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SUBJECT:
INTEGRATIVE

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Introduction

Among the characteristics of young people in modernity highlights the lack of free time to devote it to long-term activities, while on the other hand due to the constant movement in people's busy lives there are many dead times where people are forced to wait average amounts of time until the arrival of their next activity. *Après la Mort* is a mobile indie horror video game that allows the user to put himself in the role of the protagonist of a horror story in which he will face various mental challenges and audio-visual stimulation in order to discover the mysteries that this game holds for the user. The unique authenticity of the story behind the characters presented in the game, as well as the novelties of the innovation of the mode of play for a mobile application make the experience of moving forward discovering new information about the story a unique experience for the user.

How does it work?

Simple and intuitive interface: *Après la Mort* has several fast and fluid operations, a good organization of the contents, options and menus of the app, and an intuitive handling that allows the user to move quickly and comfortably through the game at all times. In order to reach as many users as possible and thus maximize the visibility of the app, the possibility of using it on different platforms, mainly Android, is included.

Updates and offline mode: *Après la Mort* is updated on a regular basis to build user confidence and to improve its performance and security, while adding new functionalities. *Après la Mort* is a mobile application that can be installed on the mobile phone, whose objective is the user's entertainment during periods of dead time, same moments in which the user can keep the intrigue of following a story to discover sporadically during their daily activities while maintaining the excitement of the game safely without using a specific space or a period long time.

The thought with which the development of the idea originated arose from wanting to use the *Carpe Diem* (Latin sentence that refers to living the moment of the present), which guided programmers to think about using the concept of *Post Mortem* (prayer in Latin that refers to after death), but being limited by a theme of dead decided to use a concept that was between both prayers, approached the final idea when thinking about the use of *Memento Mori* (Latin phrase that refers to the moment of death) and ended up using the practice of photography to the corpses to capture the moment of death of a person within history.

The aesthetic of the game revolves around the name of the game, *Après la Mort*, which is a French phrase whose meaning is "After Death". This phrase is based on the practices that existed in ancient times in which a family portrait was made or the portrait to a person after passing his death, that is why the body of the person was arranged in order to take a last photograph, these could only be photographs of the person or family of the deceased. As it took a long time to take a photograph, due to the age of the cameras, the people in the photograph had to wait at least 10 minutes until it was taken, so their movements, even if they were imperceptible, were recorded in the photograph, making the bodies look a little blurry, which was not the case with the corpses because they cannot move even millimeters. These practices result in the fact that there are now many old photographs that were taken on corpses, which is a little scary for people in modern times.

This idea gave rise to the development of the story of the game and is the reason behind the aesthetic based on Victorian tints and old photographs, as well as the use of scenarios based on abandoned European Gothic mansions. Once the main idea of the story that will take place in the game is developed, the realization of the first illustrations or art that will be used to promote it takes place.

Prototypes of the logo were made based on the most outstanding elements of the history of the mobile game application, which according to the programmers are: Photography, Victorian era and terror. Using a classic color palette of horror video games (red and black)



It was then discussed with the team of developers about the design, at which time it was decided that the silhouette of the main character of the story would be used as the main logo, this being the most prominent element and that it would appear behind the name of the game.

Some adjustments were made to the option more equipped with the logo with respect to the suggestion to use the silhouette of the protagonist.

Reaching like that the definitive design that would be used to promote the game, as well as being used as an icon in the mobile application sales platform.

This logo is based on the strong elements of the game, which are photography, horror and antiquity of the style close to the Victorian era.



User Stories

As a horror game enthusiast, I want to play a game with a gripping story, chilling sound effects, and immersive gameplay, so I can experience a terrifying and adrenaline-pumping journey through a haunting, nightmarish world.

This user story describes the requirement for a horror video game that offers a complete and immersive experience for the player. It emphasizes the importance of having a well-written storyline, spooky sound effects, and engaging game mechanics that keep the player interested in the game world. By meeting these requirements, the game can provide a memorable and scary experience for the player, making it a must-play for horror game enthusiasts.

Abstract

Takes place in 1839-1901 Europe France during the Victorian era. Family name: Tudor. Background: Mansion "Tudor's Mansion" home to the richest family of a little town. They have lived so long that no one remembers where they came from or who exactly they are. The only record that exists about them seems like a made-up story. "One Day they came to town; they bought a huge piece of land and began to build their mansion. It Was almost impossible to believe but they built it in less than 2 months." No one knows much about them, they are usually not seen in town, and when it does happen, they don't share any information. However, they have lived in this town for at least 3 generations and no one has ever seen a Tudor funeral. Reason we are going: Emile was hired by the Tudor family to take post mortem photos of a recently deceased relative. It is a town far from where I live but the pay is worth it. A man between the ages of 40 and 50 is hired by a powerful and mysterious family in England to take "Post Mortem" photos of a recently deceased relative. Unfortunately, the location is difficult but the pay makes up for everything. He realizes that the situation is not exactly the best and he will find himself in a difficult and terrifying situation inside the house.

Chronogram

N ^o	Activities		1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
1	Planning	P															
		R															
2	Design	P															
		R															
3	Development	P															
		R															
4	Debugging	P															
		R															
5	Deployment	P															
		R															

Theoretical Framework

Planning

Discord

Discord is a really useful planning tool for us to take place for some meetings and share ideas about the project, it helps us with:

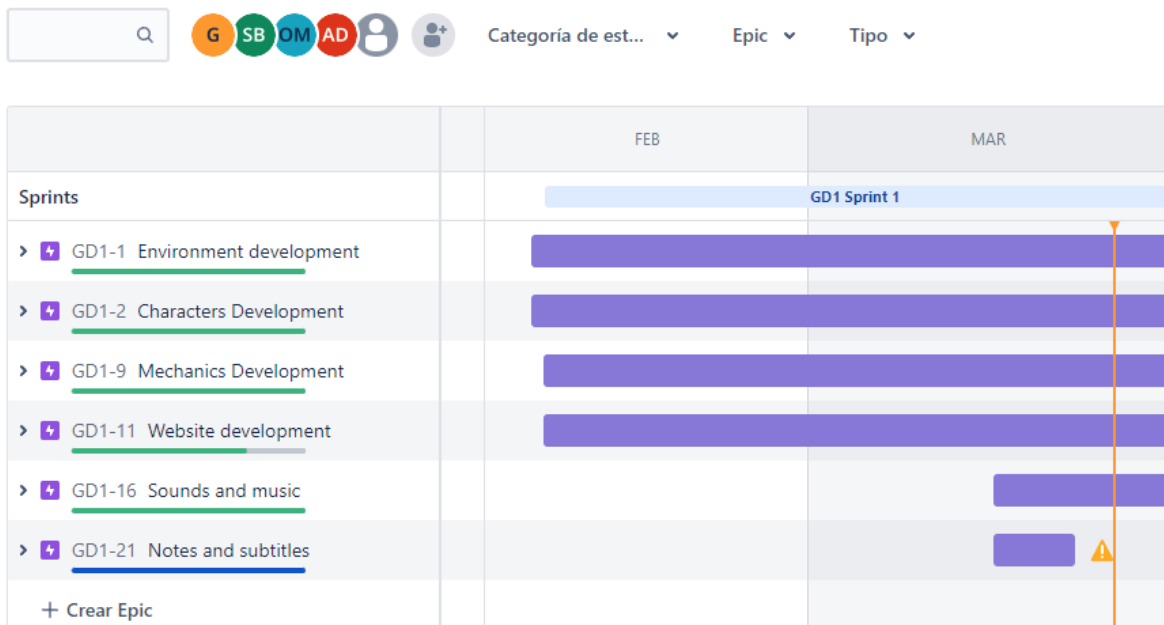
- **Communication:** Discord offers a platform for real-time communication that can be used for discussing and coordinating plans with a team.
- **Organization:** Discord offers the ability to create channels, roles, and permissions, which can be used to organize information and tasks related to a project or event.
- **Scheduling:** Discord can be used to schedule meetings, events, or deadlines through the use of bots.
- **File Sharing:** Discord also offers the ability to share files, such as documents, images, and videos, which can be helpful for sharing information and collaborating on projects.

Jira

It offers a wide range of features that allow team members to plan, track, and manage the project effectively.

- One of the key features of Jira that makes it a popular project management tool is its ability to create and manage projects, and to break them down into smaller tasks and sub-tasks. This makes it easier for project managers to allocate resources, set deadlines, and track progress.
- Jira also supports collaboration among team members, allowing project managers to assign tasks and track progress in real-time. Teams can communicate with each other, share files and documents, and collaborate on tasks within Jira.
- In addition to project planning and tracking, Jira can also be used for issue tracking and bug reporting, which is an essential part of project management.

Hoja de ruta



Design

Canvas

Canvas is a design tool that allows designers to create a wide range of digital designs such as social media graphics, web designs, presentations, and more. It is a user-friendly tool that provides a range of features and templates to make designing easier and faster.

Canvas offers a drag-and-drop interface that makes it easy for designers to add and manipulate elements within their designs. They can choose from a library of pre-designed templates or create their designs from scratch. Canvas also offers a wide range of design elements such as images, icons, shapes, and text options that can be customized to fit any design project.

Home By Me

Home By Me is a website that allows users to design their homes in 3D. It is an online home design tool that provides users with a range of features to help them create a custom 3D design of their homes.

Users can start by creating a floor plan of their home using the intuitive drag-and-drop interface. They can then add walls, doors, windows, and other elements to the plan. Once the basic structure of the home is created, users can add furniture, appliances, and other decor items to the design.

Photoshop

Photoshop is a popular design tool used by graphic designers, photographers, and other creative professionals to create and edit digital images. It is a powerful tool that offers a range of features to create stunning visual designs.

Photoshop allows designers to create and manipulate digital images using layers, masks, filters, and other tools. It also provides a range of selection and editing tools, allowing designers to work with specific areas of an image to achieve their desired effects.

Development

Unity

Unity is a popular game development platform that offers a range of tools for designing and building games. Here are some of the key tools offered by Unity:

1. **Unity Editor:** The Unity Editor is the main tool used to develop games in Unity. It offers a range of features for creating game objects, scripting, physics, and more.
2. **Visual Scripting:** Unity also offers a visual scripting tool called Bolt that allows users to create game logic and behaviors without writing any code.
3. **Asset Store:** The Unity Asset Store is a marketplace where users can find a range of assets, including 3D models, textures, and animations, to use in their games.
4. **Animation:** Unity offers a range of tools for creating and editing animations, including the ability to create and edit animation clips, blend trees, and animation controllers.

Blender

Blender is a fully integrated 3D content creation suite that offers a wide range of essential tools, including Modeling, Rendering, Animation & Rigging, Video Editing, VFX, Compositing, Texturing and many types of Simulations. This tool was used to create the character models and some of the furniture inside the house.

Visual Studio Code

Visual Studio Code can be used as a code editor for developing video games, although it is not a game development platform like Unity or Unreal Engine. However, VS Code can be used in conjunction with other game development tools to write, debug, and manage code for video games, and it was used for the scripts on the game development.

GitHub

GitHub is a web-based platform that is used for version control and collaborative software development. It provides a wide range of features, including:

- **Collaborative Workflows:** Multiple developers can work on a project simultaneously and track changes, merge code, and resolve conflicts.

- Issue Tracking: GitHub provides tools for issue tracking, bug reporting, and feature requests, allowing developers to manage and prioritize tasks.
- Code Review: GitHub enables code review workflows, where team members can provide feedback on each other's code and suggest improvements.
- Continuous Integration/Deployment: GitHub integrates with various tools for continuous integration and deployment, allowing developers to automatically build, test, and deploy their code.

Debugging

Visual Studio Code

Visual Studio Code is a popular code editor that comes with a powerful debugger built-in, which can be used to debug various programming languages such as JavaScript, Python, C#, Java, and many more.

Unity

Unity is primarily a game development engine, but it does provide some debugging capabilities as well. Unity's debugging tools are mainly focused on helping developers find and fix issues related to gameplay, physics, and performance.

Deployment

Play Store

The Google Play Store is the primary app store for Android devices, and it is a popular deployment tool for Android developers.

Technical specifications for the videogame

System Requirements

- Supports Android OS 5.0 and higher.
- RAM: 3gb

Common Issues

Developing video games on Unity can be a challenging task, and there are several common issues that developers may encounter during the process. Here are some of the most common issues:

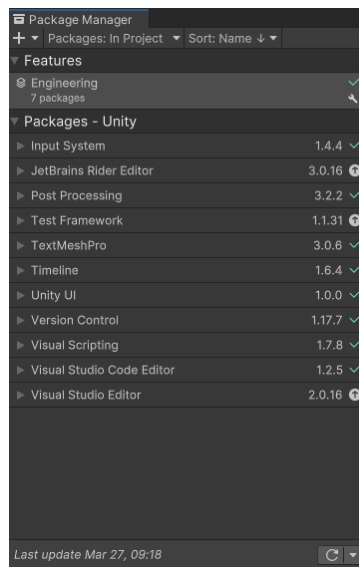
Performance Issues

Video games can be complex, and they often require a lot of computing resources to run smoothly. Developers may encounter performance issues such as slow frame rates, long loading times, and laggy gameplay.



Asset Management

Video games require a lot of assets, including models, textures, sounds, and animations. Managing these assets and optimizing them for the game can be a time-consuming task.



Compatibility Issues

Video games need to run on a wide range of devices, and compatibility issues may arise. Developers need to test their games on different devices and operating systems to ensure compatibility.

Bugs and Glitches

Video games are complex software systems, and bugs and glitches are common. Testing and debugging the game can be a time-consuming task.



Conclusions

Developing a video game is a complex process that requires a lot of time, effort, and resources. It involves several stages such as concept development, pre-production, production, testing, and release. Each stage has its own challenges and requirements that must be met to ensure the success of the game. Communication and coordination are key to ensuring that everyone is working towards the same goal. Ultimately, the success of a video game depends on many factors such as its quality, gameplay mechanics, story, graphics, and marketing.

In conclusion developing a horror video game is a really good experience and as horror lovers it was an amazing way to flow away some great ideas for all the videogame and this has become a popular genre in the gaming industry. They provide players with a thrilling and immersive experience that is unlike any other. Horror games use various techniques such as jump scares, atmospheric sound design, and storytelling to create a sense of fear and tension in the player. Developing a successful horror game can be challenging, as it requires careful attention to detail in areas such as game mechanics, level design, and storytelling. However, with the right approach, horror games can be incredibly rewarding for both developers and players. They can create a sense of immersion and emotional engagement that is unparalleled in other forms of media. Overall, horror video games are a valuable and exciting addition to the gaming industry, and they will undoubtedly continue to evolve and innovate in the years to come.