Guardian of Andra

Fragments of Fate

**Projeto de TCC**

**Game Design Document: Tecnológico**

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| 1- Histórico do Projeto |
| O projeto foi iniciado em Março de 2017, com o desenvolvimento de dois protótipos: um voltado para testes com o Level Design, e outro para testes de Gameplay. Mais duas iterações de cada protótipo foram desenvolvidas, até que numa terceira iteração, ambos se juntaram em um único protótipo: o Level Design já se encontrava mais maduro, especialmente em relação ao visual e a escala. O Gameplay já se encontrava em um estágio avançado, mas ainda sofrendo alguns testes, com um personagem feito de blocos, placeholder, aplicado. No final de Junho de 2017, encerramos a produção do Proof of Concept, comprovando a diversão que o projeto é capaz de proporcionar. Foi definido que o grupo apresentaria apenas o trecho aberto de ilha para a banca. Um hiato de um mês ocorreu, no qual os membros do grupo realizaram estudos de novas técnicas para aprimorar a qualidade do jogo. Iniciou-se logo em seguida a produção da build para apresentação na banca final, tendo esta sofrido algumas modificações: o projeto era inicialmente idealizado como um mundo completamente aberto para que o player explora, resolva quests e cace monstros. Em uma conversa entre o grupo, porém, decidimos por seguir uma rota mais linear, com o mapa deixando de ser plenamente aberto para ser dividido em seções. Depois de testes, retornamos para o formato de mapa aberto, e a produção continuou, desta vez focada nos detalhes que deveriam ser implementados para a banca. Foram modelados, texturizados e montados prefabs do assets que seriam utilizados tanto para decoração do ambiente, quanto para construção dos puzzles do jogo. Os módulos para construção dos trechos de dungeons também foram produzidos. A montagem final da demo ocorreu de Agosto a Novembro de 2017, tendo sua versão mais estável preparada em 23/11/2017. |

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| 2 – Interface |
| **2.1 – Sistema Visual**  6.1.1 – HUD(Heads-Up Display) – O que controlar?  UI_Explanation.png  No canto superior esquerdo, encontra-se a barra correspondente ao XP adquirido pelo jogador, bem como a barra de vida do personagem, com o número total e a quantidade atual de pontos de saúde. Um retrato do protagonista também pode ser visto, indicando. Logo acima, a indicação do nível atual do protagonista é mostrada ao jogador.  No canto inferior esquerdo, um ícone animado indica qual das habilidades especiais da arma está equipada.  No topo da tela, uma bússola indica ao jogador a localização de missões, objetivos, itens e locais.  No canto superior direito, informações gerais relacionadas a missões, como objetivos e ganho de experiência, estão alocados.  No canto inferior esquerdo encontram-se os botões de ação, com o nome de suas respectivas ações.  6.1.2 – Menus  6.1.2.1 - Menu Principal    6.1.2.2 - Opções    6.1.2.3 - Créditos    6.1.2.4 - Loading    6.1.2.5 - Menu In-Game    6.1.3 – Sistema de Renderização  Apenas uma câmera associada ao player, em terceira pessoa, renderiza o game.  6.1.4 – Câmera  A câmera é em 3ª pessoa.  6.1.5 – Modelos de Iluminação  A iluminação é renderizada em tempo real, por meio de uma directional light no ambiente da ilha, e de uma série de point lights no interior do templo.    **2.2 – Sistema de Controle**  O jogador pode interagir com o sistemausando mouse e teclado ou controle. os direcionais analógicos e digitais são responsáveis pela navegação pelos menus, sendo estes últimos também responsáveis pela troca de itens e habilidades durante o gameplay.    **2.3 – Sistema de Áudio**  6.3.1 – Músicas  As músicas são reproduzidas em estéreo 2D  6.3.2 – Efeitos sonoros  Os efeitos sonoros também são estéreo, mas com efeito 3D |

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| 3 – Inteligência Artificial |
| **3.1 – IA de Inimigos**  Os monstros seguem uma rotina de patrulha em determinada região, e quando detectam o player, continuam perseguindo-o para atacá-lo. O mesmo vale para os chefões, que perseguem e atacam o player no momento em que o detectam    **3.2 – Personagens Não-Combatentes**  Apenas alguns permitem interação, sendo vendedores de itens ou NPCs com missões para o player. Entre aqueles que passam missões ao jogador, alguns deles podem andar com o jogador, ou entrar em conflito com ele, não tendo comportamentos mais complexos, tampouco maior envolvimento na história.    **3.3 – Personagens Amigáveis**  Os aliados guiam ou seguem Erinn de acordo com a missão ativa no momento. Quando uma batalha com monstros é iniciada, eles também entram em combate.    **3.4 – IA de suporte**  3.4.1 – Colisões do jogador e objetos  É usado o sistema padrão de colisão da unity, por meio dos colliders e triggers gerados pela engine.  3.4.2 – Melhor caminho (Pathfinding)  É utilizado o Nav Mesh System da Unity para a navegação de NPCs. |

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| 4 – Projeto Técnico |
| **4.1 – Equipamento-alvo**   |  |  |  | | --- | --- | --- | | **ESPECIFICAÇÕES** | **MÍNIMO** | **RECOMENDADO** | | S.O. | Windows 7 | - | | CPU | 2 GHz, Dual Core | 3,6 GHz, Quad Core | | GPU | NVIDIA GeForce GTX 750 TI ou equivalente, mínimo de 2 GB de VRAM | NVIDIA GeForce GTX 970 ou equivalente, mínimo de 4 GB de VRAM | | RAM | 4 GB | 8 GB | | ARMAZENAMENTO | 200 MB | - |     **4.2 – Ambiente desenvolvido** (Hardware e Software)  O jogo vem sendo desenvolvido em mais de uma máquina, sendo que a principal delas possui as seguintes configurações:   * Processador Intel Core i7 4790, Quad Core de 3,6 GHz * Placa Gráfica NVIDIA GeForce GTX 980, 4 GB de VRAM * 16 GB de RAM * HD de 2 TB * SSD de 250 GB * S.O. Windows 10 Pro     **4.3 – Motor do Jogo (Engine)**  O jogo foi desenvolvido na versão 2017.2.0f3 da Unity Engine.    **4.4 – Rede**  Planeja-se implementação de um sistema de jogo coop, em que dois jogadores realizam as missões em conjunto, tendo as recompensas das missões divididas igualmente. |

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| 5 – Softwares Secundários |
| **5.1 – Editores**  5.1.1 Arte 2D  A arte 2D foi desenvolvida através do Adobe Photoshop CC.  5.1.2 Modelagem 3D  Os modelos dos cenários foram modelados usando-se o Autodesk Maya 2017.  5.1.3 Som  Para produção e edição do som do jogo, foram utilizados os softwares REAPER e Audacity.  5.1.4 Programação  Os códigos foram desenvolvidos através do Visual Studio Community 2017.  5.1.5 Vídeo  Para produção das cutscenes, Adobe Premiere CC 2015 e Adobe After Effects CC 2015 foram os softwares utilizados. |

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| 6 – Apêndices |
| **6.1 – Ativos de Arte**   * Erinn (Assets/Characters/Erinn/Erinn\_v04.fbx) * Animações do Erinn (   Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking\_Idle.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking\_Run.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking\_Run\_Back.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking\_Run\_Forward.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking\_Run\_Left.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking\_Run\_Right.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Blocking02.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dodge01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dual\_Idle01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dual\_Run02.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dual\_Run03.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dual\_Run04.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dual\_Run05.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Dual\_Run06.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Idle01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Jump01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Jump02.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Run01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Run02.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Run03.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Run04.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Run05.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_SlashHeavy01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_SlashHeavy3.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_SlashLight1.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_SlashLight2.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_SlashLight3.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Special01.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Special02.fbx,  Assets/Characters/Erinn/Animations/Erinn@Erinn\_Strife\_Front.fbx,  Assets/Characters/Erinn/Animations/Erinn@ErinnIdleTest.fbx)   * Texturas do Erinn (   Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Armor1\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Armor1\_MetallicSmoothness.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Armor1\_Normal.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Body1\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Body1\_MetallicSmoothness.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Body1\_Normal.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Eye\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Eye\_MetallicSmoothness.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Eye\_Normal.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Hair\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Hair\_MetallicSmoothness.png,  Assets/Characters/Erinn/Textures/MapsMetallic/Erinn\_v5\_Mat\_Erinn\_Hair\_Normal.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Armor1\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Armor1\_Normal.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Armor1\_SpecularSmoothness.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Body1\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Body1\_Normal.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Body1\_SpecularSmoothness.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Eye\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Eye\_Normal.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Eye\_SpecularSmoothness.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Hair\_AlbedoTransparency.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Hair\_Normal.png,  Assets/Characters/Erinn/Textures/MapsSpecular/Erinn\_v5\_Mat\_Erinn\_Hair\_SpecularSmoothness.png)   * Flux, a arma de Erinn (Assets/Characters/Erinn/Flux/Flux\_Low.fbx) * Texturas da Flux (   Assets/Characters/Erinn/Flux/Textures/Flux\_Low\_Flux\_AlbedoTransparency.png,  Assets/Characters/Erinn/Flux/Textures/Flux\_Low\_Flux\_Emission.png,  Assets/Characters/Erinn/Flux/Textures/Flux\_Low\_Flux\_MetallicSmoothness.png,  Assets/Characters/Erinn/Flux/Textures/Flux\_Low\_Flux\_Normal.png,  Assets/Characters/Erinn/Flux/Textures/Specular/Flux\_Low\_Flux\_SpecularSmoothness.png)   * Criaturas (   Assets/Critters/Furia/Furia.mb,  Assets/Critters/GreatHao/Maya/GreatHao.mb,  Assets/Critters/HalePuna/HalePunav2.fbx)   * Texturas das criaturas (   Assets/Critters/Furia/Furia\_Maps/Furia LP\_lambert2\_AlbedoTransparency.png,  Assets/Critters/Furia/Furia\_Maps/Furia LP\_lambert2\_Height.png,  Assets/Critters/Furia/Furia\_Maps/Furia LP\_lambert2\_MetallicSmoothness.png,  Assets/Critters/Furia/Furia\_Maps/Furia LP\_lambert2\_Normal.png,  Assets/Critters/Furia/GreatHao/Maps/GreatHao\_AlbedoTransparency.png,  Assets/Critters/Furia/GreatHao/Maps/GreatHao\_Emission.png,  Assets/Critters/Furia/GreatHao/Maps/GreatHao\_MetallicSmoothness.png,  Assets/Critters/Furia/GreatHao/Maps/GreatHao\_normals.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Base\_Color.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Height.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Metallic.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Mixed\_AO.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Normal.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Normal\_OpenGL.png,  Assets/Critters/Furia/HalePuna/Hale\_Puna\_Maps/lambert1\_Roughness.png)   * Animações das criaturas (   Assets/Critters/Furia/Animation/FuriaFire.anim,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_HornAttack01.fbx,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_HornAttack02.fbx,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_Idle01.fbx,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_Idle02.fbx,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_Run01.fbx,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_Run02.fbx,  Assets/Critters/GreatHao/Animations/GreatHao@GreatHao\_Walk01.fbx,  Assets/Critters/HalePuna/Animations/HalePuna@HalePunaAttack.fbx,  Assets/Critters/HalePuna/Animations/HalePuna@HalePunaDead.fbx,  Assets/Critters/HalePuna/Animations/HalePuna@HalePunaHurt.fbx,  Assets/Critters/HalePuna/Animations/HalePuna@HalePunaIdle.fbx,  Assets/Critters/HalePuna/Animations/HalePuna@HalePunaRunning.fbx,  Assets/Critters/HalePuna/Animations/HalePuna@HalePunaSpecial.fbx)   * Modelos dos ambientes (   Assets/Environment/Models/Buildings/House/house1.fbx,  Assets/Environment/Models/Buildings/Temples/Temple1LODHigh.fbx,  Assets/Environment/Models/Buildings/Temples/Temple2LODHigh.fbx,  Assets/Environment/Models/Buildings/Temples/TempleBossUPDATED.fbx,  Assets/Environment/Models/Buildings/Bridge.fbx,  Assets/Environment/Models/Buildings/Bridge2.fbx,  Assets/Environment/Models/Buildings/Mill 1.fbx,  Assets/Environment/Models/Buildings/Mill.fbx,  Assets/Environment/Models/Civilization/Anvil.fbx,  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Assets/Environment/Models/Shrines/Halls/Vertical Rooms/VerticalHall4DoorsFullOpen.fbx,  Assets/Environment/Models/Shrines/Halls/Vertical Rooms/VerticalHall4DoorsNoCeiling.fbx,  Assets/Environment/Models/Shrines/Halls/Vertical Rooms/VerticalHall4DoorsNoFloor.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Block.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Box\_1.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Box\_2.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Box\_3.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Chest.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Complex\_Vine.fbx  Assets/Environment/Models/Shrines/Internal Assets/Crystal.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Decor\_Firepit.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Femur.fbx  Assets/Environment/Models/Shrines/Internal Assets/Firepit.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Firetorch.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Floating\_Corridor.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Jar.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Lever.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Platform.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Ramp.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Rib\_Cage.fbx  Assets/Environment/Models/Shrines/Internal Assets/Rounded\_Mirror.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Simple\_Vine.fbx,  Assets/Environment/Models/Shrines/Internal Assets/Skull.fbx)   * Texturas do ambiente (   Assets/Environment/Textures/Areia1.jpg,  Assets/Environment/Textures/Areia2.jpg.  Assets/Environment/Textures/Bush\_UV\_Color\_1.png,  Assets/Environment/Textures/Bush\_UV\_Color\_2.png,  Assets/Environment/Textures/Cloud1.png,  Assets/Environment/Textures/CloudShadow\_02\_darker.tif,  Assets/Environment/Textures/Flower\_UV\_Color\_1.png,  Assets/Environment/Textures/Flower\_UV\_Color\_2.png,  Assets/Environment/Textures/Grama.jpg,  Assets/Environment/Textures/GramaGrande.jpg,  Assets/Environment/Textures/Grass.png,  Assets/Environment/Textures/grass.tga,  Assets/Environment/Textures/Grass\_UV\_Color\_1.png,  Assets/Environment/Textures/Grass\_UV\_Color\_2.png,  Assets/Environment/Textures/Grass2.png,  Assets/Environment/Textures/Grass3.png,  Assets/Environment/Textures/HeroBush\_UV\_Color.png,  Assets/Environment/Textures/HeroFlower\_UV\_Color.png,  Assets/Environment/Textures/HeroGrass\_UV\_Color.ong  Assets/Environment/Textures/JustGray.jpg,  Assets/Environment/Textures/Metal 5.png,  Assets/Environment/Textures/Pedra (2).tga,  Assets/Environment/Textures/Atlas1/Atlas1.png,  Assets/Environment/Textures/Atlas1/Atlas1\_Height.png,  Assets/Environment/Textures/Atlas1/Atlas1\_Metallic.png,  Assets/Environment/Textures/Atlas1/Atlas1\_Normal.png,  Assets/Environment/Textures/Atlas2/Atlas2.png,  Assets/Environment/Textures/Atlas2/Atlas2\_Height.png,  Assets/Environment/Textures/Atlas2/Atlas2\_Metallic.png,  Assets/Environment/Textures/Atlas2/Atlas2\_Normal.png,  Assets/Environment/Textures/Atlas3/Atlas3.png,  Assets/Environment/Textures/Atlas3/Atlas3\_Height.png,  Assets/Environment/Textures/Atlas3/Atlas3\_Metallic.png,  Assets/Environment/Textures/Atlas3/Atlas3\_Normal.png,  Assets/Environment/Textures/Atlas4/Atlas4.png,  Assets/Environment/Textures/Atlas4/Atlas4\_Height.png,  Assets/Environment/Textures/Atlas4/Atlas4\_Metallic.png,  Assets/Environment/Textures/Atlas4/Atlas4\_Normal.png,  Assets/Environment/Textures/Atlas5/Atlas5.png,  Assets/Environment/Textures/Atlas5/Atlas5\_Height.png,  Assets/Environment/Textures/Atlas5/Atlas5\_Metallic.png,  Assets/Environment/Textures/Atlas5/Atlas5\_Normal.png,  Assets/Environment/Textures/RoomMarble/Marble.png,  Assets/Environment/Textures/RoomMarble/Marble\_height.png,  Assets/Environment/Textures/RoomMarble/Marble\_metallic.png,  Assets/Environment/Textures/RoomMarble/Marble\_norma.png)   * UI (   Assets/Environment/UI/Textures/77009-game-controller-cross.png,  Assets/Environment/UI/Textures/394102-200.png,  Assets/Environment/UI/Textures/394102-201.png,  Assets/Environment/UI/Textures/A with color.png,  Assets/Environment/UI/Textures/B with color.png,  Assets/Environment/UI/Textures/Blue plus icon highlighted.png,  Assets/Environment/UI/Textures/Blue plus icon.png,  Assets/Environment/UI/Textures/Buttons clean.png,  Assets/Environment/UI/Textures/Buttons with color 1.png,  Assets/Environment/UI/Textures/Buttons with color.png,  Assets/Environment/UI/Textures/ButtonsY.png,  Assets/Environment/UI/Textures/Controle.png,  Assets/Environment/UI/Textures/Cursor.png,  Assets/Environment/UI/Textures/East.png,  Assets/Environment/UI/Textures/Erinn face.png,  Assets/Environment/UI/Textures/Exp bar 2.png,  Assets/Environment/UI/Textures/Exp bar.png,  Assets/Environment/UI/Textures/Fragment.png,  Assets/Environment/UI/Textures/Frask.png,  Assets/Environment/UI/Textures/Hao Hao.png,  Assets/Environment/UI/Textures/Ignis 2.png,  Assets/Environment/UI/Textures/Ignis Menu Icon 2 highlighted.png,  Assets/Environment/UI/Textures/Ignis Menu Icon 2.png,  Assets/Environment/UI/Textures/Ignis Menu Icon 3 highlighted.png,  Assets/Environment/UI/Textures/Ignis Menu Icon 3.png,  Assets/Environment/UI/Textures/Ignis Menu Icon highlighted.png,  Assets/Environment/UI/Textures/Ignis Menu Icon Learnt.png,  Assets/Environment/UI/Textures/Ignis Menu Icon.png,  Assets/Environment/UI/Textures/Ignis.png,  Assets/Environment/UI/Textures/LB.png,  Assets/Environment/UI/Textures/Leaf stamina 2.png,  Assets/Environment/UI/Textures/Left arrow.png,  Assets/Environment/UI/Textures/Life bar.png,  Assets/Environment/UI/Textures/Map icon.png,  Assets/Environment/UI/Textures/Menu background.png,  Assets/Environment/UI/Textures/missao cumprida.png,  Assets/Environment/UI/Textures/North.png,  Assets/Environment/UI/Textures/Plus menu icon highlighted.png,  Assets/Environment/UI/Textures/Plus menu icon.png,  Assets/Environment/UI/Textures/Plus.png,  Assets/Environment/UI/Textures/Polaris 2.png,  Assets/Environment/UI/Textures/Polaris menu icon highlighted.png,  Assets/Environment/UI/Textures/Polaris menu icon.png,  Assets/Environment/UI/Textures/Quest icon.png,  Assets/Environment/UI/Textures/Question mark icon.png,  Assets/Environment/UI/Textures/RB.png,  Assets/Environment/UI/Textures/Right arrow.png,  Assets/Environment/UI/Textures/Run menu icon highlighted.png,  Assets/Environment/UI/Textures/Run menu icon.png,  Assets/Environment/UI/Textures/Shrine map symbol (4).png,  Assets/Environment/UI/Textures/Shrine map symbol.png,  Assets/Environment/UI/Textures/Slash\_marks.png,  Assets/Environment/UI/Textures/South.png,  Assets/Environment/UI/Textures/Ugly chest.png,  Assets/Environment/UI/Textures/Ugly cube.png,  Assets/Environment/UI/Textures/West.png,  Assets/Environment/UI/Textures/X with color.png,  Assets/Environment/UI/Textures/xbox\_360\_button\_\_a\_by\_thedevingreat-d7wv4i5.png,  Assets/Environment/UI/Textures/xbox\_360\_button\_\_b\_by\_thedevingreat-d7wv4jw.png,  Assets/Environment/UI/Textures/Y button.png,  Assets/Environment/UI/Textures/Y.png,  Assets/Environment/UI/Textures/Yellow plus icon highlighted.png,  Assets/Environment/UI/Textures/Yellow plus icon.png)   * Cutscene (Assets/Cutscene/New Start Cutscene 2.mp4)     **6.2 – Ativos de Som**   * Ambiente da ilha (Assets/Sounds/Kaiali 1/Kaiali Ambience.mp3) * Sons dos monstros (   Assets/Sounds/Critter/Great Hao/GreatHao\_ClopHardSurface1.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_ClopHardSurface2.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_ClopHardSurface3.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_ClopHardSurface4.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_ClopSoftSurface1.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_ClopSoftSurface2.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_ClopSoftSurface3.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_Die.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_HornAttack1.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_HornAttack2.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_HornAttack3.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_HornAttackGrunt1.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_HornAttackGrunt2.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_Idle1.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_Idle2.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_Idle3.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_RangedAttack.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_RangedAttackAnticipation.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_RangedAttackGrunt1.mp3,  Assets/Sounds/Critter/Great Hao/GreatHao\_RangedAttackGrunt2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Attack\_Jump1.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Attack\_Jump2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Attack\_Jump3.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Attack\_Spin1.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Attack\_Spin2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Attack\_Spin3.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Die1.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Die2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Die3.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Hurt1.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Hurt2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Hurt3.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Idle\_BreathIn.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Idle\_BreathOut.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Down1.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Down2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Down3.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Down4.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Up1.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Up2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Up3.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Run\_Up4.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Special\_Anticipation.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Special\_Anticipation2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Special\_Down.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Special\_Down2.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Special\_Spin.mp3,  Assets/Sounds/Critter/Hale Puna/HalePuna\_Special\_Spin2.mp3)   * Sons do Erinn (   Assets/Sounds/Erinn/334238\_\_liamg-sfx\_\_sword-slice.wav,  Assets/Sounds/Erinn/334238\_\_liamg-sfx\_\_sword-slice-old1.wav,  Assets/Sounds/Erinn/Ability 1.wav,  Assets/Sounds/Erinn/Ability 2.wav,  Assets/Sounds/Erinn/Ability 3.wav,  Assets/Sounds/Erinn/Action voice 6.mp3,  Assets/Sounds/Erinn/Action voice 7.mp3,  Assets/Sounds/Erinn/Action voice 8.mp3,  Assets/Sounds/Erinn/Action voice 9.mp3,  Assets/Sounds/Erinn/Action voice 10.mp3,  Assets/Sounds/Erinn/Attack 1.wav,  Assets/Sounds/Erinn/Attack 2.wav,  Assets/Sounds/Erinn/Attack 3.wav,  Assets/Sounds/Erinn/Attack 4.wav,  Assets/Sounds/Erinn/Attack 5.wav,  Assets/Sounds/Erinn/Attack 6.wav,  Assets/Sounds/Erinn/Attacks 1.wav,  Assets/Sounds/Erinn/Breathing 1.wav,  Assets/Sounds/Erinn/Concrete 1.mp3,  Assets/Sounds/Erinn/Concrete 2.mp3,  Assets/Sounds/Erinn/Concrete 3.mp3,  Assets/Sounds/Erinn/Damage 1.wav,  Assets/Sounds/Erinn/Damage 2.wav,  Assets/Sounds/Erinn/Damage 3.wav,  Assets/Sounds/Erinn/Dirt 1.mp3,  Assets/Sounds/Erinn/Dirt 2.mp3,  Assets/Sounds/Erinn/Dirt 3.mp3,  Assets/Sounds/Erinn/Erinn Spawn.mp3,  Assets/Sounds/Erinn/Grass 1.wav,  Assets/Sounds/Erinn/Grass 2.wav,  Assets/Sounds/Erinn/Grass 3.wav,  Assets/Sounds/Erinn/Hit 1.wav,  Assets/Sounds/Erinn/Hit 2.wav,  Assets/Sounds/Erinn/Hit 3.wav,  Assets/Sounds/Erinn/Idle 1.wav,  Assets/Sounds/Erinn/Idle 2.wav,  Assets/Sounds/Erinn/Ignis 1.wav,  Assets/Sounds/Erinn/Ignis 2.wav,  Assets/Sounds/Erinn/LevelUp.mp3,  Assets/Sounds/Erinn/LevelUpv2.mp3,  Assets/Sounds/Erinn/Polaris 1 (2).wav,  Assets/Sounds/Erinn/Polaris 1.wav,  Assets/Sounds/Erinn/Polaris 2.wav,  Assets/Sounds/Erinn/Swing 1.wav,  Assets/Sounds/Erinn/Swing 2.wav,  Assets/Sounds/Erinn/Swing 3.wav,  Assets/Sounds/Erinn/Swing 4.wav,  Assets/Sounds/Erinn/Swing 5.wav,  Assets/Sounds/Erinn/Swing 6.wav,  Assets/Sounds/Erinn/Swing 7.wav,  Assets/Sounds/Erinn/Swing 8.wav)   * Sons Diversos (   Assets/Sounds/Misc/Adrian talking.mp3,  Assets/Sounds/Misc/Adrian transforms.mp3,  Assets/Sounds/Misc/Adrian.mp3,  Assets/Sounds/Misc/Erinn Passes Out.mp3,  Assets/Sounds/Misc/Exp\_Disappears.mp3,  Assets/Sounds/Misc/Exp\_Drop.mp3,  Assets/Sounds/Misc/Exp\_Get.mp3,  Assets/Sounds/Misc/Game Over.mp3,  Assets/Sounds/Misc/Impact\_Boom\_Distorted\_02.wav,  Assets/Sounds/Misc/LevelUp.mp3,  Assets/Sounds/Misc/LevelUpv2.mp3,  Assets/Sounds/Misc/New LevelUp.mp3,  Assets/Sounds/Misc/New\_Adrian transforms.mp3,  Assets/Sounds/Misc/Portal 2.mp3,  Assets/Sounds/Misc/Portal.mp3,  Assets/Sounds/Misc/SciFi\_Transition\_11.wav,  Assets/Sounds/Misc/SciFi\_Transition\_172.wav)   * Sons do templo (   Assets/Sounds/Temple/Door.mp3,  Assets/Sounds/Temple/Erinn's Dream soundscape.mp3,  Assets/Sounds/Temple/Fire.mp3,  Assets/Sounds/Temple/Fire\_Jet.mp3,  Assets/Sounds/Temple/Fire\_Load.mp3,  Assets/Sounds/Temple/Fury\_Fire.mp3,  Assets/Sounds/Temple/Placeholder door.mp3,  Assets/Sounds/Temple/Platform\_Lower.mp3,  Assets/Sounds/Temple/Platform\_Rise.mp3,  Assets/Sounds/Temple/Temple ambience.mp3,  Assets/Sounds/Temple/Temple White Noise.mp3,  Assets/Sounds/Temple/Wit and will v3 (Sanctuary Theme).mp3)   * Sons de UI (   Assets/Sounds/UI/Inventory\_Change Tab.mp3,  Assets/Sounds/UI/Inventory\_Close.mp3,  Assets/Sounds/UI/Inventory\_LearnSkill.mp3,  Assets/Sounds/UI/Inventory\_Open.mp3,  Assets/Sounds/UI/Inventory\_Select.mp3,  Assets/Sounds/UI/Menu\_Close.mp3,  Assets/Sounds/UI/Menu\_Open.mp3,  Assets/Sounds/UI/Target.mp3,  Assets/Sounds/UI/Text Box Close.mp3,  Assets/Sounds/UI/Text Box Notification.mp3,  Assets/Sounds/UI/Text Box Open.mp3,  Assets/Sounds/UI/Text Box Type.mp3)    **6.3 – Ativos de Música**   * Menu (Assets/Sounds/Songs/Growing Pains (Start Menu Theme).mp3) * Ambiente (Assets/Sounds/Songs/Mountains Far Away, Clouds Up Above (Overworld Theme).mp3) * Boss Theme (Assets/Sounds/Songs/Old Gods of Kaiali (Great Hao Battle Theme).mp3) * Batalha (Assets/Sounds/Songs/The Flux of Battle (Overworld).mp3) * Batalha no templo (Assets/Sounds/Songs/The Flux of Battle (Sanctuary Version).mp3) * Ambiente no templo (Assets/Sounds/Songs/Wit and will (Sanctuary Theme).mp3) |

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| |  | | --- | | Em nn / nn / nnnn | | **Nome do Coordenador Técnico**  Coordenador Técnico | |
| |  | | --- | | Em nn / nn / nnnn | | **Nome do Coordenador Artístico**  Coordenador Artístico | |