



NIM

MDDN343 | COMP313 | NZSM496

ALASTAIR BABBAGE | ARAPAOA MOFFAT | CARL ANDERSON | CHRISTINE LING | JAMES VEUGELAERS | MATT PRUYER-SMITH | SHAYNE RAGG

MEDIA DESIGN

ALASTAIR BABBAGE | ARAPAOA MOFFAT | CHRISTINE LING

GENERAL OVERVIEW

From the previous project, the majority consensus amongst the media design students was that we could not pull off low-poly successfully and as such everything was changed to be more smooth and no longer triangulated.

We then delegated our work among ourselves to have main things to each concentrate on, but that soon changed as we got further into the Project.

Arapaoa handled the main Team Management and Organisation, and as he was the best at handling both Maya and Unity, he also managed the importing of assets just so that there was a uniformity throughout the Unity project for everyone.

He modelled some basic assets, including rocks, a tree, a door with animations, stairs, some crystal clusters, and all the small platforms. He also did some textures, the runes, and the normal maps within Unity. He tied the game inside Unity together between the CompSci and Design students and also spent a lot of time tidying up things and

solving conflicts as well as other errors. He added the collisions and lights within Unity as well.

Christine did the modelling of most of the other assets, including the main “Master Platform”, together with everything on it, which was then repeated and changed slightly for the other platforms of geysers, crystal clusters, long platforms, check point stands and archways. She also created colour palettes and most of the textures used. Inside Unity, she mostly just made all the Particle Systems used in order to bring more life to the game, and redesigned the Main Menu.

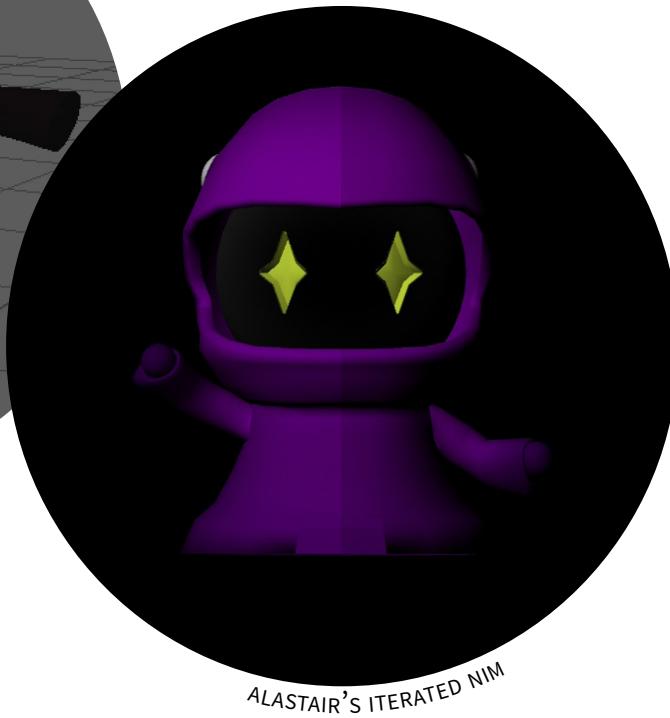
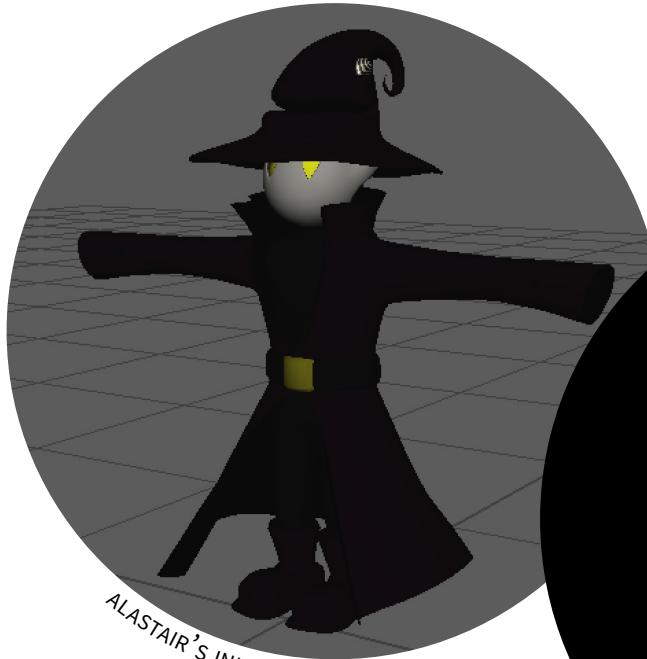
Alastair on the other hand was in charge of making the main character. His initial one was an elf-like humanoid, and the team mostly felt it was too serious for the game in itself, and as such he sketched out a few other designs and finally modelled a new Nim who was smaller and cuter. Unfortunately as the animations refused to work in Unity, we had to resort back to Christine’s model from Project 2. He had also made a long platform, and a smaller platform in all.

CHARACTER



ALASTAIR BABBAGE | CHRISTINE LING

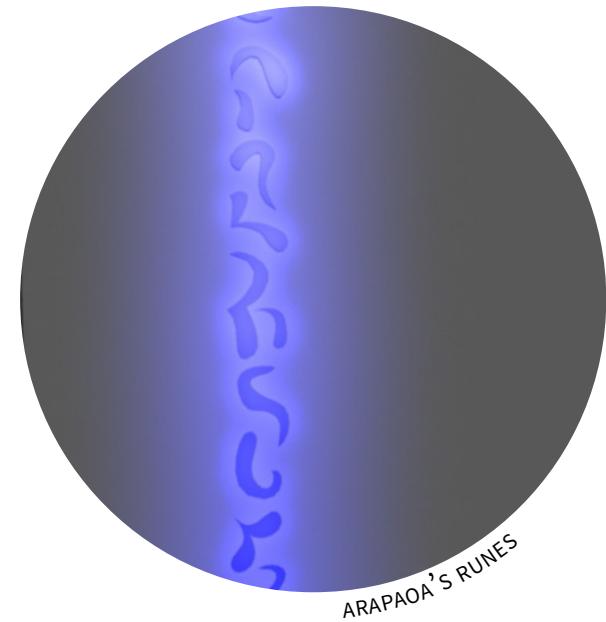
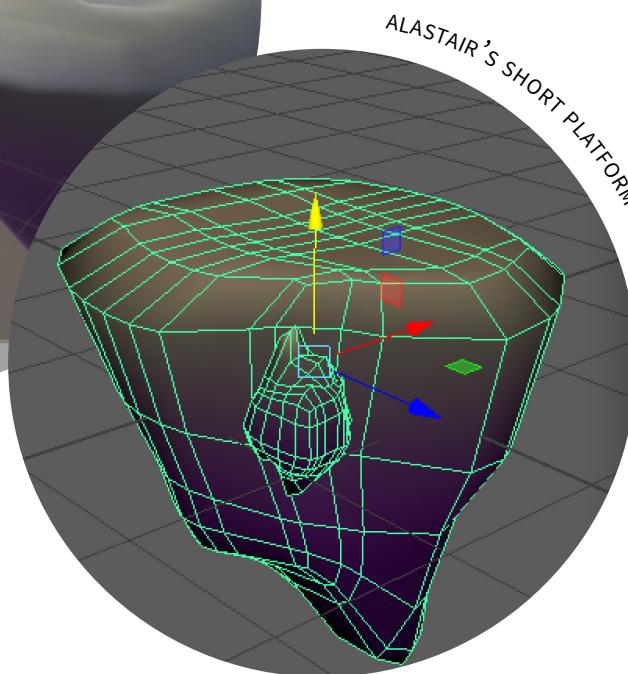
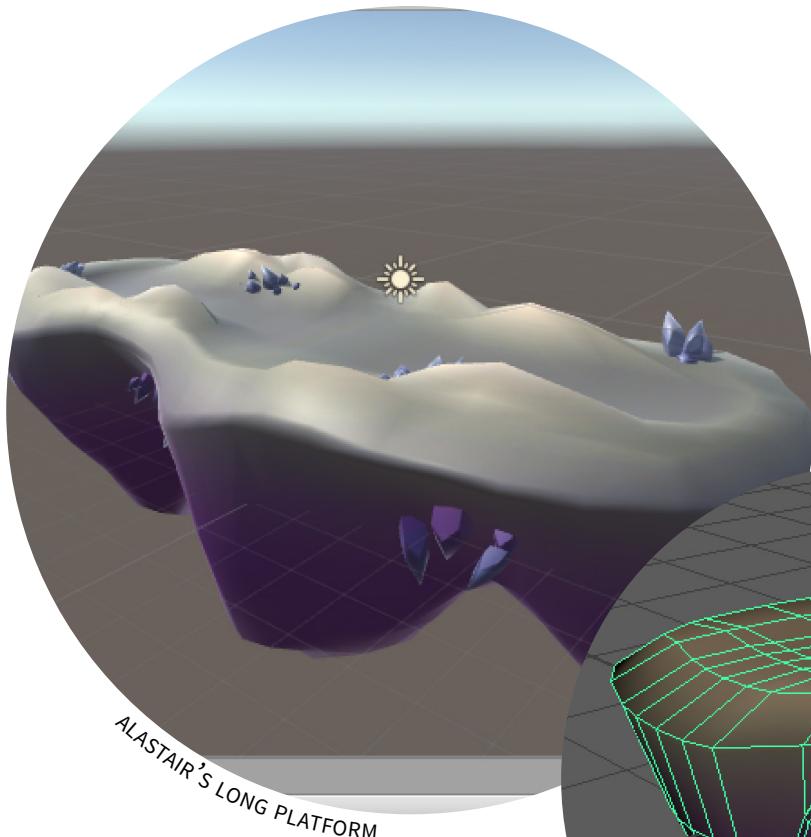
We had discussed the changing of Nim's initial model within the first two weeks of the Project, but as we only managed to receive the iterated model of New Nim in the last week, we had not enough time to figure out why its animations were not working in our game. Thus we had to resort to the simple triangulated model of Christine's and just smooth it out in Unity.



ASSETS

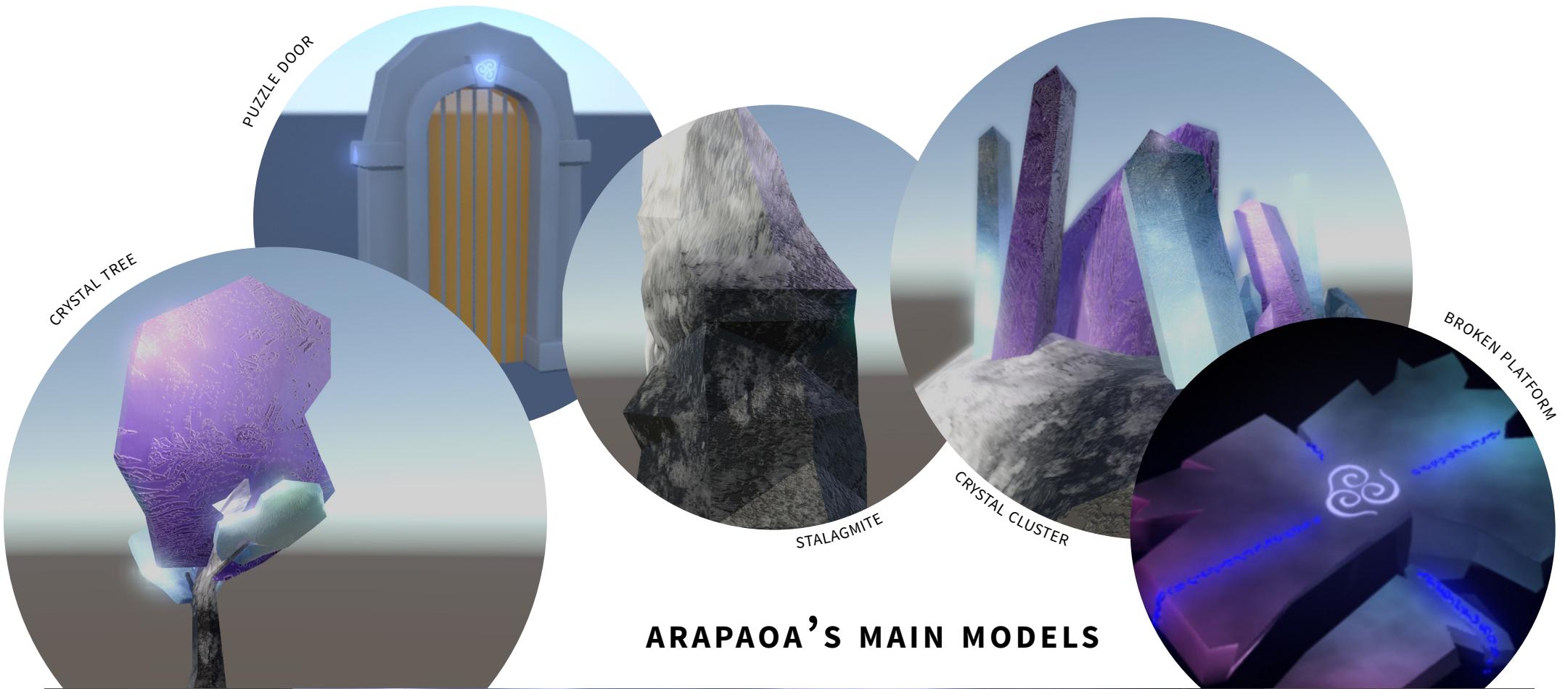


ALASTAIR BABBAGE | ARAPAOA MOFFAT | CHRISTINE LING



Going from Project 2, we based most of our assets from the “crystal cave” feel Arapaoa had. We modelled more platforms, bigger crystal clusters, rocks, geysers and anything we thought would fit into the scene. We tied it together with similar, if not the same textures and unified them with the same normal maps in Unity.

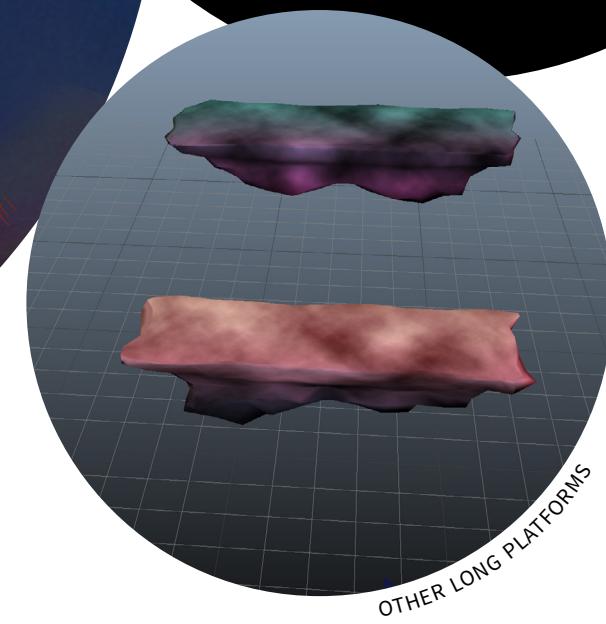
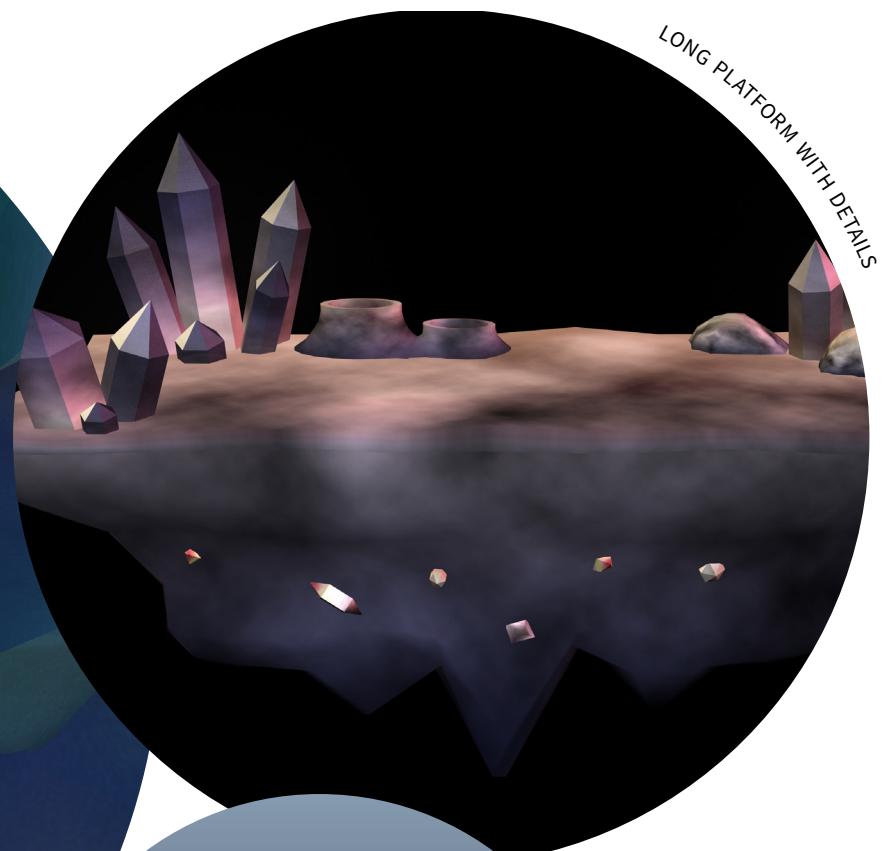
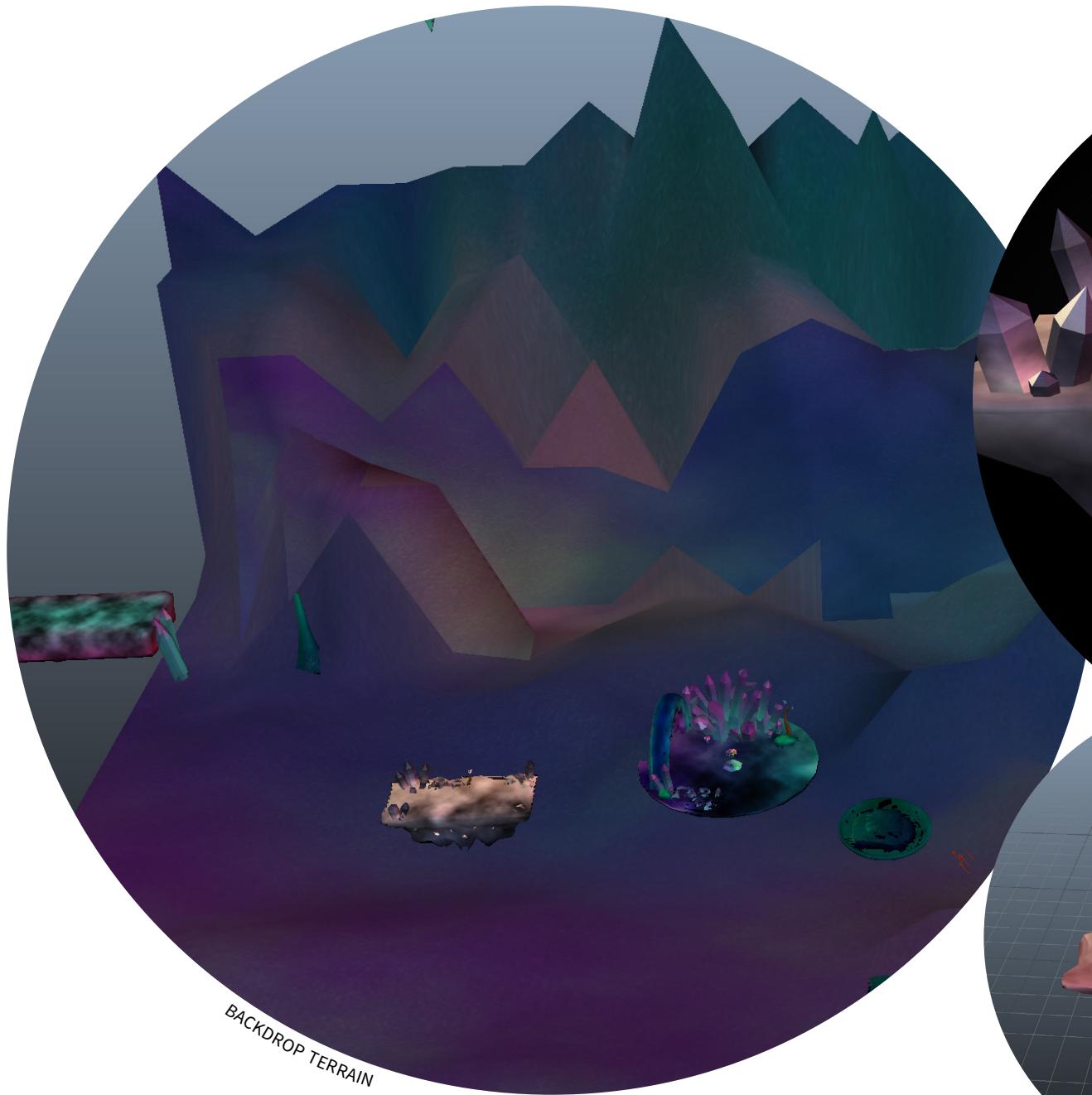
Below are just some snippets of what we’ve made between us.

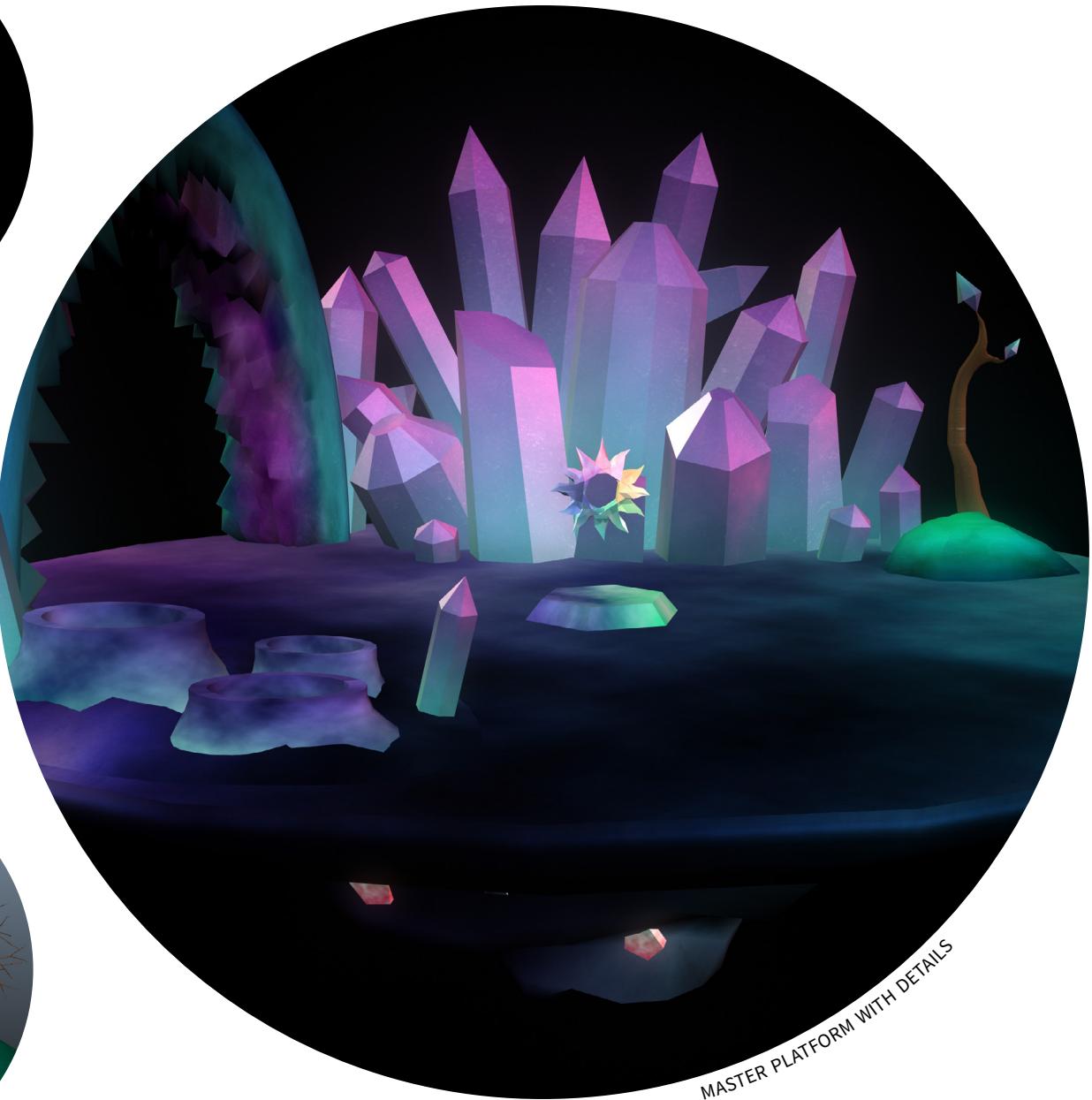
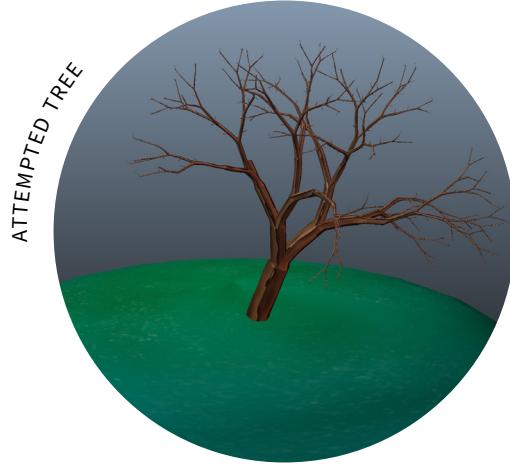
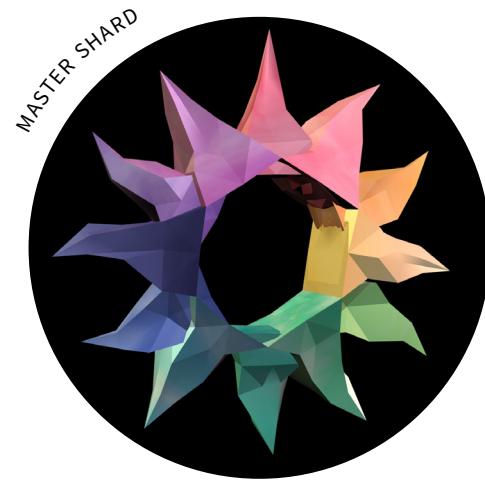


ARAPAOA'S MAIN MODELS



CHRISTINE'S MODELS



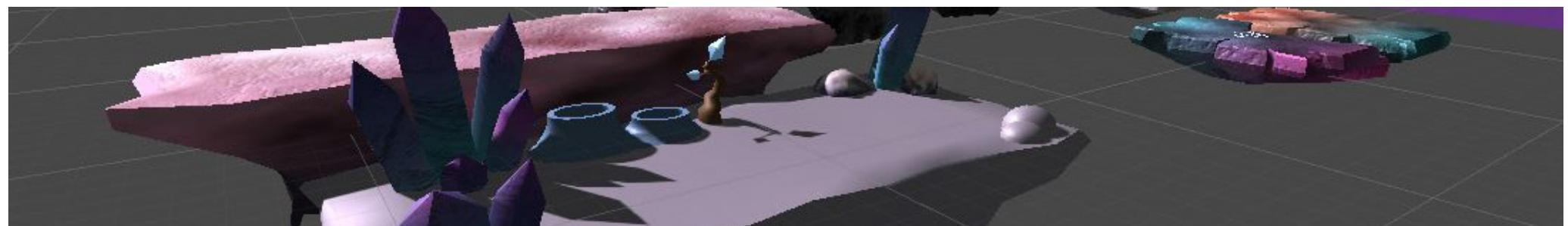
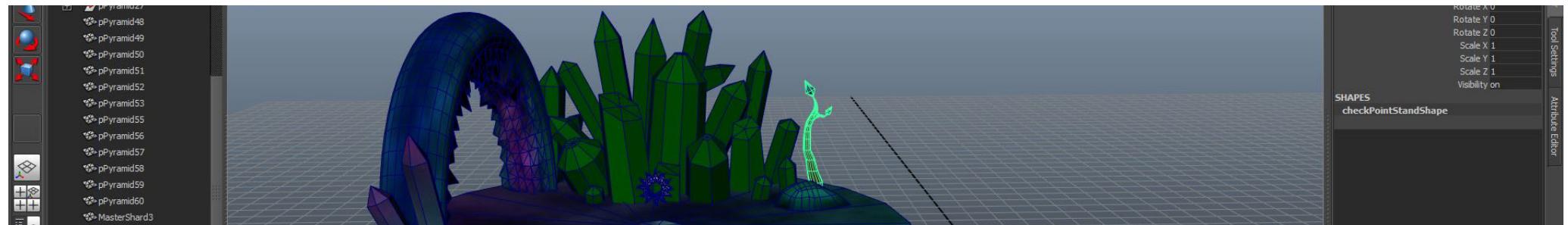


UNITY



ARAPAOA MOFFAT

To avoid scaling issues, and in order to just have everything uniformed in terms of organisation and naming, Arapaoa re-exported Christine's main models into Unity and applied the correct textures and then set normal maps to them as well as his own.

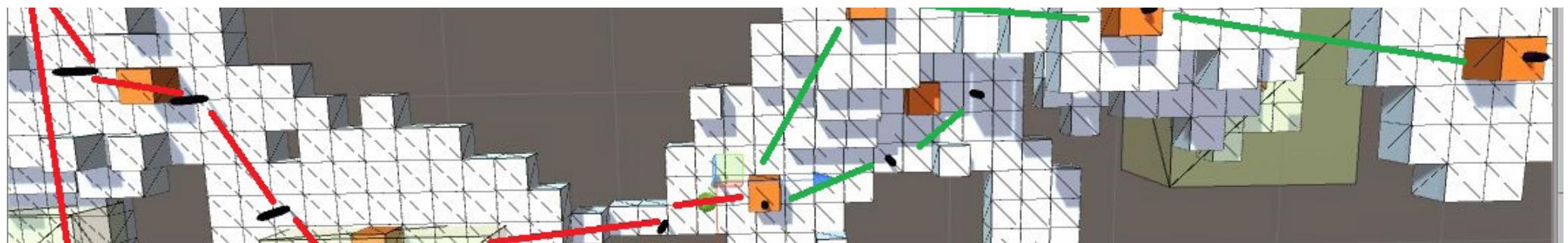
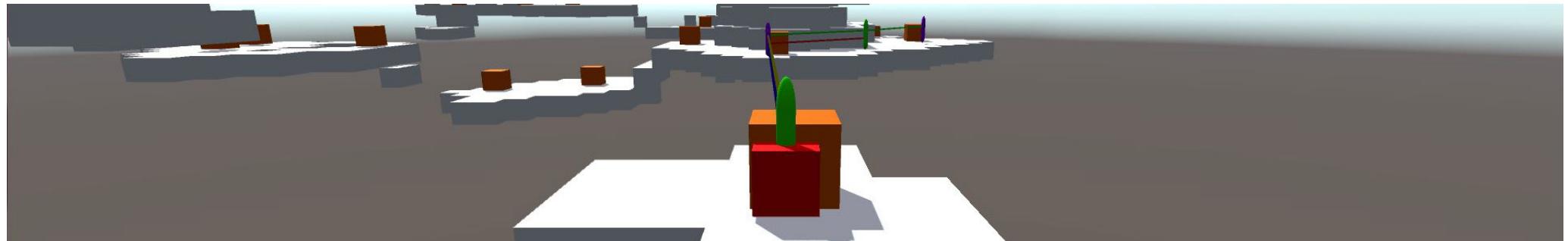


UNITY



ARAPAOA MOFFAT

These are what the levels looked like before Arapaoa imported all the assets and tied them together.

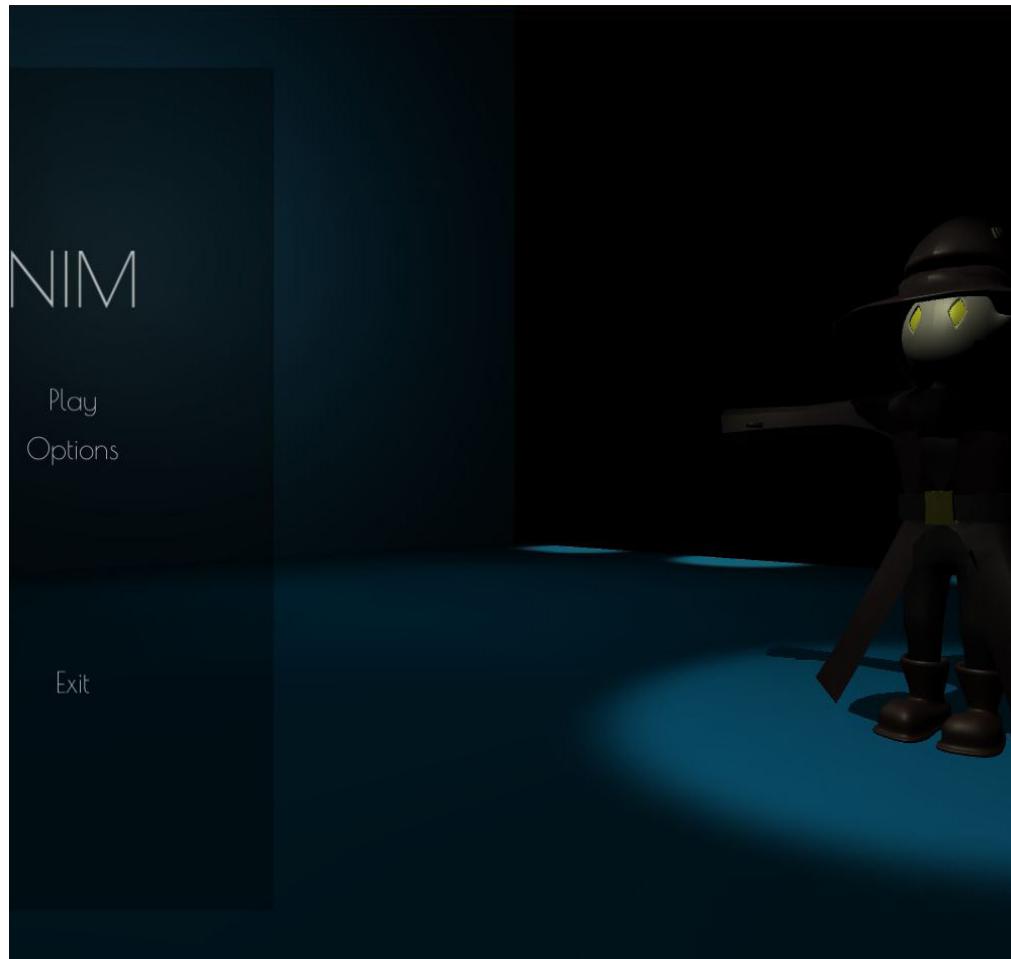


UNITY



CHRISTINE LING

In Unity, Christine made several changes to the Main Menu's design. The final Menu in the game was ultimately decided by Arapaoa to be of the Master Platform as it tied into the game better.



CARL'S INITIAL MAIN MENU SCREEN



CHRISTINE'S ITERATED MAIN MENU SCREEN

PARTICLE SYSTEMS



CHRISTINE LING

Christine made the Particle Systems from scratch for:

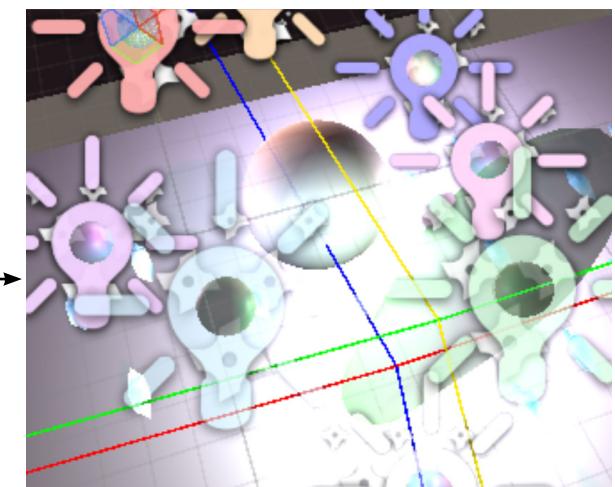
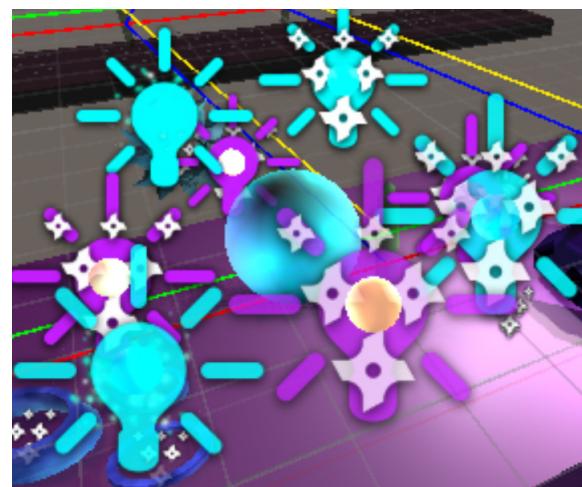
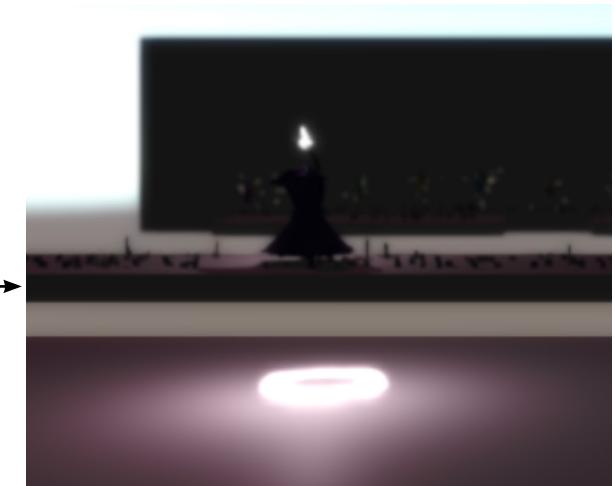
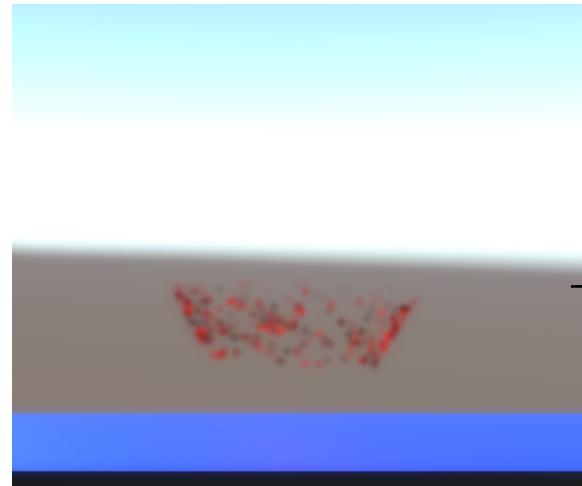
- The lit-up staff
- Shards / Master Shard
- Preview marker
- Geysers
- Fog (initially for all levels but is now only for the Main Menu)
- Phasable platform indicators (only used in the Main Menu)
- Shooting stars (only in the Main Menu)

Christine edited and refined the Particle Systems/Objects

James had roughly made for:

- Nim's Phasing In/Out
- Nim's Phasing Trail
- Navigators (that leads Nim to the Master Shard)
- Check point lights

Short [VIDEO](#) capturing some changes of the particles.



INITIAL LOOKS



FIRST EDITS

DOCUMENTATION



ARAPAOA MOFFAT | CHRISTINE LING

TEAM MANAGEMENT

- [ASANA](#)
- [GOOGLE DRIVE](#)
- [GITHUB](#)
- [SLACK](#)
- [FACEBOOK](#)

TASK LISTS

by Arapaoa

- [PLAYTESTING FEEDBACK](#)
- [BRIEF](#)
- [TASK LIST](#)

GAMEPLAY AND POWERPOINT

by Arapaoa

- [GAMEPLAY VIDEO](#)

TRAILER AND GROUP DOCUMENTATION

by Christine

- [VIMEO TRAILER](#)

The screenshot shows a list of completed tasks in Asana. The tasks are listed in chronological order from top to bottom. Each task includes a checkmark icon, the task name, the assignee, and the date it was completed.

Task	Assignee	Date Completed
User Interface Sunday	CA	Yesterday
Level Design Carl	CA	Jun 10
Pick Up And Effects Sunday	CL	Jun 10
Christine Master Shard	CL	Jun 10
Background Terrain Christine	CL	Jun 10
Arapaoa Videos	AM	Yesterday
Design Phase Levels	AM	Jun 10
Unity Final Lighting	AM	Yesterday
Arapaoa Christine Level Details	AM	Jun 10
Arapaoa, Christine Elemental	AM	Jun 8
James Tasks Camera, Phasing	MP	Jun 5
James Movement	MP	Jun 5
Christine Color Pallets	CL	Jun 6
One Puzzle Sunday	MP	May 29
Matt Tasks Checkpoints	MP	May 29
Phase and Splines Sunday	AM	May 29
Updating Tasks Sunday	AM	May 29
Music Presentation Sunday	Sh	May 15
Level Design Presentation Sunday	AM	May 15
Initial blog post	AM	May 15

ASANA SCREENSHOT

COMPUTER SCIENCE

CARL ANDERSON | JAMES VEUGELAERS | MATT PRUYER-SMITH

As the Computer Science students have advised me that they needn't flesh out their work in the group documentation yet as their individual documentations are only due on the 21st, I have just summarised their contributions.

CARL

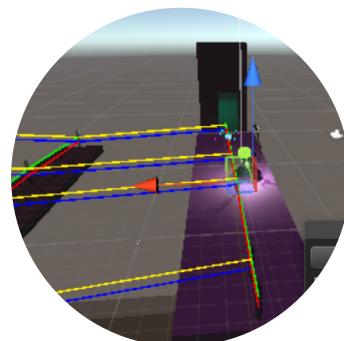
- Main Menu UI
- Level design



JAMES

- Camera
- Pickup Shard System
- Phasing
- Controls
- Movement

[YOUTUBE](#) playlist for all of James' tests.



MATT

- Checkpoints
- Puzzle mechanics (eg: doors, stairs)
- AI elementals (Arapaoa's character from P2, pictured below)



MUSIC

SHAYNE RAGG | MIXED IN ABLETON | ALL RECORDED MATERIAL BY NZSM496 STUDENTS

Shayne went above and beyond producing music and sounds for NIM. Unfortunately we were unable to utilize them all, but they can be found [HERE](#).

AMBIENCE

- Wind

FOLEY

- Footsteps

FX

- Ball rolling
- Clicks (for interface)
- Door (open, close, trap)
- Pressure pads (on, off)

MUSIC

- Cave Song (“Tutorial Level”)
- Desert Song (“Level 1”)

LISTEN TO THEM AT
SHAYNE'S [SOUNDCLOUD](#)

SOUND DESIGN

- Checkpoints
- Nim (Death, Jump, Lantern)
- Non-phasing/warping
- Pickup Shards
- Platforms
- Portal (On, Off)
- Runes
- Shards (Minor, Master)
- Phasing/Warping
- ‘Whoosh’ (camera interface)

