Jordan Brist

Milestone 5

For assignment 9 in Unreal, I decided to take the time to finally learn the basics of AI in Unreal Engine. With that, I have the basis for my enemy AI that will be implemented in my final project. I have followed some tutorials for HUD/UI, inventory, and combat systems but have yet to implement them into the game. The current build is the same as was submitted in milestone 4. I have also learned how to put custom characters into the game and how to model, rig, and animate them as well.

I have begun modeling the characters and props that will be in the final version of the game. This is the main reason why the game itself hasn't been updated in the last two weeks is because, for the past 9 days or so, I have been learning how to use blender and I have been modeling my assets.

These assets are currently viewable in the teaser trailer for the game. While working on the asset creation and modeling side of things, I have come up with some new ideas for the game's story and I decided to add a friendly AI voice that will guide the player similar to Navi in The Legend of Zelda: Ocarina of Time.

Timeline Update:

I didn't have a hard and fast timeline previously, it was more of a general outline of what I need to get done and its priority.

Asset Creation
        Create office environment
                Appliances and furniture - In Progress
                Props - In Progress
                Materials + Decorations - In Progress

        Player Character - In Progress

        Enemy Characters
                Ranged - Modeled
                        Rig - Done
                        Animate - In Progress
                Melee - Up Next
                        Rig - Not Started
                        Animate - Not Started
Level Design
        Draw - Done
        Block out levels - In Progress
        Add assets - Not Started

Coding
        Learn about blueprints - Still Learning but mostly there
        Create blueprints
                Movement - Mostly Done
                Animation - In Progress
                Actions - Not Started
        Create Inventory - In Progress

Final touches
        Create HUD - Still figuring it out
        Make Cutscenes - First cutscene is in progress
           - Partially used in trailer
           - Most voice lines have been recorded
           - Will probably try to finish over thanksgiving break
        Make UI/Menu - Not Started

I'm not quite sure if I'll be able to get as much done as I had originally thought but I should be able to have the first few levels finished in time.

Gaming Psychology:

There are currently no strong instances of competition, chance, or vertigo in the game. I don't think that there will be either. Make-Believe is the main experience I am going for with the game, I am hoping that it can be immersive enough to allow people to become engaged with the game and not worry about speed running or lottery based mechanics.

The game isn't meant to be some massive open-world or a simulation. It tells a fairly open-ended story with attainable goals that will hopefully allow players to be engaged and take their minds off of the real world for a moment. I don't want it to be frustratingly difficult, but I want it to have challenges that allow the player to feel a sense of accomplishment when they are completed.

Achievements: There will be special collectibles to find or unlock by completing certain challenges.

Social: I don't currently have plans to add a social component to the game.

Immersion: The use of parody and satire is a good way to incorporate real-world events into games while still keeping things light and fun. I don't want to make a game about the soul-crushing reality that some people face every day, rather a satirized version of that reality that lightens up the mood and lets people unwind.

Skills required:

Again, this isn't a competitive game or a chance based game. It is going to be a straightforward system that most people should be able to pick up and get the hang of after a short amount of time.

Goals:

The goals of the game are mainly to gather components, defeat enemies, and traverse the landscape as they try to complete a series of chronological story-related challenges that lead to small cutscenes. The players will know the goals because they will be stated at the beginning of levels, via notification and by the player's AI assistant.

Constant feedback:

The constant feedback for players is going to come from the AI assistant giving encouragement and feedback. In combat, the feedback will be enemies changing color when they lose health or are about to die.

Self-Absorption:

Hopefully, the player will be less self-absorbed because they will be invested in progressing through the game. The puzzle sections will require more thought and attention which means the player will need to concentrate more on the game.