Blog Update - 3/31/23

Intro

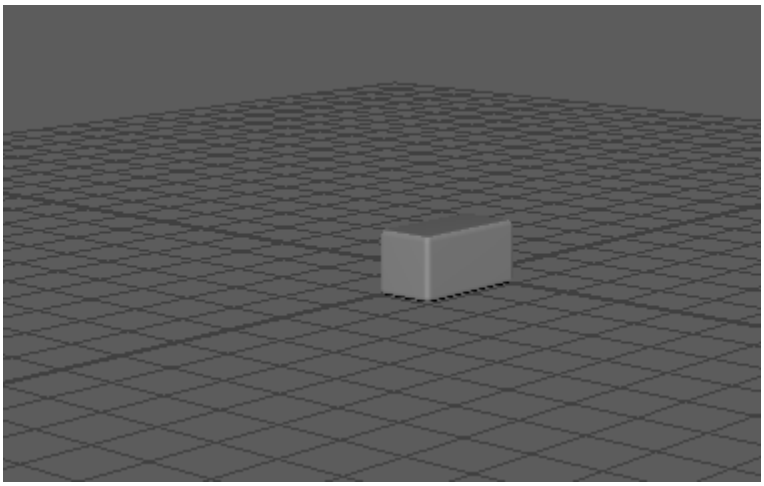
Over the last week, the art team met to discuss a few concerns regarding the project. We felt as though the project lacked cohesion between the proposed genre (puzzle solving) and proposed mechanics (sailing). We were also cautious about the scope of the project, and wanted to devise a plan to reorganize the project so that it was more appropriate for a seven week course. We created a proposal document that outlines our vision for the game, including a summary of the gameplay, the end goal for the player, puzzle ideas, and a map layout. In addition, the art team made a new greybox in Unreal Engine 5 to demonstrate the layout and scale of the map in 3D.

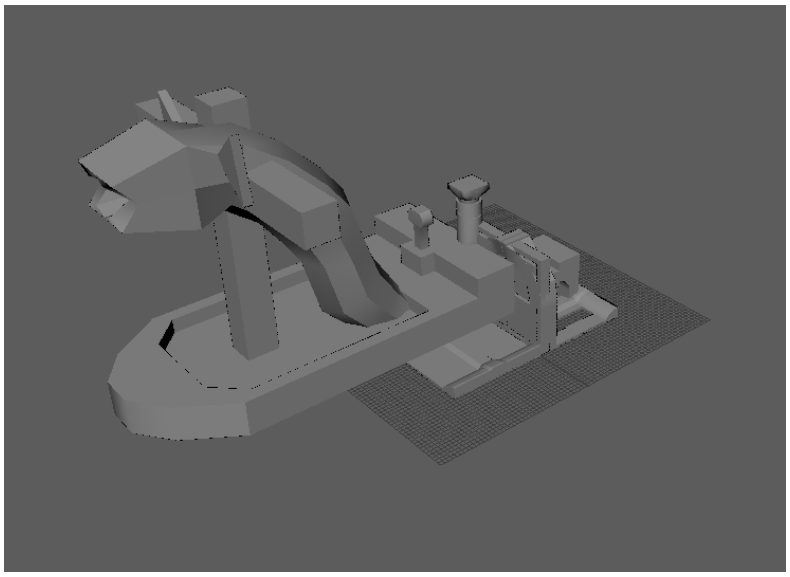
We had two primary goals in mind with this new proposal. The first goal was to create an overall more cohesive game that more naturally combined the tech team's interest in sailing mechanics and puzzle solving. In practice, this meant shifting the game from top-down environmental puzzle solving in an enclosed environment to third person adventuring between separate islands. The second goal was to pivot towards a style that would decrease the initial work for the art team while allowing for more flexibility in the future to increase complexity if needed.

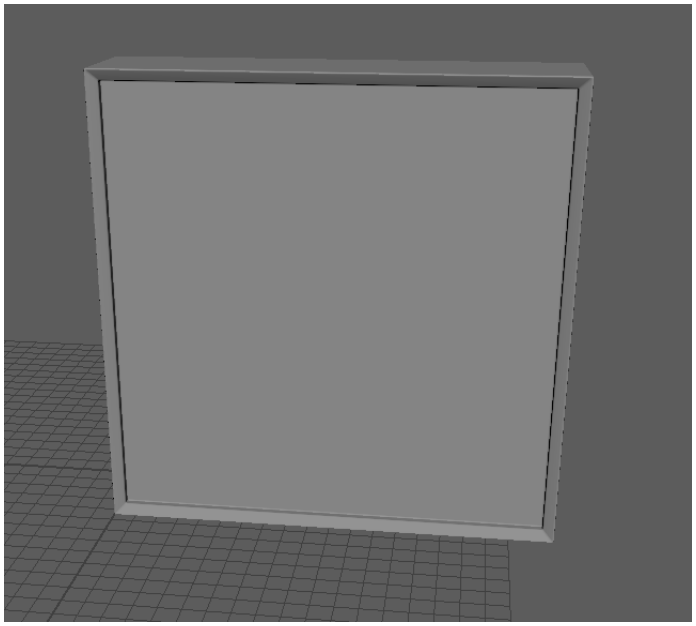
What Caleb has been up to:

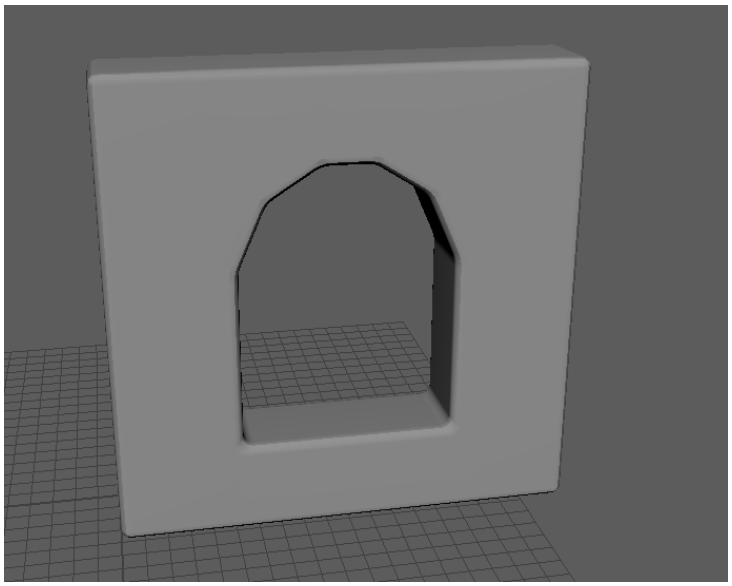
3/31/23

Over the past weeks, my main focus has been on creating a GreyBox (GB) level for our tech team to test in, as well as a detailed static mesh of the boat. I also made most of the GreyBox assets, but those were done a while ago.

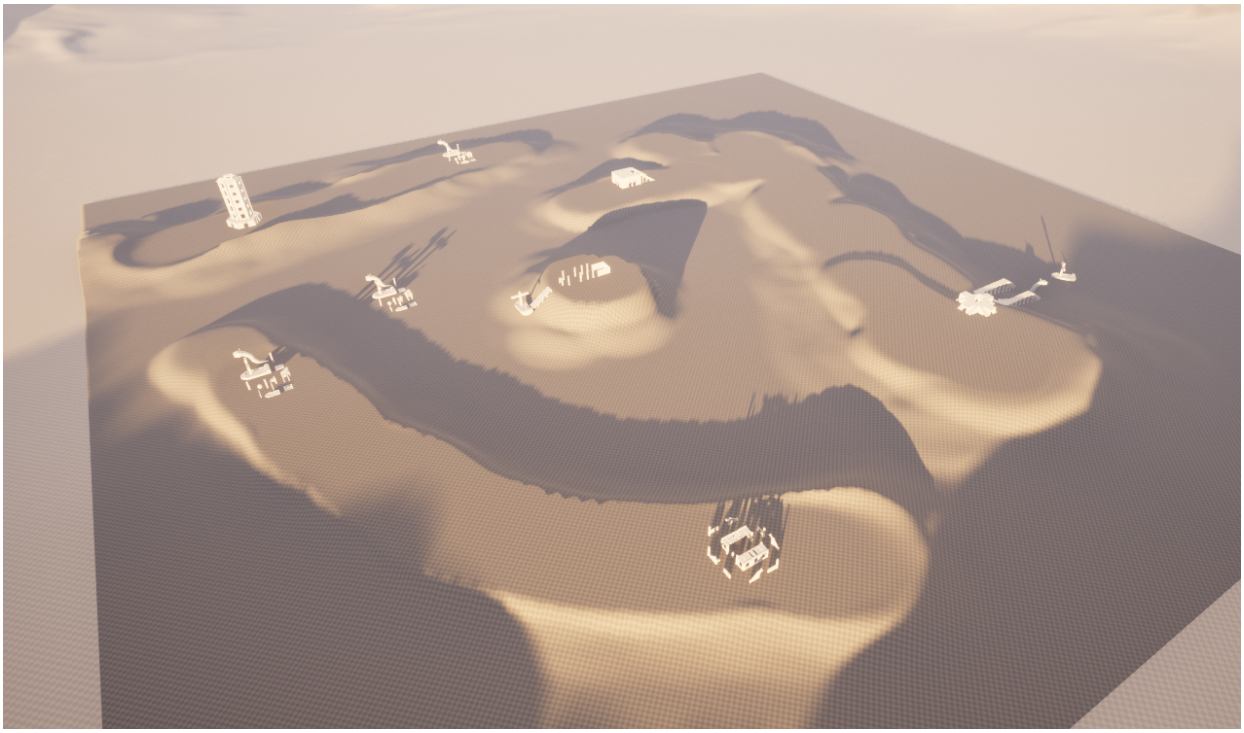


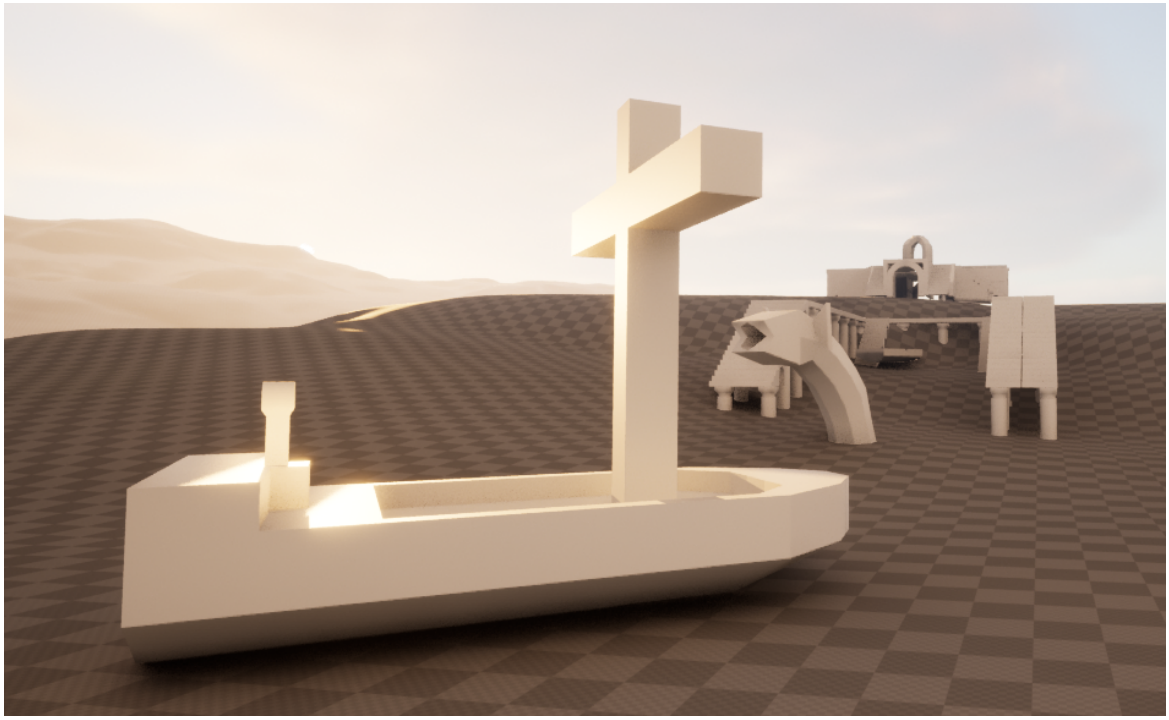


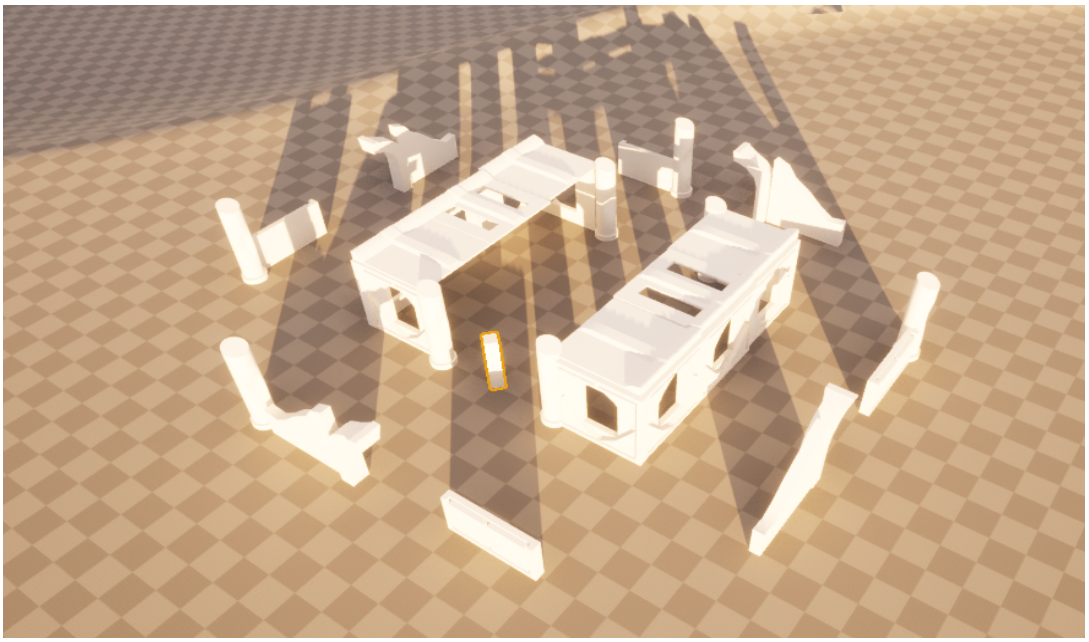


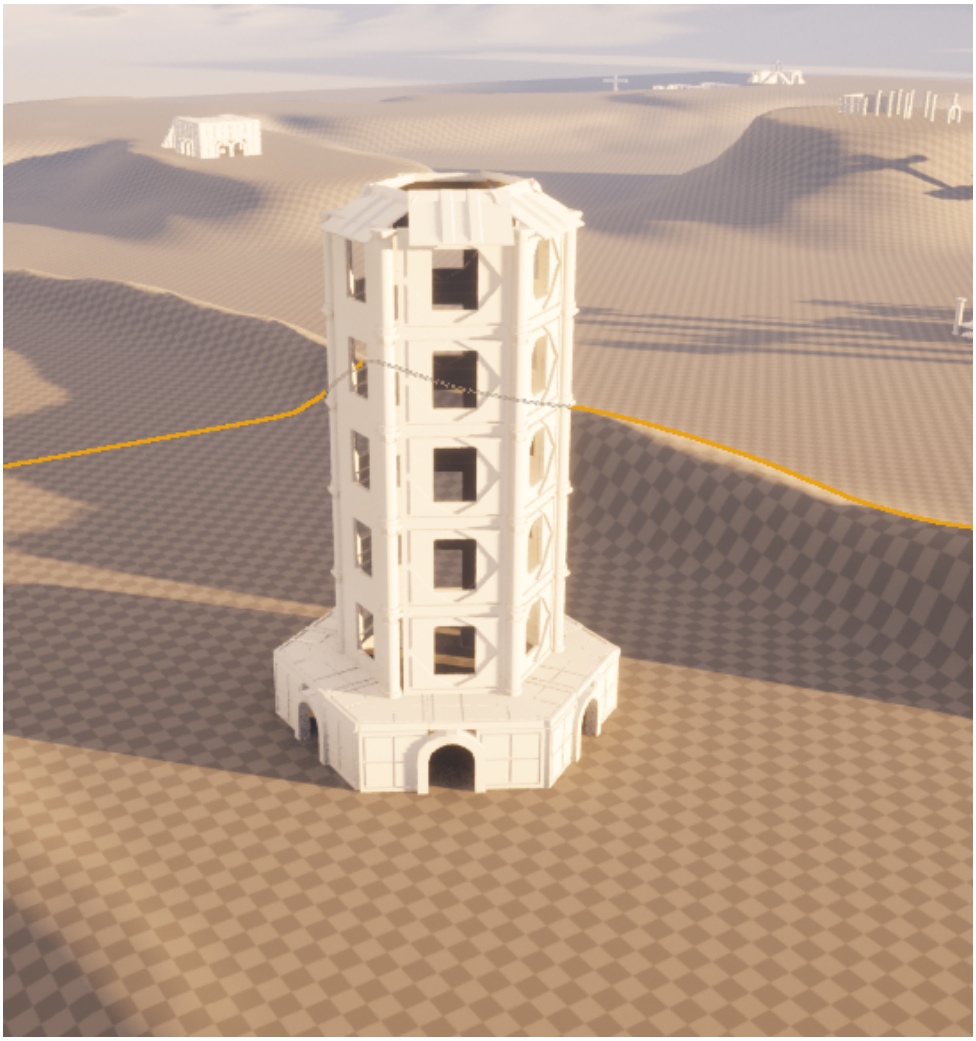


For the GB level, I used the terrain sculptor to rough out the general island layout of our level, and then created simple structures around the world to give an estimate to the size, layout, and style of the buildings we were creating. I've learned a bit about UE5 from my work, but still have a ton more to learn.

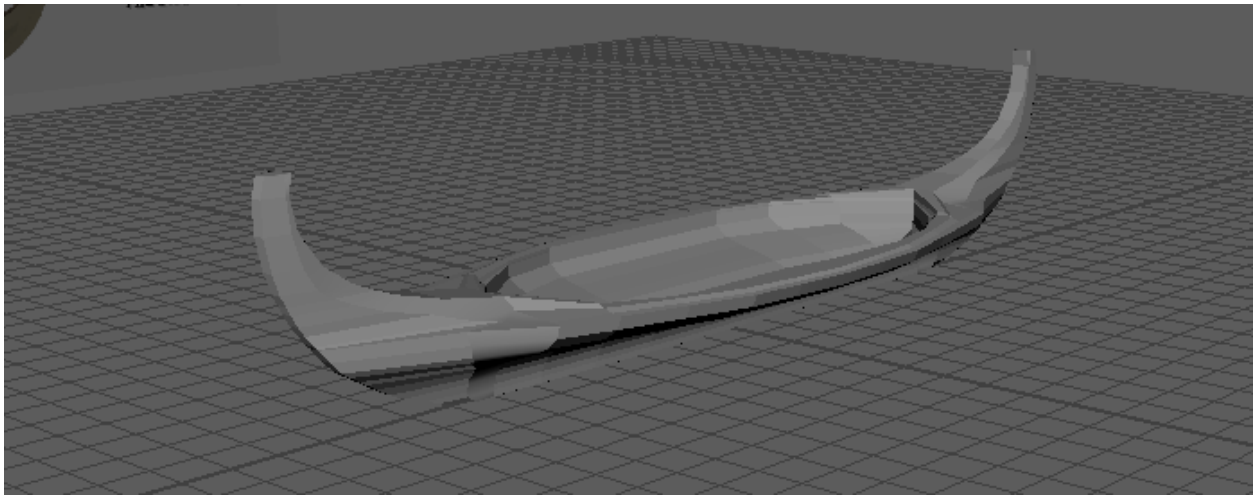








Making the static mesh for the boat was another challenge, as we chose to base our design off of a viking longship style. This particular style has very dramatic curvature in all three axes at the prow and stern of the boat. It took me a couple of iterations, but I got the hull to a place I like.



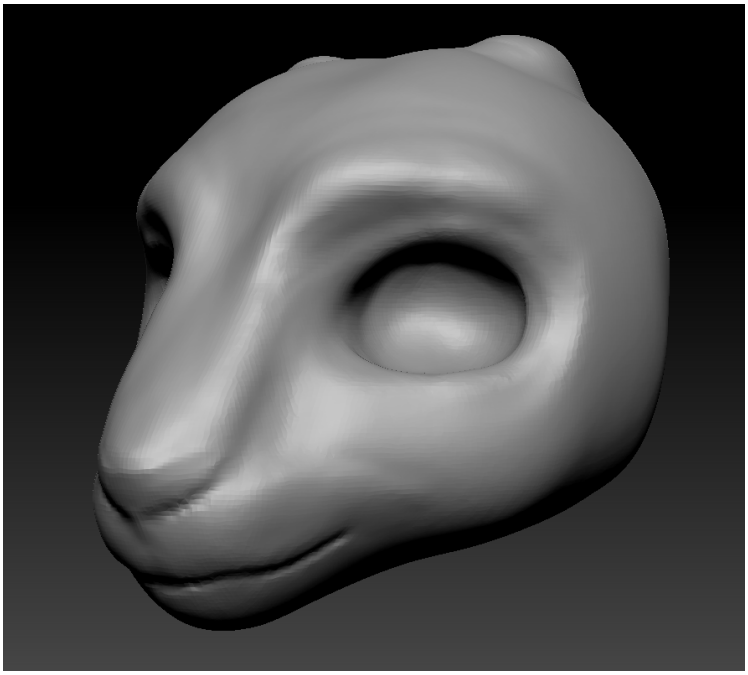
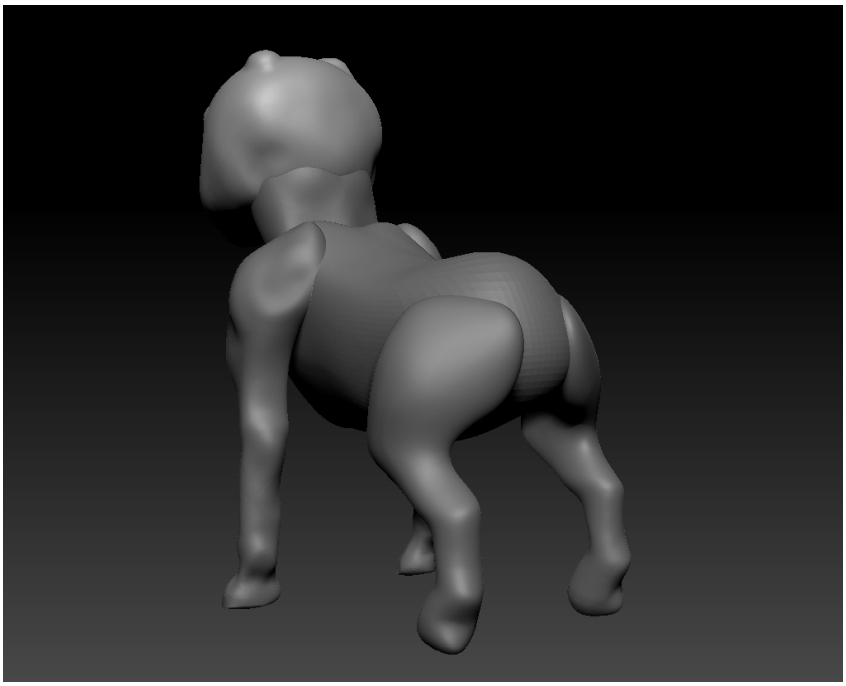
My goals for the next week or two are going to be finishing the boat by adding a rudder, sail, cannon, and shields, as well as creating some detailed SM for some of the level assets and begin texturing them.

What Mitch has been up to:
3/31/23

Over the last week, I have been assisting with the revamping and reorganization of the project discussed in the intro. With that squared away and the rest of the team on board with the changes, I have shifted my focus to the modeling of our 3D characters. This week I began working on a simple block-out of one of our NPC characters, a goat. Since our general aesthetic for characters is largely inspired by modern disney, I am taking inspiration from actual disney characters, such as Djali from *The Hunchback of Notre Dame* (1996), as well as various original creations and of course actual goats. Over the next few days I hope to finish the model and hand it off to be rigged and animated. Next week I will begin working on our main playable character.

Goat_Blockout_01: Goat NPC Blockout From ¾ View

Goat_Blockout_02: Goat NPC Blockout Head



Goat_Blockout_03: Goat NPC Blockout From Rear