 hour 40 mins	1	40
Bench	1 hour	10 mins	20 mins	5 mins	5 mins	1 hour 40 mins	1	40
Generator	3 hours	30 mins	1 hour	10 mins	5 mins	4 hours 45 mins	4	45
Energy Cell	2 hours	10 mins	20 mins	5 mins	5 mins	2 hours 40 mins	2	40
Lockers	1 hour	10 mins	5 mins	5 mins	5 mins	1 hour 25 mins	1	25
Large Corridor Window	10 mins	10 mins	10 mins	5 mins	5 mins	40 mins		40
Corridor Doors	2 hours	20 mins	20 mins	10 mins	5 mins	2 hours 55 mins	2	55
Control Center Computers	4 hours	1 hour	30 mins	10 mins	5 mins	5 hours 45 mins	5	45
Control Center Chairs	1 hour	10 mins	10 mins	5 mins	2 mins	1 hour 27 mins	1	27
Control Center Windows	10 mins	10 mins	5 mins	5 mins	5 mins	35 mins		35
Bed	30 mins	10 mins	5 mins	5 mins	5 mins	55 mins		55
Toilet	30 mins	5 mins	5 mins	2 mins	3 mins	45 mins		45
Shower	30 mins	5 mins	5 mins	2 mins	2 mins	44 mins		44
Mechanics Room	1 hours	30 mins	5 mins	5 mins	2 mins	1 hour 42 mins	1	42
							33	12.13333
Total Hours	45.13333333							

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6.
CONTROL CENTER

1.

PLANET

MAGNUM

4.

3.
LIVING QUARTERS
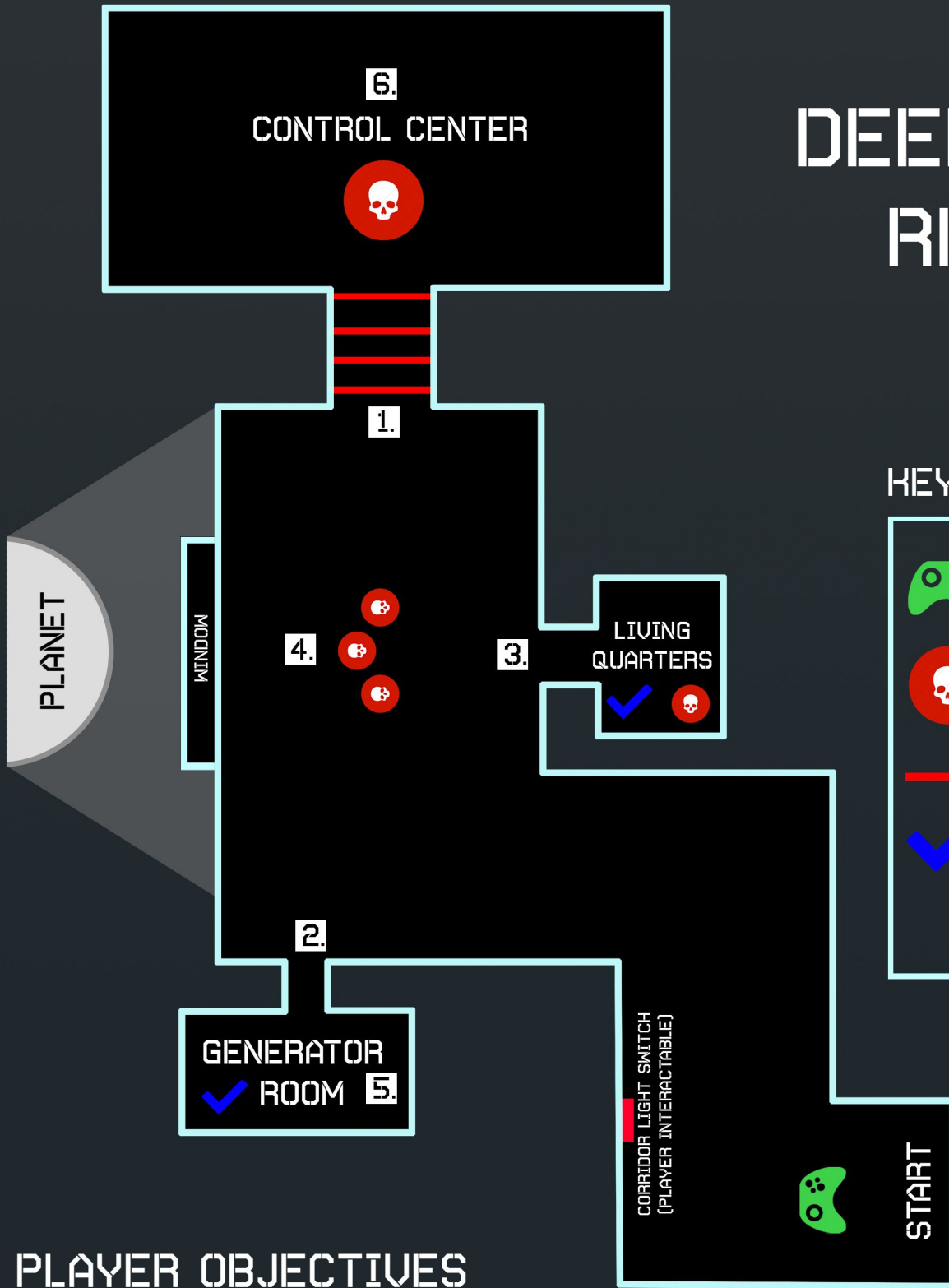
KEY

🎮 PLAYER

💀 ENEMY

— LASERS

✔ CHECKPOINT

2.

GENERATOR ✔ ROOM **5.**

CORRIDOR LIGHT SWITCH
(PLAYER INTERACTABLE)

START

PLAYER OBJECTIVES

1. GO INVESTIGATE THE CONTROL CENTER. LASERS ARE BLOCHING ENTERANCE. TURN ON BACH UP POWER TO TURN LASERS OFF.

2. FIND THE GENERATOR ROOM. SPEAK TO THE MECHANIC TRAPPED IN THE ROOM. HE WILL SEND YOU TO RETRIEVE HIS SPARE PARTS.

3. FIND THE MECHANICS LIVING QUARTERS WHERE YOU WILL BE MET BY AN ENEMY. DEFEAT THE ENEMY AND COLLECT THE BAG OF SPARE PARTS.

4. AFTER KILLING THE ENEMY AND LEAVING THE LIVING QUARTERS, YOU WILL BE MET BY MORE ENEMY'S THAT WERE ALERTED.

5. RETURN THE BAG TO MECHANIC. GENERATOR IS BACK ONLINE. THE LASERS WILL BE OFF GIVING YOU ACCESS TO THE COMMAND CENTER.

6. CONFRONT THE SPACE INVADER AND FIND OUT WHO HE IS AND WHY HE IS LOOTING TRAVELER SHIPS.