Pitch Presentation

Game Title - Woodsman

The game title came around when we were creating our game's premise, with the name "Woodsman" coming from the fact that the main character is a robot with a penchant for punching trees. With the game's setting also being a forest, it made sense for the title to describe both the setting and main character.

Team Members

Elliott Maw: Modeler, Assistant Coder

Emil Gruenwald: Coder

Edgar Williams: Art/Animation, Music, Lore, 3d texturing, 3d modeling

Colter Schiwal: Lore

Finn Thompson: Graphics, sound

Roan Hardin: Project Manager, Sound

Game Overview

You play as an abandoned robot, in a post apocalyptic world, whose only job is to cut down trees. There are no humans left, and as far as you know, you are the only robot that is still functioning, and you are still doing your assigned task. One day however, you discover an old, decayed billboard, advertising the company that made your kind of robot, and you decide to investigate.

Game Features

Fast action, first person, alternative FPS game. You collect different weapons and upgrades to go through a level/area based map killing animal and human monsters. There will be a good movement and combat system with an interesting and engaging story.

Game Controls

The game will use basic mouse and keyboard controls to look around and move. You can use your right click and left click to the respective arm. You can only change what is equipped to those arms at rest points. Other abilities that you find will all be activated with different keys on the keyboard.

Game Story

You are an old model logging robot following your main task when you see a billboard for a newer model logging bot. Wondering what is going on, you decide to seek out the source of this billboard. As you trudge through the rough terrain, you find more robots, but they are inoperative. You can use these robot husks to upgrade yourself to help fight against the rabid mutated animals and humans. Your new task is to seek out the truth about your creation.

Development Tools

For this project we are planning on using Unity for our development software. For the creation of sound and music we are going to use audacity and FL studio. Our graphics will be created using adobe illustrator and our 3d models will get made on blender.
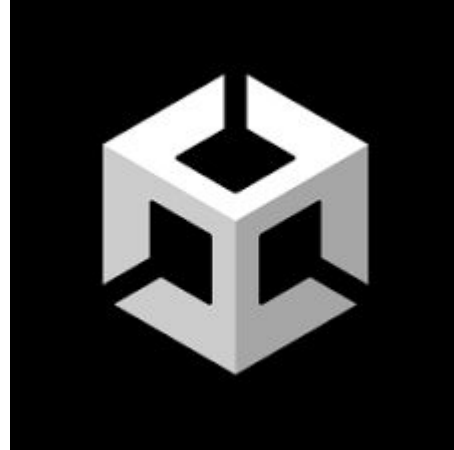
World Design

The world is post apocalyptic, where all the living animals and humans have been infected by a strange disease. This disease starts to corrupt them and starts turning them into more savage versions of themselves. The player will occasionally find other destroyed robots and their factories, and will be able to scavenge resources there. There will also be the occasional abandoned human village, from before the apocalypse.

Enemy Design

The main enemies will be the infected beings throughout the world. There will be a few robot enemies throughout the world who range from neutral to hostile. Most enemies fight with predominantly melee attacks, but some may have mid-range attacks that can impair the player. Infected can be found in groups while the robots are rare and individual enemies, like mini-bosses.