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Blade of the Wind Pre-Production Outline

**Modeling List**

* (See Modeling Document for details)

**Texture Limitations**

* (See Modeling Document for details)

**Scale**

* We will be using meters to determine the scale of everything because Unity and Maya’s default unit measurement is in meters.
* The environment will be approximately 600x600 meters across and 150 meters high.
* The playable area sits in the middle approximately 250x250 meters across.

**Mechanics** **and Scripting**

* Player. The player will walk around the environment and crouch to walk slower. Walking slower will decrease the player’s detection level. Will require a movement script, health script, pickup script, and combat script to enable/disable hitboxes.
* Enemy. Enemies will use the player’s movement script. They will move according to player detection and AI states. They will detect the player based on the player’s proximity and player movement speed. Will require a movement script, health script, AI state machine script, and combat script.
* UI. The screen’s UI will display brief text about controls, pickups, health, and title/credits screen.
* Scene Manager. The scene will keep track of the player’s collectables and show UI elements based on progression.
* Lighting. A simple directional light will determine shadows and baked lights will show lanterns and water reflections.
* Shaders. The waterfall and river will use shaders to depict movement. The grass and trees will also use a shader to show subtle wind movement.

**Modeling Pipeline**

1. The samurai and shogun will be modeled first because they are essential to the level design. The samurai will be used as the regular enemy model and will be repeated multiple times throughout the level. The shogun will be used as the very last enemy. The shogun will reuse the rig and some animations from the samurai rig, so a new model and a couple new animations will need to be created. The samurai will be modeled, textured, rigged, and animated before creating the shogun.
2. The katana will be modeled and textured. This katana will be used by the samurai, shogun, and the first person player model.
3. The Pagoda will be modeled and textured. Pagodas are very detailed, so this will take more time than other props.
4. The scroll and scroll stand will be created because they are essential to the gameplay.
5. The large tree and small tree will be modeled because they will be scattered throughout the forest surrounding the player.
6. Medium and large rocks will be needed for the river and waterfall area.
7. The river and waterfall will be generated inside of Unity.
8. The grass will first be modeled and textured, then the movement will be generated with a shader inside Unity.
9. Large and small bushes modeled and textured.
10. The ground will determine the general level layout, and the stairs, red bridge, and wooden bridge will be modeled after. The ground will be modeled in both Maya and Unity.
11. The large mountains will be 1-2 plane layers just inside the skybox.
12. The large Buddhist statue inside the pagoda will be modeled here. Although not essential to the gameplay, it’s typically shown on the inside. It will sit behind the Shogun enemy.
13. The torii will be a large but simple prop near the beginning of the level.
14. Smaller props will be modeled next. This includes the fence, box, barrel, lantern, torch statue, large pot, and small pot.
15. Other environment pieces will be modeled last because they can be removed if there are time constraints. These include the crooked tree, pine trees, bamboo, small and large hanging leaves, grass patch, rocky patch, rock small, and very large rock.

**Unknowns**

* Transferring errors (Maya to FBX, FBX to Unity, Substance to Unity, etc.) Non-compatibility problems.
* Other class assignments restricting time.
* How to create Unity shaders.
* Needed time off (sick days, emergencies)