

Concept Document for:



Plagued Memories

Written by:
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Version #0.0.1 Alpha

Tuesday, March 7- 2017

Collaborative Tools:

Online code repository: : < https://github.com/Zeinox/Plagued_Memories >
Bug Tracker: : < https://github.com/Zeinox/Plagued_Memories/issues >
Formal Design Document: <[Document](#)>

Tool: Blender- to create and modify some models / animations

Unity - to create and modify characters/ game systems and interactive world

Media: We will be acquiring models and images/sounds found via the internet and/or Asset Store in Unity

Game Name

Game Genre : Action, hack and slash, roguelike, dungeon crawler
Target Audience : Game is for anyone between ages of 10-99
Appeals To : 13+
Platform : PC
Player View : 3rd Person Point of View
Graphics Engine : Unity

Key Concepts Summary:

Story

- You awaken in the forbidden ruins of a mine lost to time, the only way out is an elevator stuck at the bottom.

Game play

- Clear rooms by fighting monsters and completing puzzles.
- Find loot, and purchase items from the traveling merchant.
- Complete levels by defeating reaching and defeating their boss.

Formal Elements

- Player Interaction
 - Player(s) vs. Game
- Objective
 - Solve each room puzzles and defeats its inhabitants
- Procedures
 - Who: You and possibly your friends will play as the character(s)
 - Where: The "Forbidden Mines/Ruins"
 - When: Limited by health and problem solving skills
 - How: Player must kill mobs and solve each room's puzzle.
- Rules
 - Complete objectives to leave
 - When health bar reaches 0, you lose the game
 - If playing with friends, they can f=revive you by completing the room, else permadeath
- Resources
 - Money
 - health

- weapons, armor
 - potions, spells
 - enchantments
- Conflict
 - You want to escape the mines, but the elevator is all the way at the bottom
- Boundaries
 - The walls of the room while they are active, the extent of the dungeon when not in the active room
- Outcome
 - The group either dies or defeats the evil below and/or escape on the elevator

Player Actions

- W,A,S,D basic movement for character
- Left click to attack
- Spacebar to jump
- E to interact with the surrounding environment
- Hotkey for potions/consumables

Game Flow / Screens

- Enter room -> kill/fend off enemies (maybe use items) -> solve the puzzle -> repeat till end of level -> fight miniboss -> repeat till final level -> defeat final boss/exit mines
- Splash Screen
- Title
 - Start/Multiplayer
- Game
 - Inventory
 - HP
 - Gold
 - Current Weapon
 - Number of potions
- End Credits

Level Examples

- Level 1
 - Temple of the Restless Pharaoh
- Level 2
 - Tainted Underground Marshland
- Level 3
 - Hall of the Fallen

Art Style

The game's art direction will likely follow the tones and themes of the levels. The overall art style will utilize cell shading. It will not go for a more realistic look as this would contrast with the gameplay, as the gameplay is centered around fun and fantasy.

Deadlines:

Tuesday March 7th (0 days):

Assignment Write up

Wednesday March 8th (1day):

Add final touches to the software prototype

Thursday March 9th (2 days):

Software Prototype Presentation

Thursday March 16th (1 week)

Complete the animation for player

Multiple level and the design demo

Thursday March 30th (2weeks)

Complete interaction system and shop/trading Demo

Thursday April 6th (3 weeks)

Alpha Release

Thursday April 20th (6 weeks)

Beta Release

Thursday April 27th (7 weeks)

Final release of latest version

Public demonstration

Textural Description of Game:

Fictional story background

- You awaken in the forbidden ruins of a mine lost to time, the only way out is an elevator stuck at the bottom.

Game purpose and story progression

To promote group collaboration and problem management skills, as well as fun!

Game play and player interaction example

Typically the player will complete levels in the same fashion. They travel from room to room completing the puzzles and defeating mobs, for which they will be rewarded with cool and unique loot. Now and again the adventurers may encounter a merchant for which they can purchase useful items, such as hp potions, to aid them on their quest. At the end of each level with be a boss based on the overarching theme of the level. Once it is defeated they continue to the next level, which will be completed in much the same way but it will be larger, contain fiercer enemies and much more complex puzzles. The loot of course would also be worth it. They would eventually defeat all the levels and come up to a decision, where they could end the game on the final level instantly but not defeat the final boss, or risk completion for the glory of defeating the final boss.

Mindset

Adventure, camaraderie, achievement

Biographies:

* Name: Michael Walsh

* Year (Soph, Jun, Sen, Grad'N): Senior Undergrad

* Goals for this class: Get some experience making things that I love, perhaps get some insight for personal projects and finally learn how to use Unity

* Relevant upper-level computer science classes taken (databases, computer graphics, software engineering, networking, OS etc. or N/A): Probably not much if any, I just started taking tech electives this semester

* Art/Design relevant classes or experience (digital media, storytelling, visual art, internships, etc.): Just one class in high school, I practice by myself. I don't think my art is bad but its not really my place to say.

* Sw/Managerial Ninja skills: n/a?

* Role you'd like to play in a team: I can do pretty much anything, I can help with art assets, help script events/controls/effects, help set a schedule and adhere to it ect.

* Other things you want the class to know: Not in particular, I guess if you want to know some top level interests I can tell you I like anime, D&D, and of course, video games

* Best way to contact you:

Probably Facebook, or my uic email(mwalsh35@uic.edu), you could also try one of my personal emails(michael.malsh@gmail.com)

* Link to youtube videoclip of my Hw01: <https://youtu.be/-UfP382swhY>

#TeamOrange

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Name: Cang Le

* Year : Junior

* Goals for this class: Looking forward to create many amazing games and to learn more about

the making a 3D models with Blender.

* Relevant upper-level computer science classes taken (databases, computer graphics, software engineering, networking, OS etc. or N/A): None so far. However, I will eventually take Database / CS 401/ etc

* Art/Design relevant classes or experience (digital media, storytelling, visual art, internships, etc.): I have taken 2 Art Classes and 1 AP art in high school. I can draw/ sketch/ shade any needed models for the game I'm designing. Also know the basics of editing videos via Camstasia for Youtube. Looking to apply these skills

* Sw/Managerial Ninja skills: Project manager for Final project CS 362. Was a teacher at Kuman Tutor school for children and teenagers. Know the basics of time management

* Role you'd like to play in a team: Team Art Designer + Audio Consulttant

* Other things you want the class to know: I am a god in CS-GO. Don't test me. (jk :-)!)

* Best way to contact you: cle8@uic.edu (Phone 773-240-0440) I don't use Facebook/Snapchat/Instagram/Tinder. Please don't try to look me up in those social media sites

* Link to youtube videoclip of my Hw01: <https://www.youtube.com/watch?v=9WNrVLDieaM>

*Color: Orange

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* Name: Luis Hernandez

* Year (Soph, Jun, Sen, Grad'N): Senior

* Goals for this class: Learn to design a game and gain experience.

* Relevant upper-level computer science classes taken (databases, computer graphics, software engineering, networking, OS etc. or N/A): Currently taking AI.

* Art/Design relevant classes or experience (digital media, storytelling, visual art, internships, etc.): Have some experience with drawing, painting, and Photoshop.

* Sw/Managerial Ninja skills: N/A

* Role you'd like to play in a team: I can contribute to both design and development.

* Other things you want the class to know: My favorite genre is horror. I also like to watch anime and play soccer.

* Best way to contact you: lherna44@uic.edu

* Link to youtube videoclip of my Hw01: <https://youtu.be/hTK3XUw8nzY>

*Color: Orange

Roles and Responsibilities(subject to change):

Name	Position(s)
Cang Le	Developer Animator System Administrator Quality Assurance Manager and Engineer Audio/Lightning Engineer
Michael Walsh	Team Captain Project Manager Lead Game Designer Architect Animator Developer Quality Assurance Engineer
Luis Hernandez	Lead Software Developer User Interface Design Engineer Dialogue Mechanic Engineer* System Administrator Developer Quality Assurance Engineer

(*)- very minimal

CS 426 Assignment 7

1)



2) A point-by-point bullet description of how you followed the level design and character principles we discussed.

- Floorplan
 - Recycle method
 - We created a template room and hallway
 - Copied and pasted doors
 - Reused/prefabed enemies
 - Edited the room/hallway template to our needs
 - Landmarks
 - The dead bodies of defeated npc's
 - The removal of doors
 - Interactivity
 - Kill enemies
 - Take damage
 - Open doors
 - Collect items
- Items and Powerups
 - Current Collectables: Keys, Potions, Money, (soon) New weapons
- Traps
 - Currently none, but there are definite plans for future use of traps

- Cover
 - Walls
 - Corners
 - Pillars
 - “cover”
- Physics
 - Collision detection
 - Movement
- Aural Fixation
 - n/a no sound

3) A list detailing the following level components (short and sweet):

- list of Level Geometry, (try to optimize for realtime rendering & shading)

- a. Enemies
- b. Player
- c. Items
- d. Rooms
 - i. Walls
 - 1. Separated into several parts to allow doors
 - ii. Doors
 - iii. Floor
- e. Hallways
 - i. Walls
 - 1. Separated into parts to account for bends/turns
 - ii. floor

- list of Textures necessary

- a. Walls
- b. Doors
- c. Floors
- d. Player/NPC
- e. Items

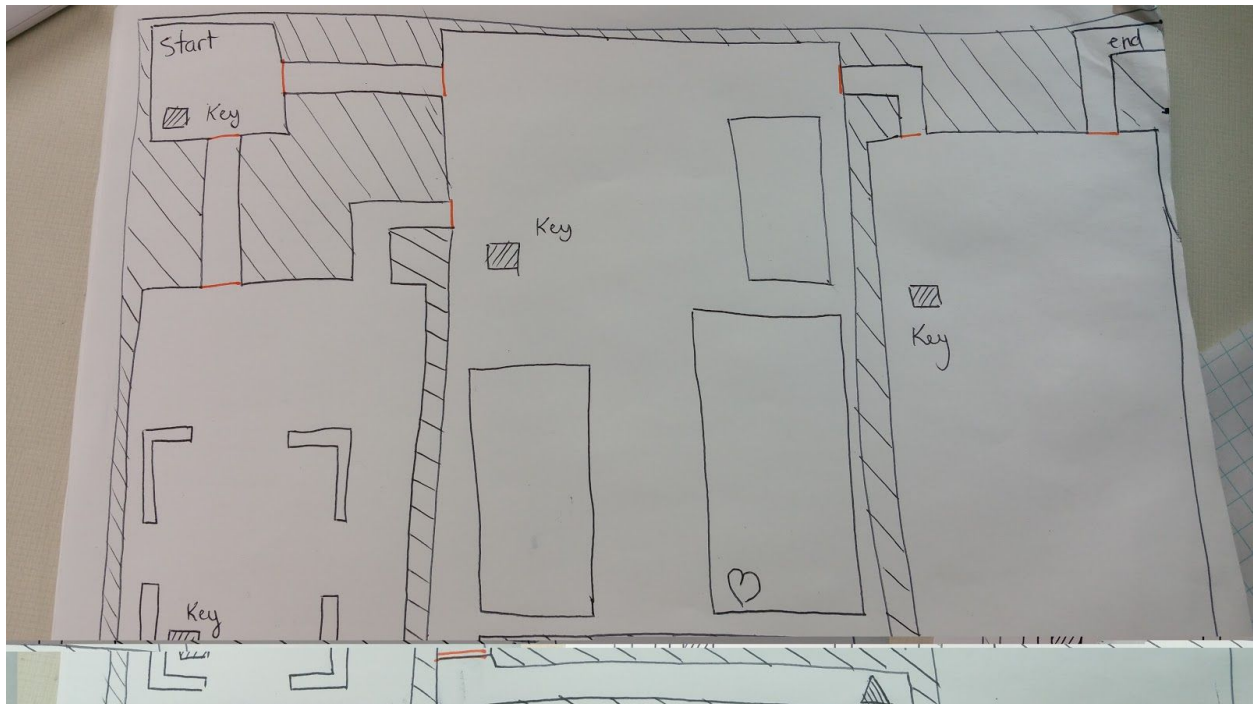
- list of Characters and Topology for animation (what paths they will follow)

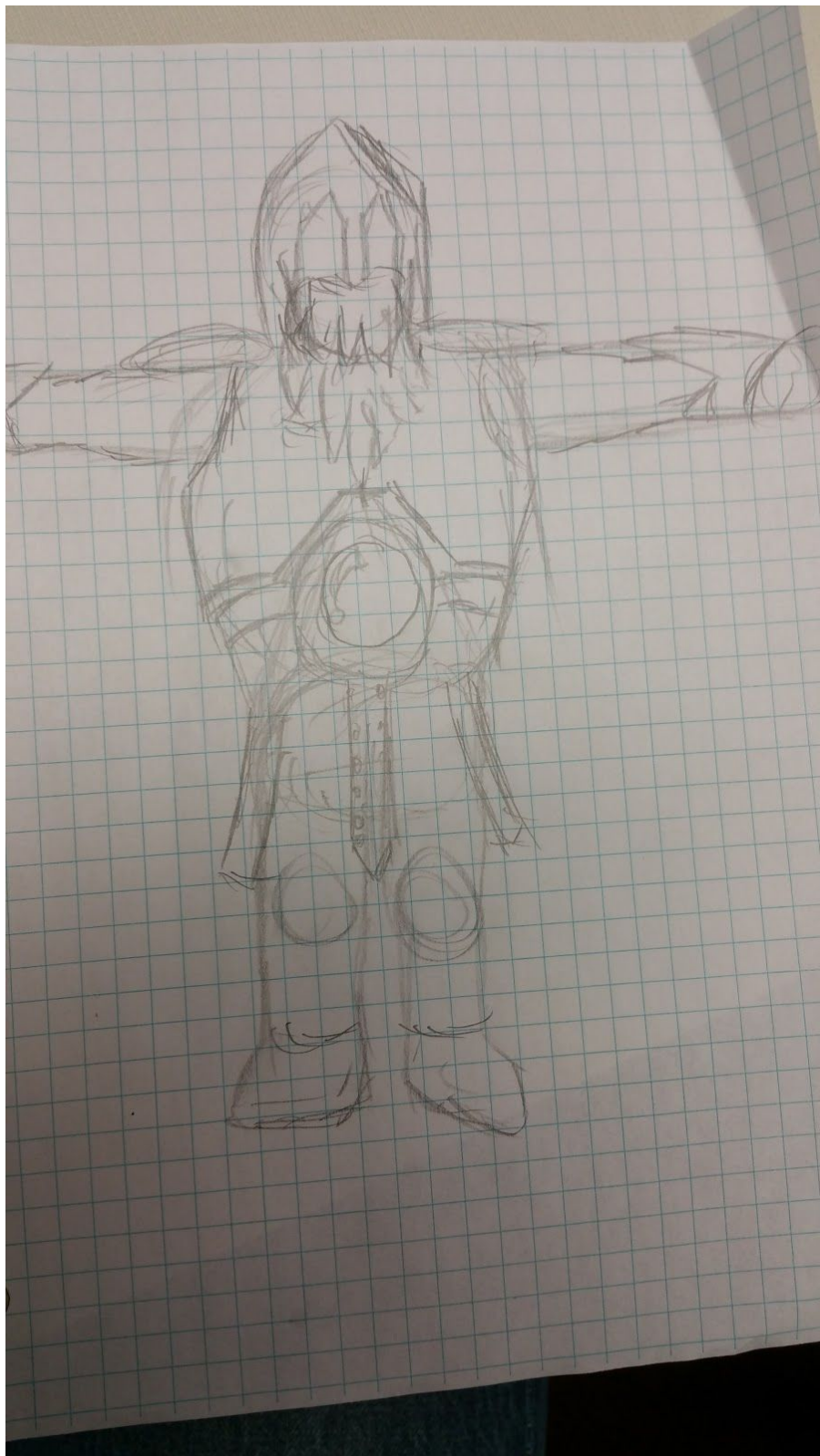
- a. Player
 - i. Will follow the corridors and level to the end
- b. Enemy
 - i. Look at and follow the player if they are seen

- list of Character Animations necessary (e.g, idle, walk, run, pull-lever and death.)

- a. Player
 - i. Idle
 - ii. Death
 - iii. Walk
 - iv. Attack
- b. Enemy

- i. Idle
 - ii. Death
 - iii. Walk
 - iv. Attack
- list of Animations necessary for Door, Puzzle & Artifact.
 - a. Item
 - i. Rotation
 - b. Doors
 - i. Float away and disappear
- list of Lightmapping, and Dynamic lights.
 - a. Item Highlights
 - i. Potions are green
 - ii. Key is bluegreen
 - iii. Money is gold
 - b. Door lighting
 - c. Directional Light(Sky?)
- list of Particles necessary (if any; Dust, Fire etc)
 - a. n/a
- list of at least 2 (or 3) AI constructs to be used in the level
 - a. FSM
 - b. A*
 - c. Dijkstra's





Sound Critiques(Overwatch)

1)-Announcer's Voice

- Occurs at significant events during the match, such as a point being captured, the game start, or when time is running low.
- The sound is very discrete so that it doesn't distract the player but it helps to inform them of these events in case they weren't paying attention.
- To inform the player.
- It's not repetitive at all, it only happens when it needs to.
- It's a simple recorded dialog line.
- Seems rather equalized and easily heard amongst all the action

-Ultimate Callouts

- When a player uses their ultimate ability they typically have a voiceline when using it, though if it is used by the opposite team they say it in a foreign language based on the character's country of origin.
- These lines become strongly associated with their ultimates, so that even if you don't see them use it you can prepare yourself for them anyway.
- They take place only when someone uses an ultimate.
- Same as the announcer voice, it is only used during a specific event.
- It is a voiceline.
- It is heard loud and clear as it is a particularly important event.

-Gun Sound Effects

- Each weapon has its own sound effects which adds to the reality of the weapons.
- Each shot is correctly timed to the actual image of it being shot.
- The sound stays playing and fades away as long as the image of the shot maintains on screen.
- The reloading sound also is in sync with the image.
- The bigger the weapon the larger the sound.
- Depending on the gun, the sound can be loud or low compared to the other sounds in the game, but the other sounds are still noticeable and most loud sounds only take less than a second. Also, the sounds are so distinct that you can notice that you have shot the gun and what gun was shot.
- The reason for the distinct sounds is to help the player know if the gun was shot and distinguish which gun was shot.
- The sound was obtained from getting it from their large database of sounds, a large database from someone else, or by mixing different projectile sounds.

-Low Health Warning Sound

- For each character, the sounds match the sound of the character's voice.

- The sound is played when the character has less than 20% health.
- The sound keeps repeating itself until the character goes over 20%, but it is a low sound. The sound is like someone is suffering from a wound.
- At the point of getting to a low health, the sound is loud, and sounds as if someone was having difficulty breathing, but it only takes less than a second. This does not mess with the balance of sounds.
- The sound is so noticeable that the player automatically knows that it should recover because the character is running on low health.
- The sounds might have been made by recording the people that did the voices of the characters.

-Kill Confirm Sound

- Every time that you kill someone, the sound is being play (very short and distinct sound). The sound comes from the location of the player itself (you).
- As this game has a lot of things going on at once, it's very satisfying and assuring to know that you have killed another player. The impact is not as strong nor dramatic as the announcer's voice or the ultimate's callouts (as it happens quite often), but it helps with the visual element and text element confirming you have eliminated an opponent.
- The reason that this sound is made is to confirm whether you have killed the enemy. Since there are a lot of elements in the game that the player (you) need to constantly focus on, there might not be enough time to read the text which confirms you have killed someone. That's why the sound of kill confirm is playing.
- The sound only plays when you have killed someone. It's not being played on a loop
- The sound is not repetitive as it is very short (~ 1 second).
- It sounds like it was made by hitting some kind of metal bar. Sound is clear and short (no echoing), or from some kind of an music instruments
- This sound is very well balanced. It's not too loud nor is it too soft. Also, it's very distinct -> the player can tell whenever they have killed someone.

-Killstreak Sound fx

- The sound is being made whenever the player have entered a killstreak (double kill, triple kill, quad kill, etc). It's being made from player's location
- This impact the visuals as it lets you know that you have entered a killstreak. (kills being made consecutively in a short amount of time without dying in-between).
- This takes place as it motivates the player to continue with their streak. Sometimes, it arguably makes players play better during the streak
- If there are no sounds, it means that the player have not entered the streak as of yet
- It's not repetitive as each kill sound different from another (2, 3, 4, 5, 6 kill streak)
- Its an announcer sound. Might have been made by recording a female announcer and adding some touch ups and made it robotic-like.
- The sound it very well balanced. It's not too loud nor too soft. Also, not too distracting and very distinctive.

3) Some of the sound effects we found online were too weak and didn't have the impact we wanted for each sword swing.

Public Release

<https://youtu.be/wnUQNhXOjFs>

https://github.com/Zeinox/Plagued_Memories/tree/5785a34ea34b56823752cfe8bbeedc58193e992