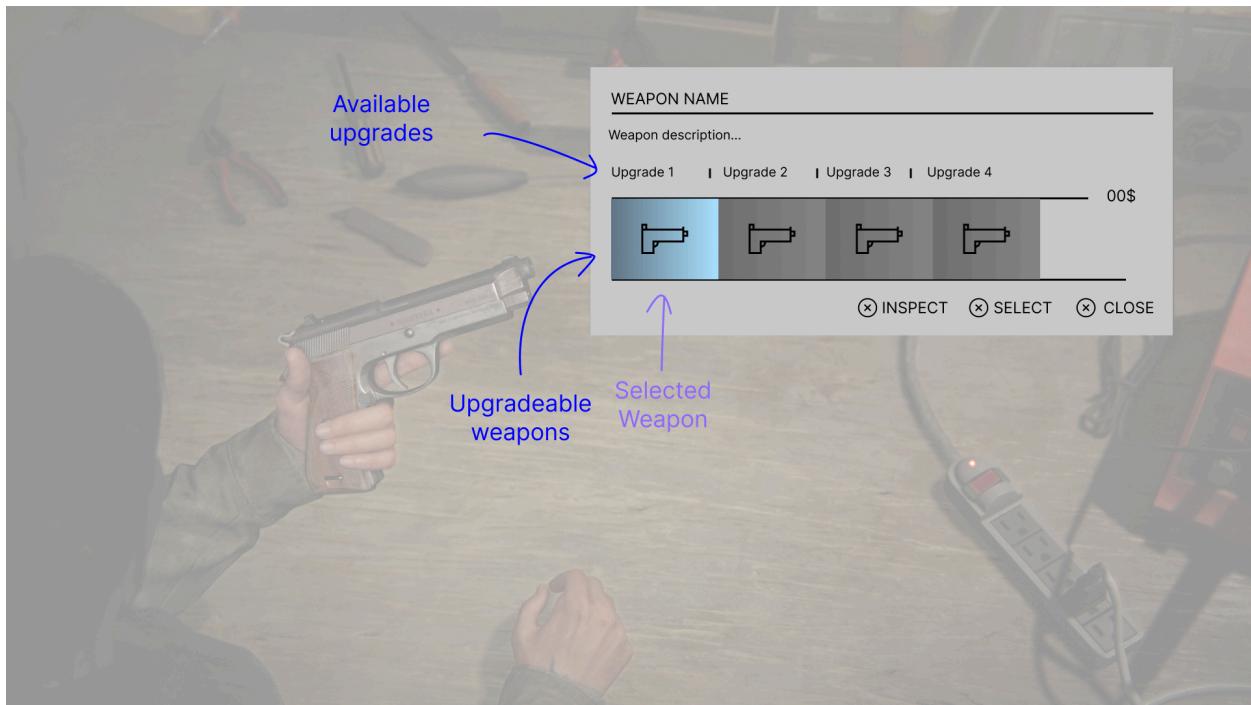
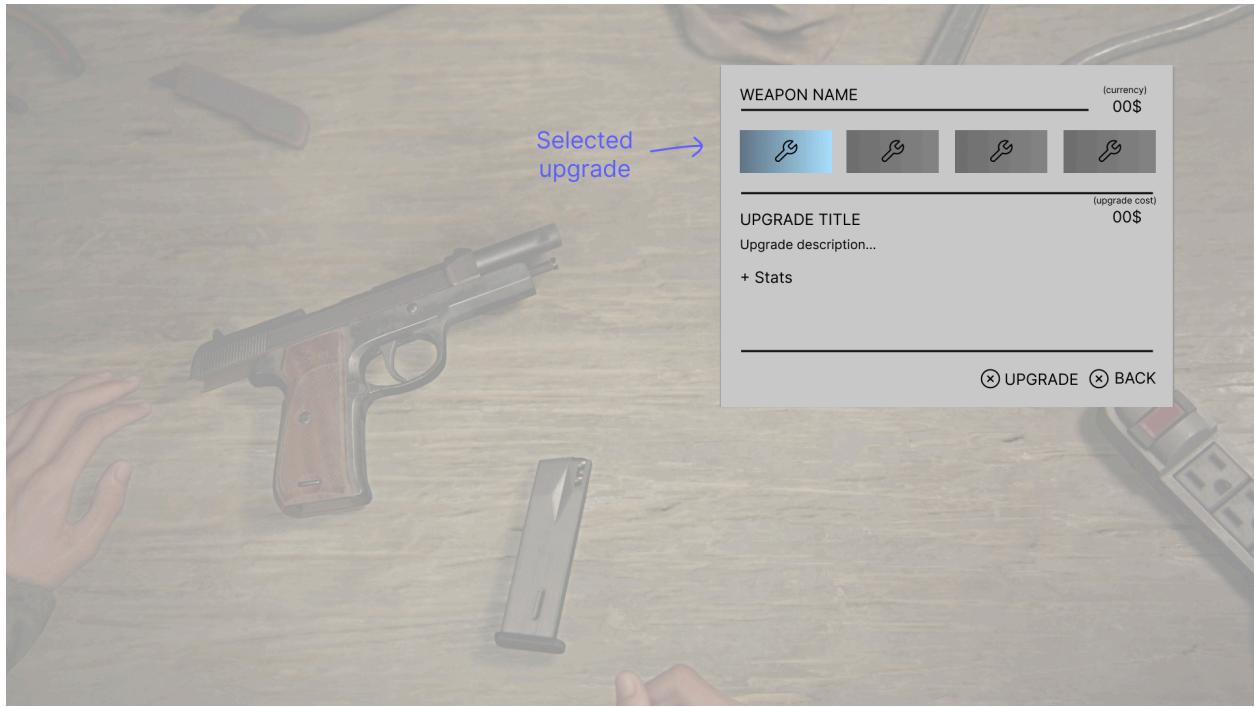


Stage 1 Analysis: The Last of Us Part II

Menus:

Workbench menu

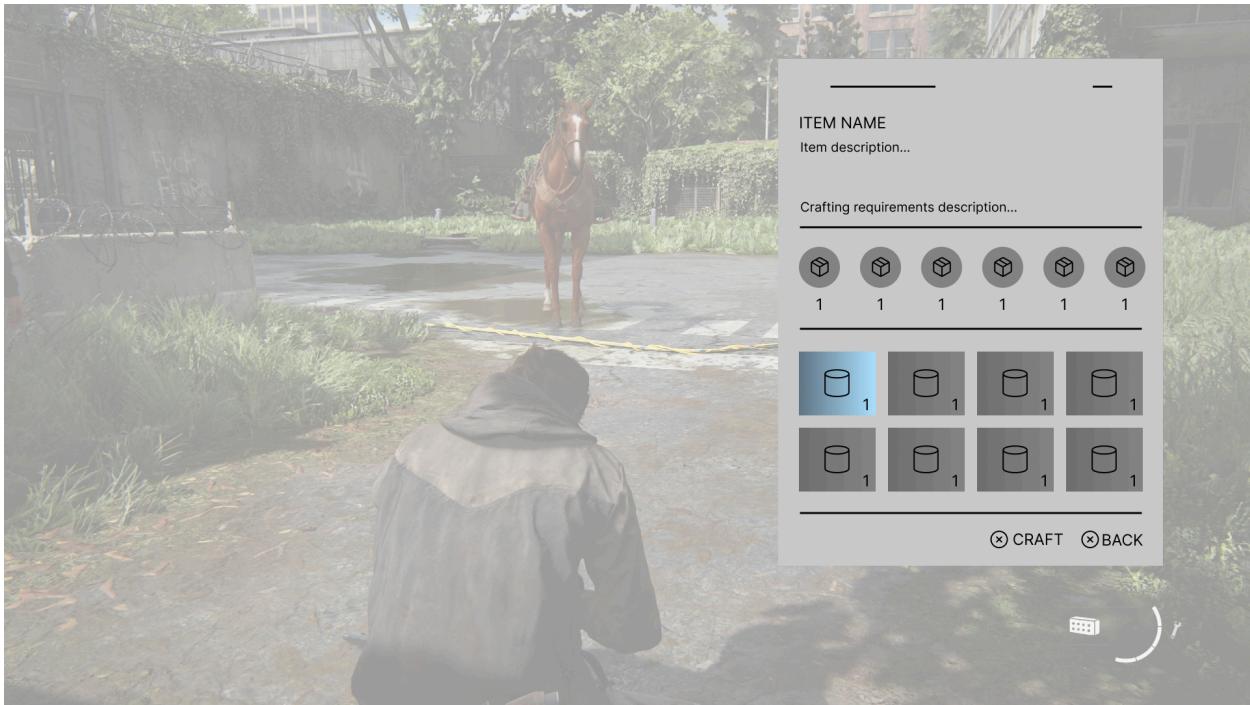




Weapon/Item Equip



Crafting menu



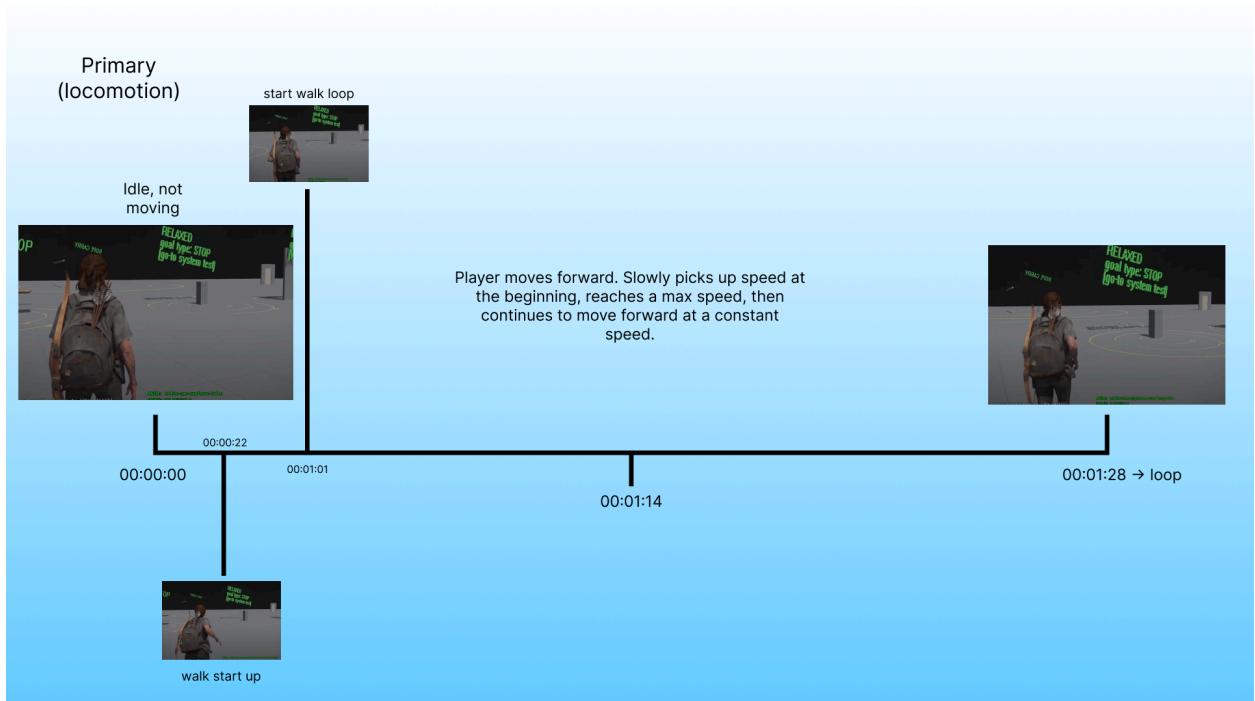
Character:

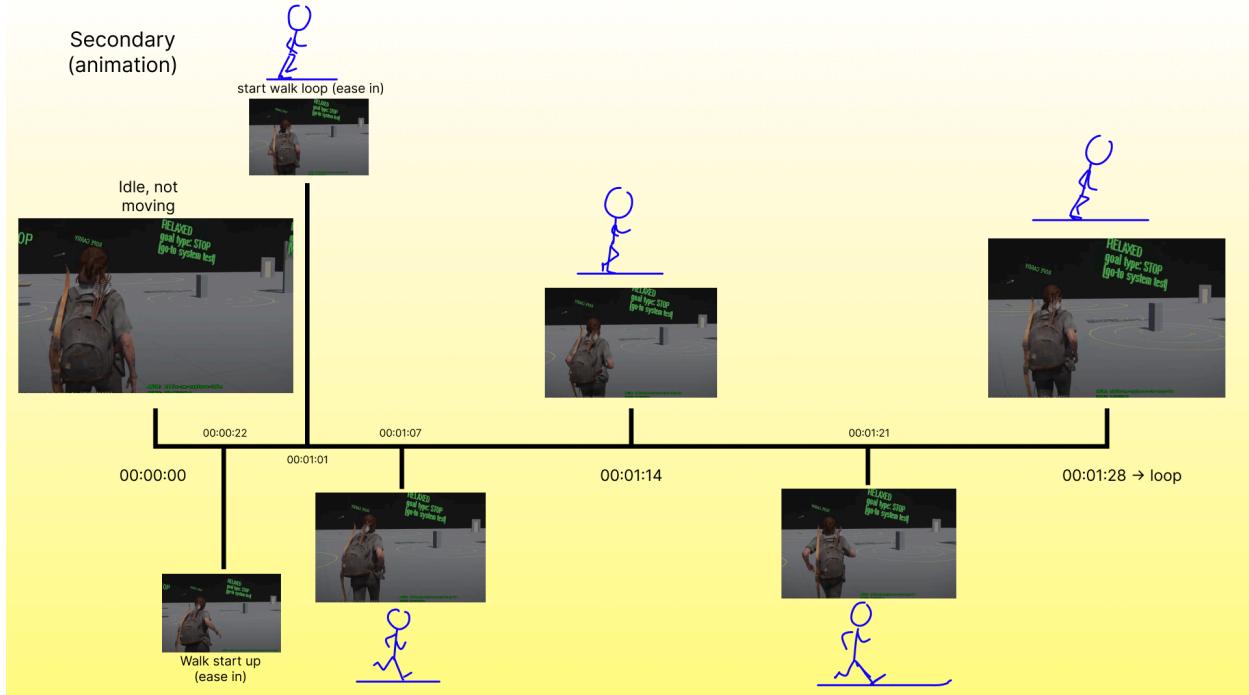




Movement

- Omnidirectional movement that looks very natural and realistic. Moves like a real human being, doesn't look mechanical or repetitive.
- Animations blend together seamlessly
- Character begins with a transition animation when beginning to move and when suddenly stopping. Feels more realistic. No abrupt stops in the animation.





Melee Animations

- Attack animations are fluid and blend between each other seamlessly.
- Each attack move reads well.



Primary (locomotion)



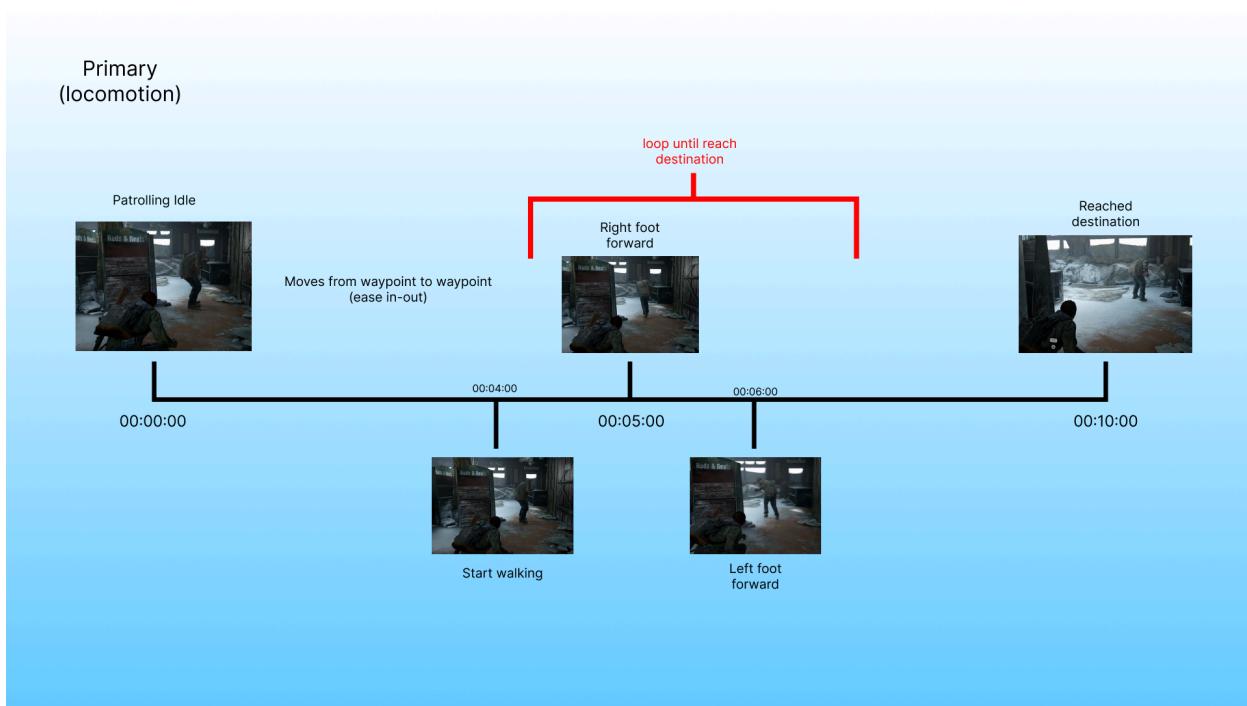
Secondary



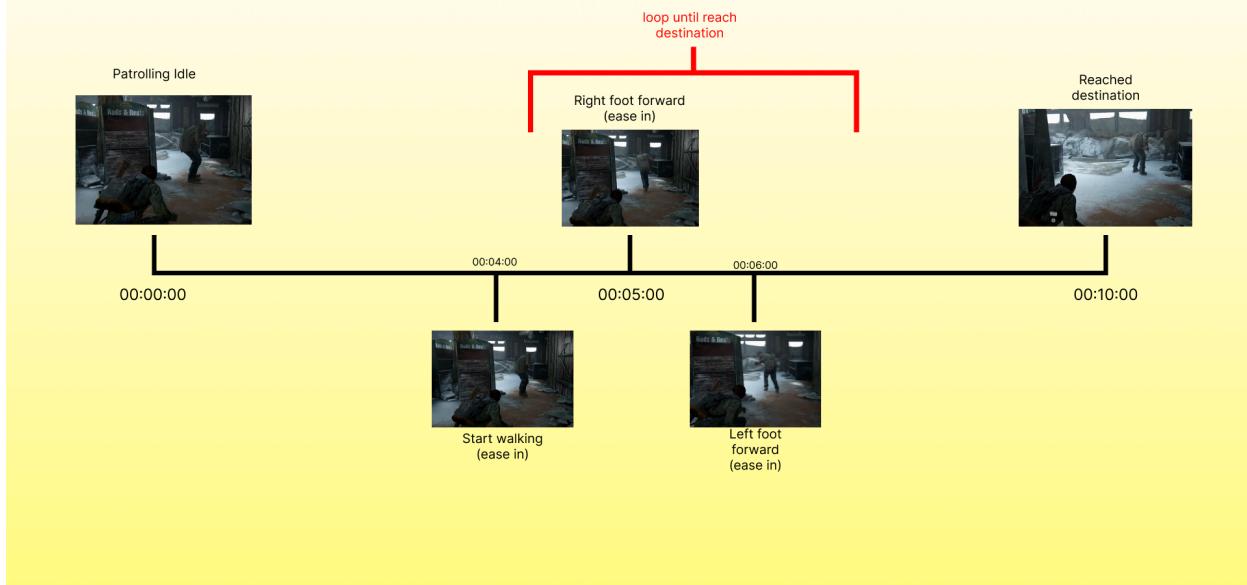
Dynamic Objects:

Enemies

- Movements are staggered and irregular which fits well for this zombie like entity



Secondary



Allies

- Movements are realistic and don't look like they're obviously following sets of waypoints.
- Will also duck into cover and hide from enemies. Makes it feel like they are real people and aren't just AI programmed to shoot at the enemy.



Primary
(locomotion)

Player initiates
stealth kill



Animation end



00:00:00

00:02:18

00:05:25

00:01:06

00:11:21



Ally moves
towards enemy
(ease in-out)



Move
backwards
slightly
(ease in-out)

Secondary

Player initiates
stealth kill



Grab enemy
(ease in)



Stab enemy
(ease out)



Pull knife out of
enemy
(ease out)



00:00:00

00:02:18

00:03:24

00:04:22

00:05:01

00:05:25

00:01:06

00:11:21



Ally moves
towards enemy
(walk cycle)



Knife wind up
(ease out)

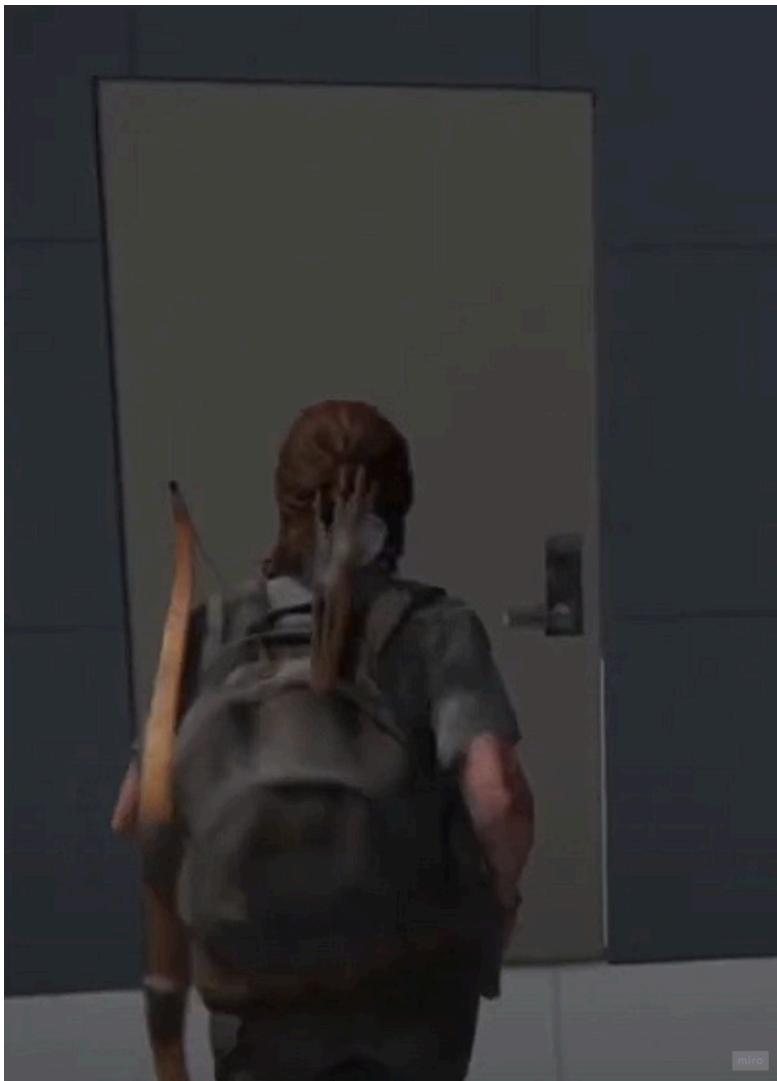


Slowly lower
enemy to
ground
(ease in-out)

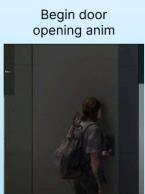
Static Objects:

Doors

- Simple and self explanatory. Can open and close.
- Will interact with objects after being opened. It can collide with entities and can be pushed closed.



Primary (locomotion)



Begin door
opening anim



Door opened
(ease in-out)

00:00:00

00:01:10

00:01:20

Secondary



Twist door
handle
(ease in-out)



Door bounce back
follow through
(ease out)

00:00:00

00:00:10

00:01:01

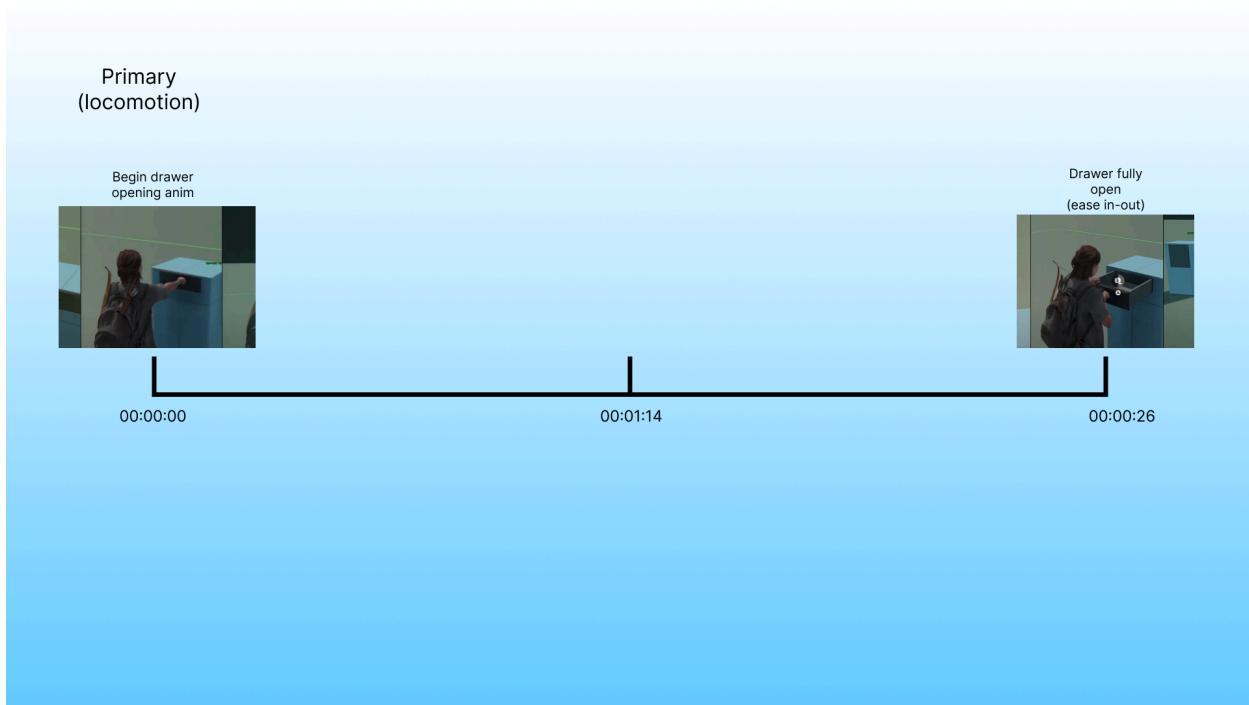
00:02:02

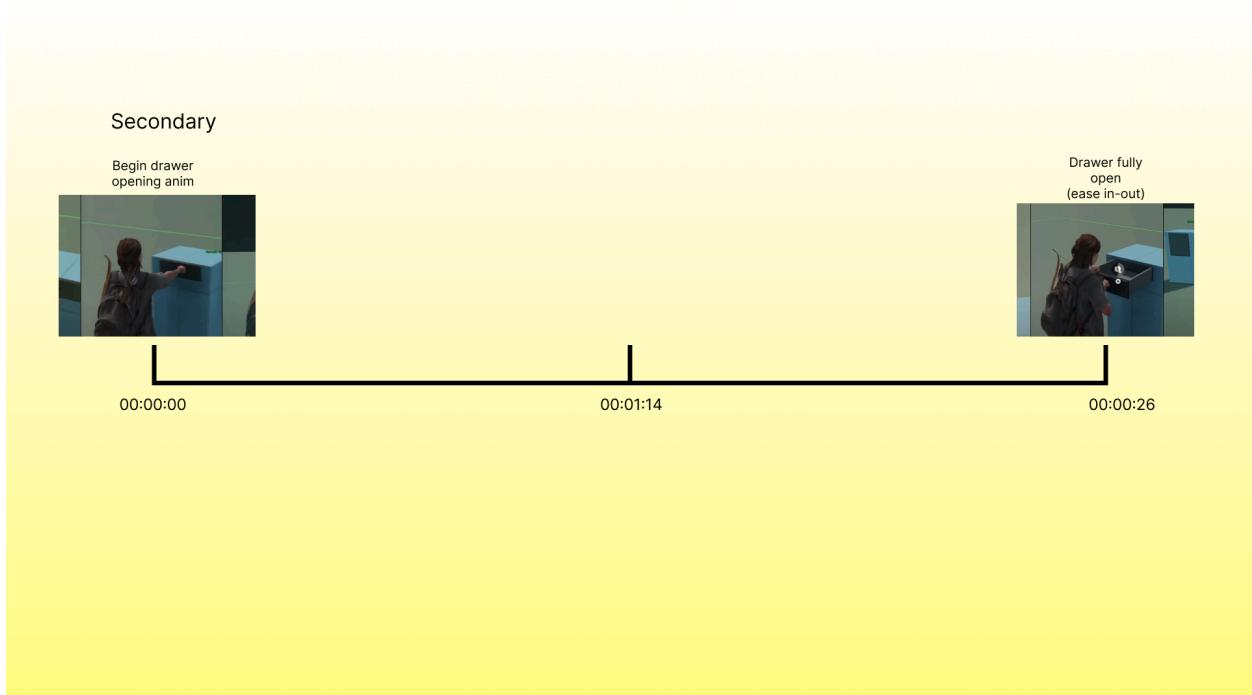


Let go of handle
(constant)

Drawers

- Self explanatory. Can be pulled out and pushed back in.

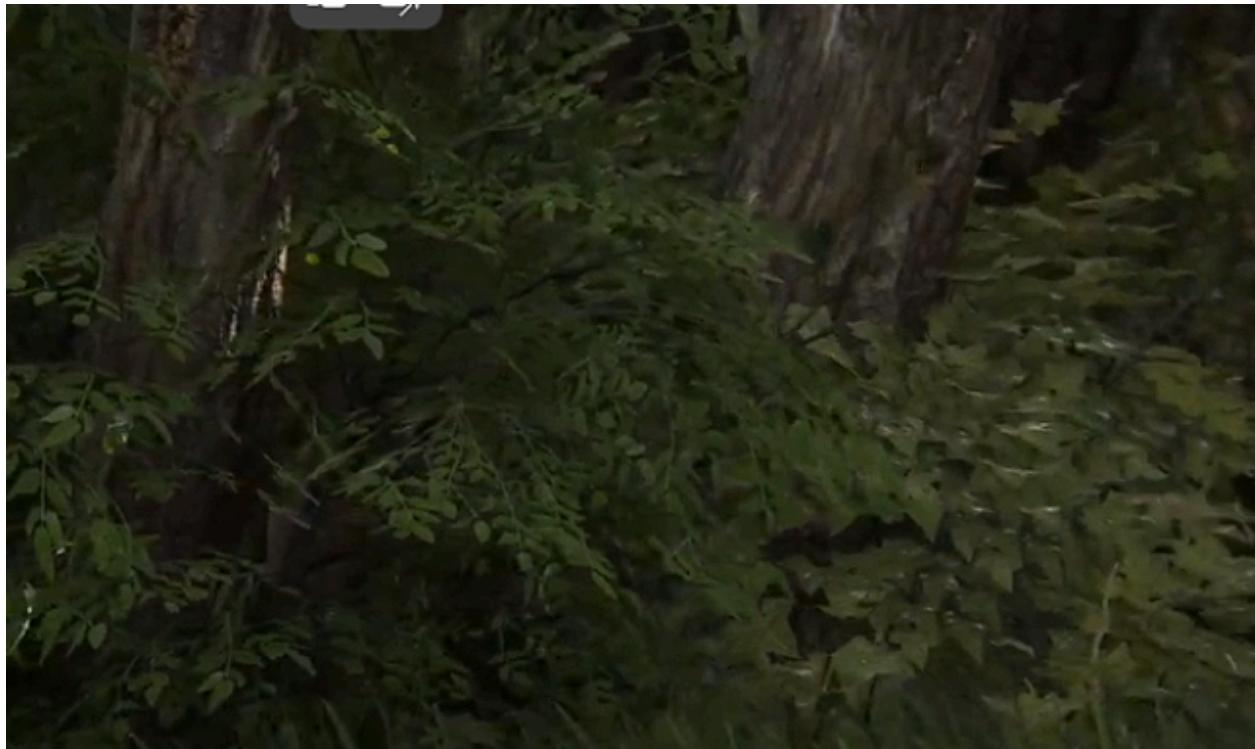




Environment:

Trees

- Leaves will blow in the wind. How hard they blow will depend on the scene and how hard the wind is blowing.
- Makes scenes look more lively. If they were static it would look stiff and unrealistic, therefore breaking the immersion.



Primary
(locomotion)



No
locomotion.
Just stays
stationary

00:00:00

infinity

Secondary

Leaves blowing
in the wind



00:00:00

infinity

Grass

- Blows in the wind
- Moves around player when colliding with it
- Make the world more interactive and believable



Primary
(locomotion)

No
locomotion.
Just stays
stationary

00:00:00

infinity

Secondary

Blowing in
the wind
(ease in-out)



00:00:00

infinity

Storyboard





And they both quietly take out the enemy



And slowly lower their body to the ground



The player hears something behind them



There is an enemy running towards them



The player selects their pistol from the inventory menu



The player aims their gun



And shoots but misses



The enemy attacks the player but the player dodges



The player pulls out their axe and swings at the enemy



And then they swing again



The player pulls the enemy close



And then pushes them away to dislodge the axe



The player stands there exhausted but unscathed

