



NOVA
CITY HALL

ANDARILHA

VISION

Create a dystopian third-person adventure game where

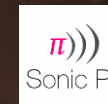


ART DIRECTION

Low Poly 3D
Surrealism
Dreamcore
Art Deco
RetroFuturism
Cyber punk

What did we want to make?

- Non-linear game
- Open hub with at least 7 hubs
- Eye companion/inventory
- Coin system
- Collectables that change player stamina stats
- Guardbot enemy
- Other buildings to decorate the environment and to be accessed



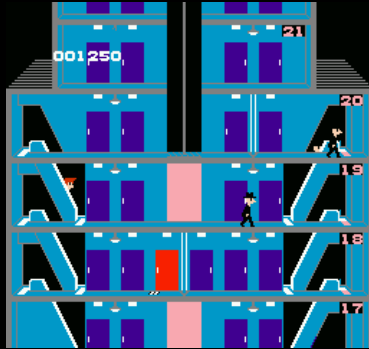
WHY

Passionate about:

- Sci-fi and Dystopians

1984 / Fahrenheit 451 / Brave New World / I, Robot / Frankenstein / Flowers for Algernon / The Power / As águas-vivas não sabem de si, etc

- Tomb Raider 1-3 remastered
- Elevator Action
- Architecture



We wanted to combina passion + fun

WHAT Planning

- Non-linear open hub with 7 areas
- player could access and grab different quests/deliveries at their own pace and flow
- Tomb Raider-like climbing mechanic
- Create different buildings for each hub
 - Brazilian references
 - Saudi Arabian references



Neom – The Line – Saudi Arabia



Masp - Museum of Art of São Paulo
Lina Bo Bardi, São Paulo



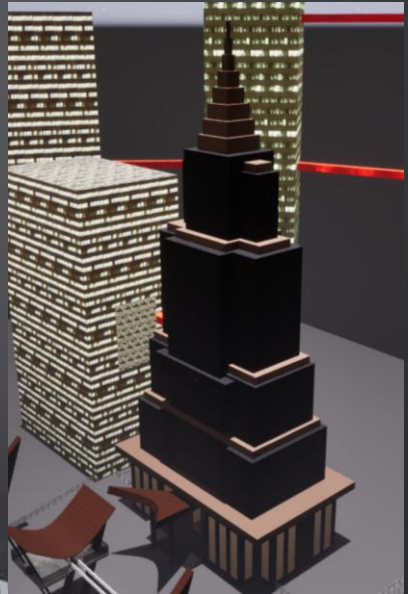
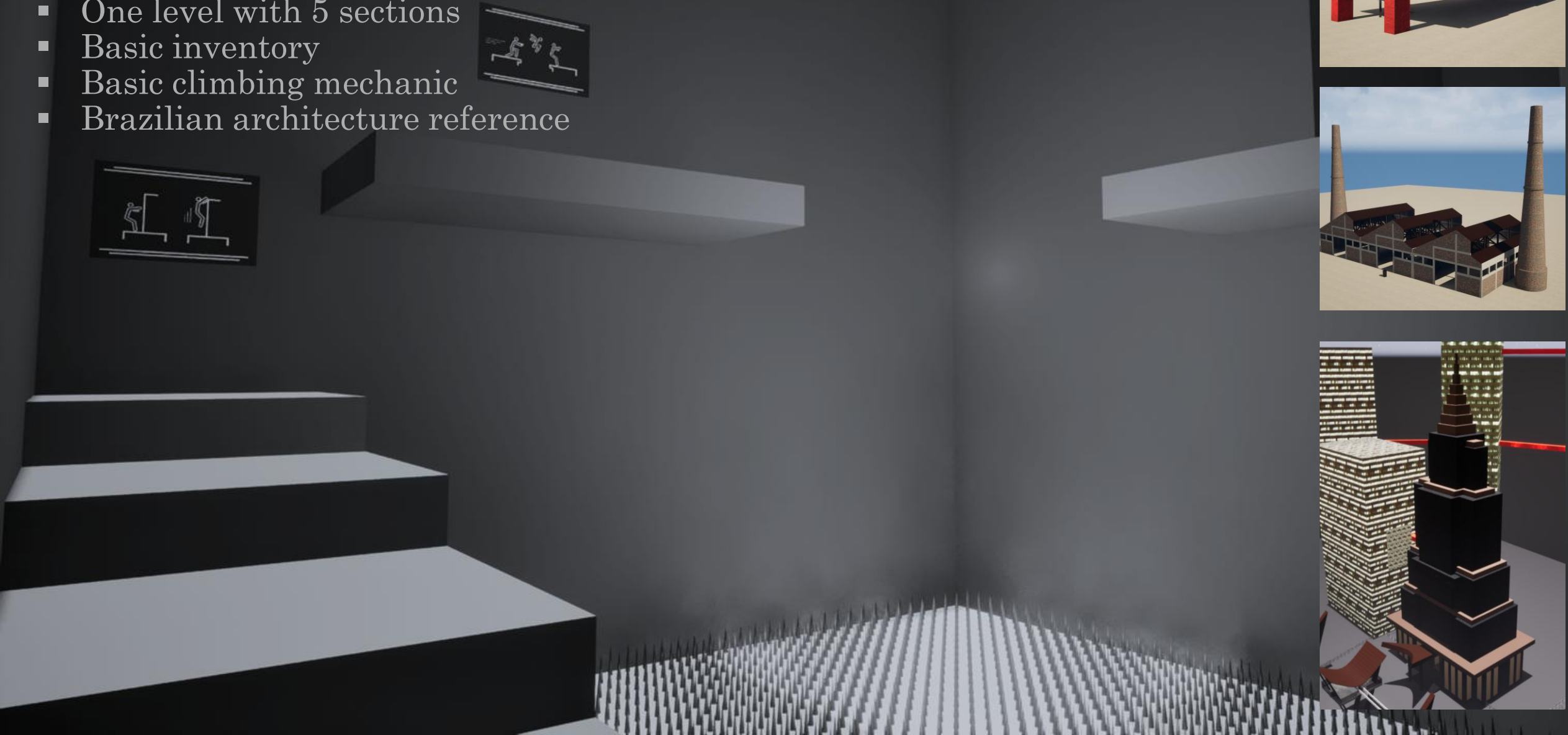
Sesc Pompeia
Lina Bo Bardi - São Paulo

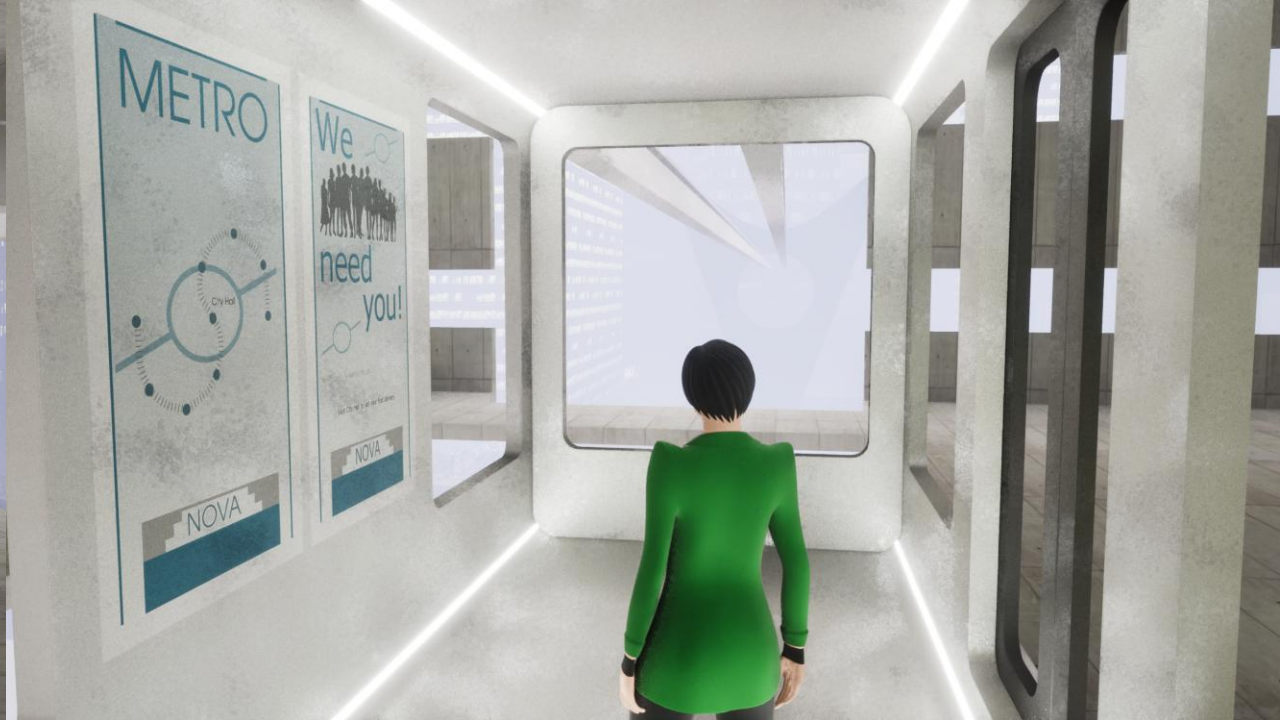
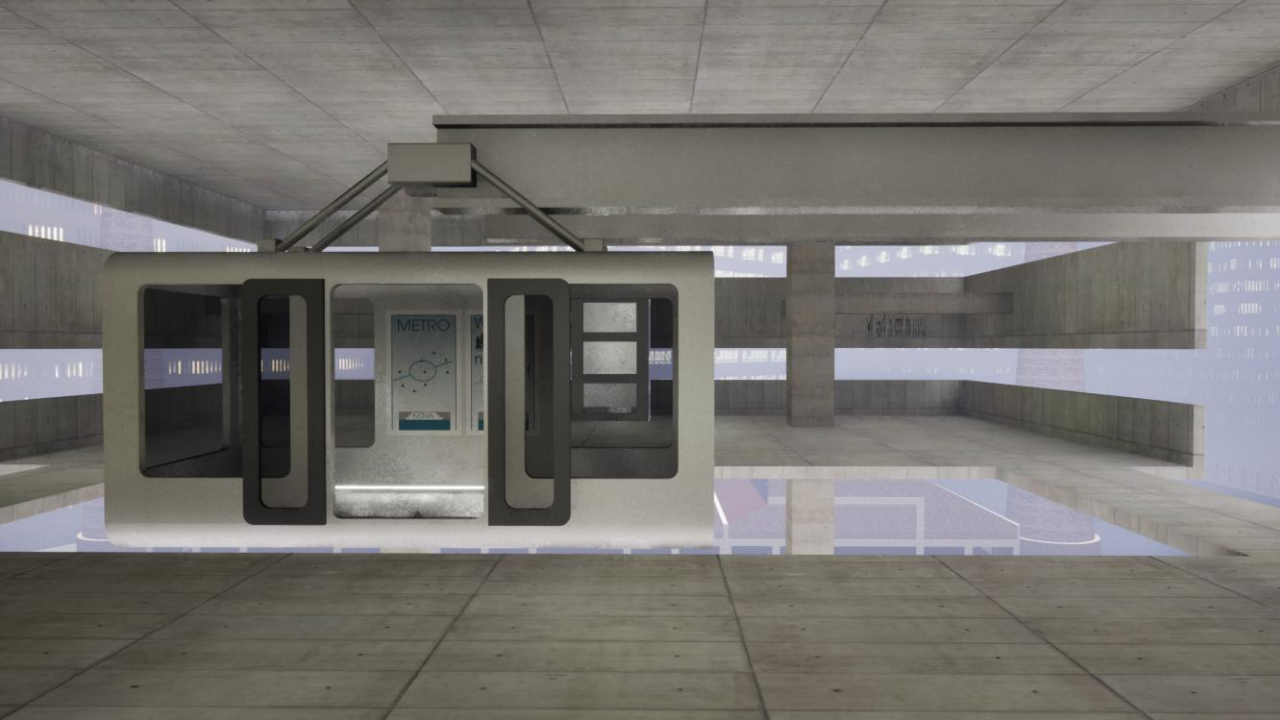


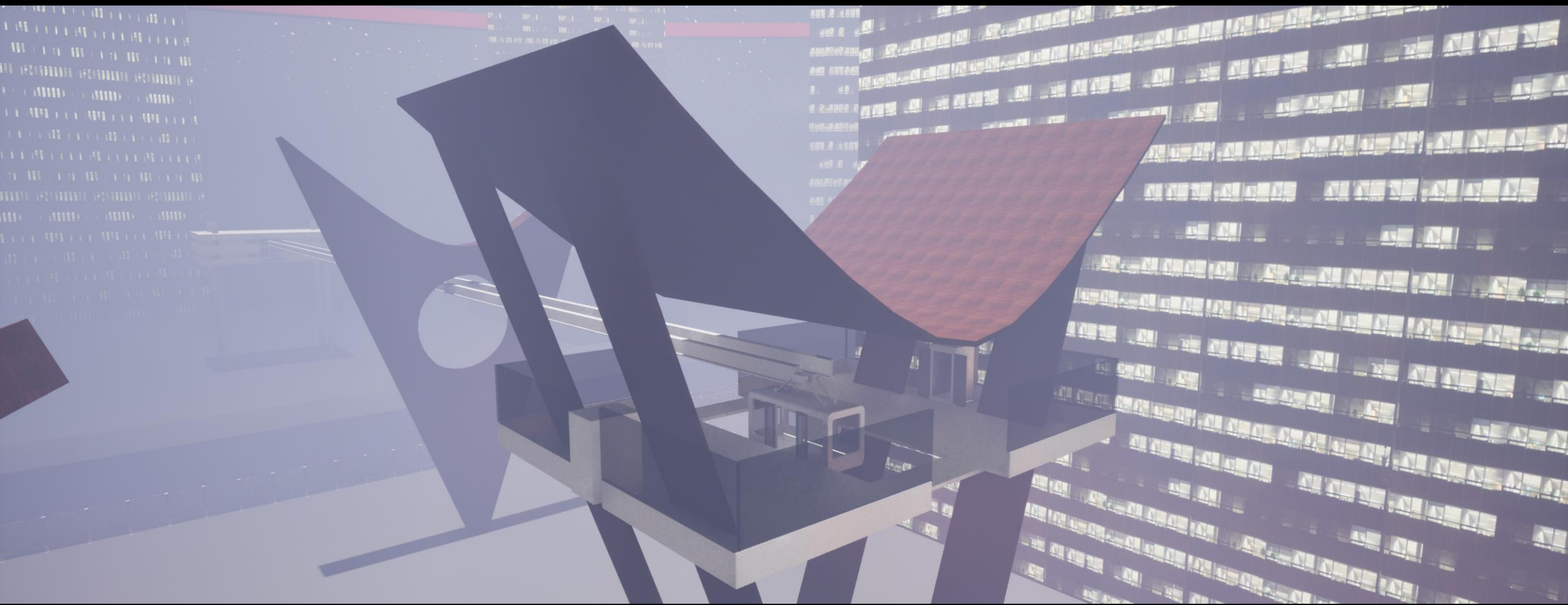
Edifício Banespa - São Paulo

WHAT Reality

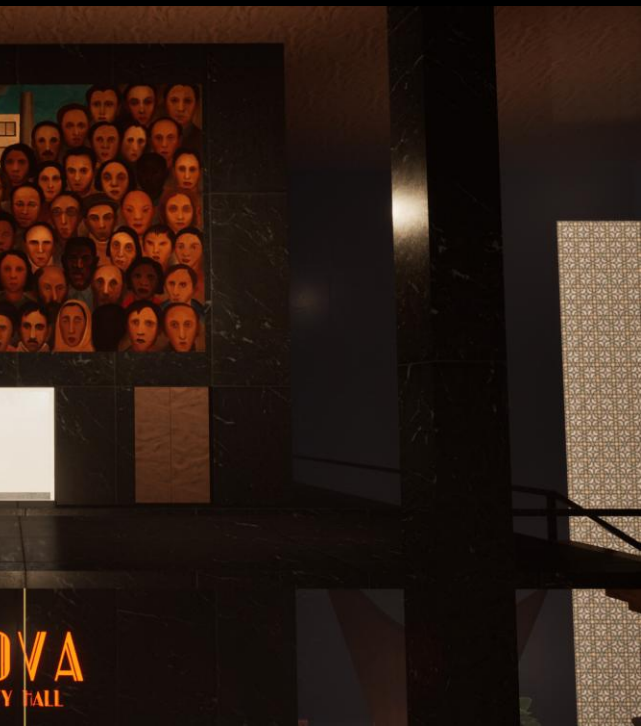
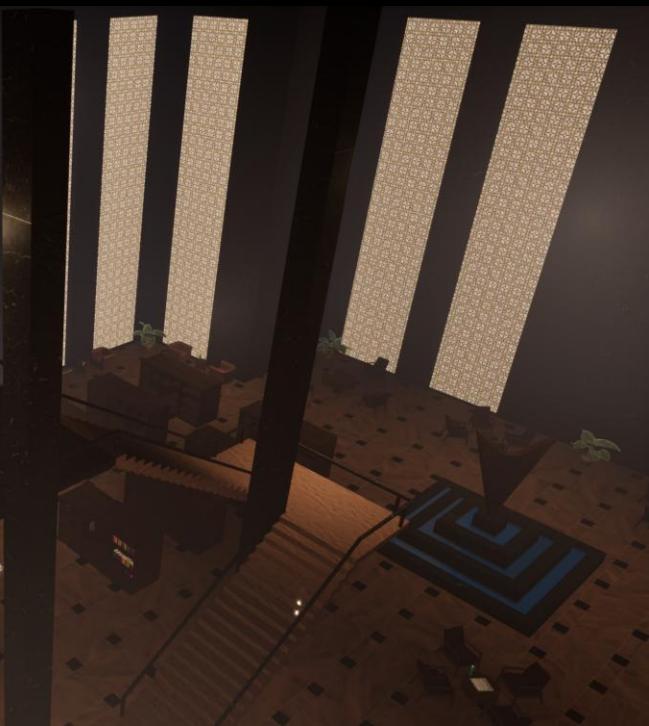
- Linear game
- One level with 5 sections
- Basic inventory
- Basic climbing mechanic
- Brazilian architecture reference

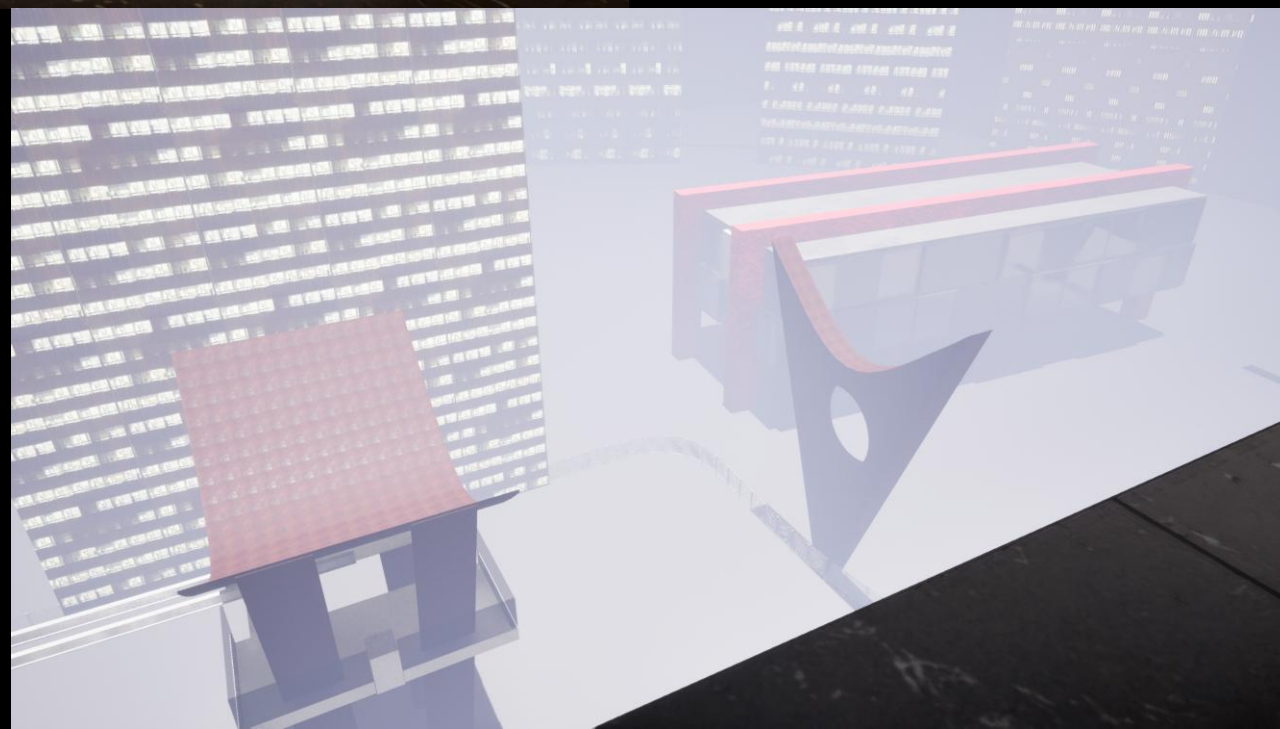
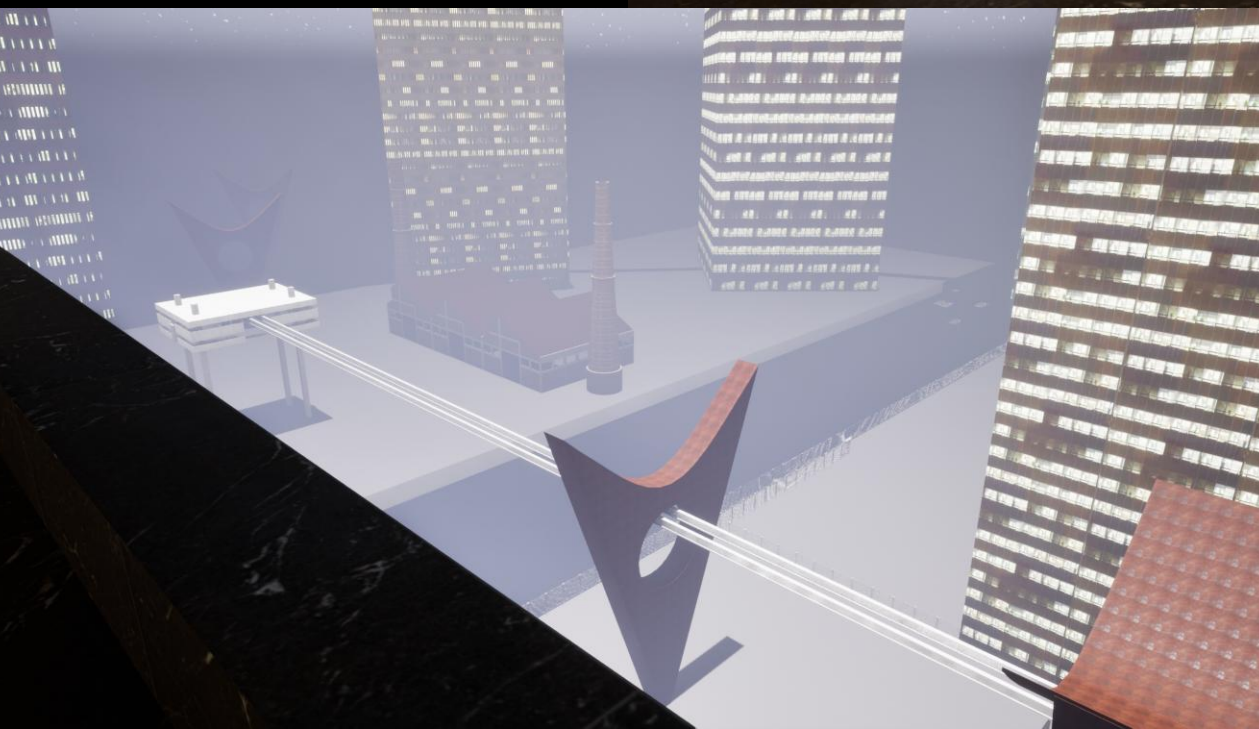


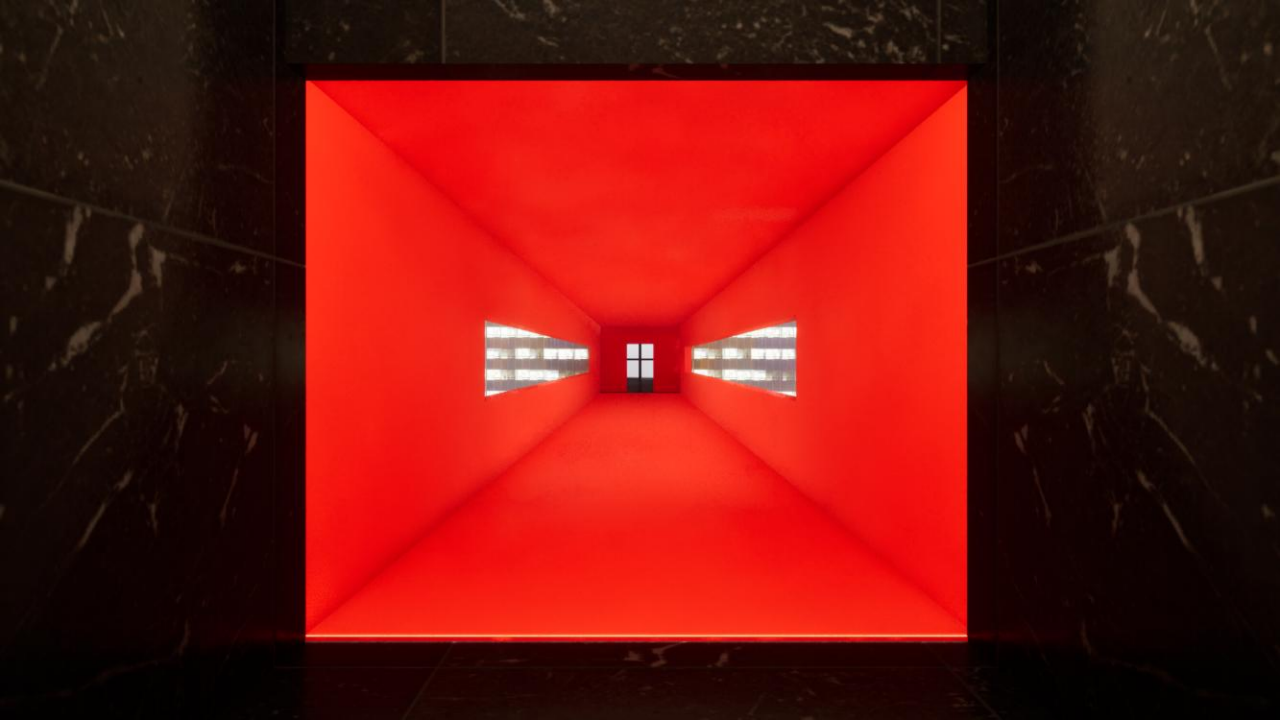


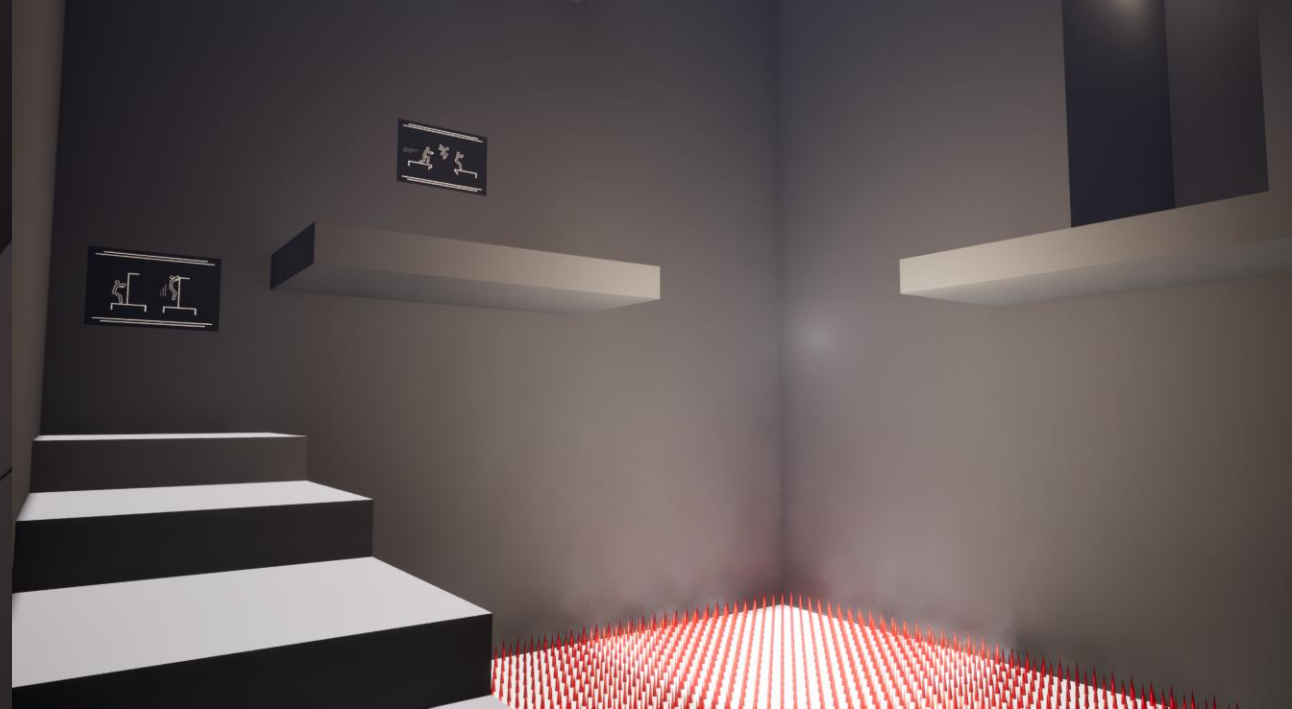
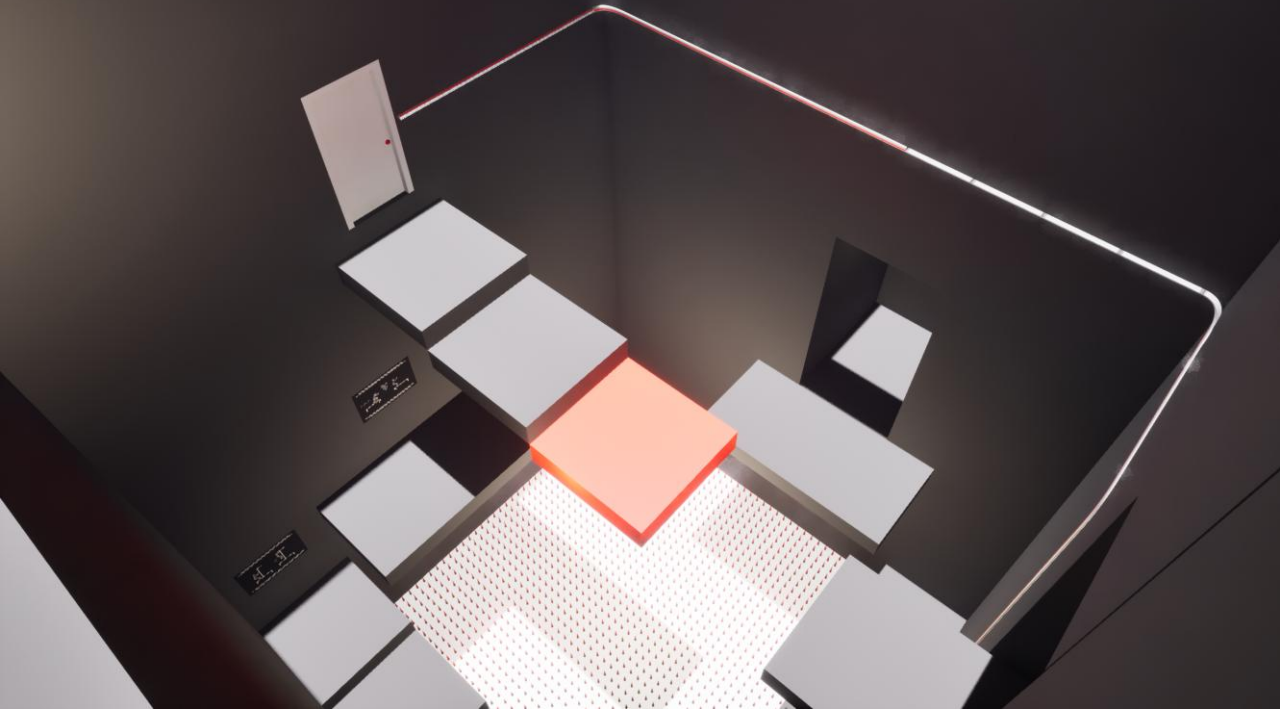












REFLECTION

Changes:

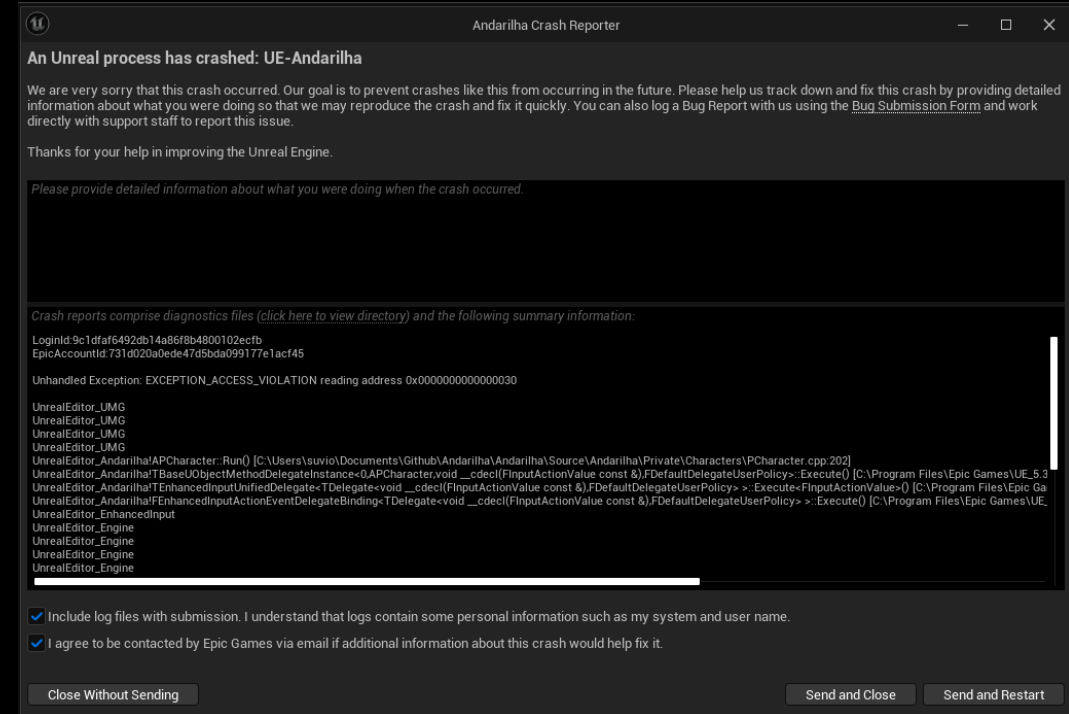
- From non-linear to linear
- From open hub to one level

Challenges:

- BUGS everywhere
 - Test often
- Escope and Time management
 - Don't be afraid to change plans, embrace changes and abstractness.
- Improve knowledge on C++ and Unreal
 - Pomodoro + Docs

Learnings:

- Use Blender to do level blockout
 - Understand my work process and how I can deliver it faster
- It is ok to change plans



FUTURE PLANS

Andarilha project:

- Continue evolving
- Try to get funding for it

Career:

- Pieces for my Environment Art and Level Design portfolio
- I want to work for a game studio
- Do some freelancer jobs



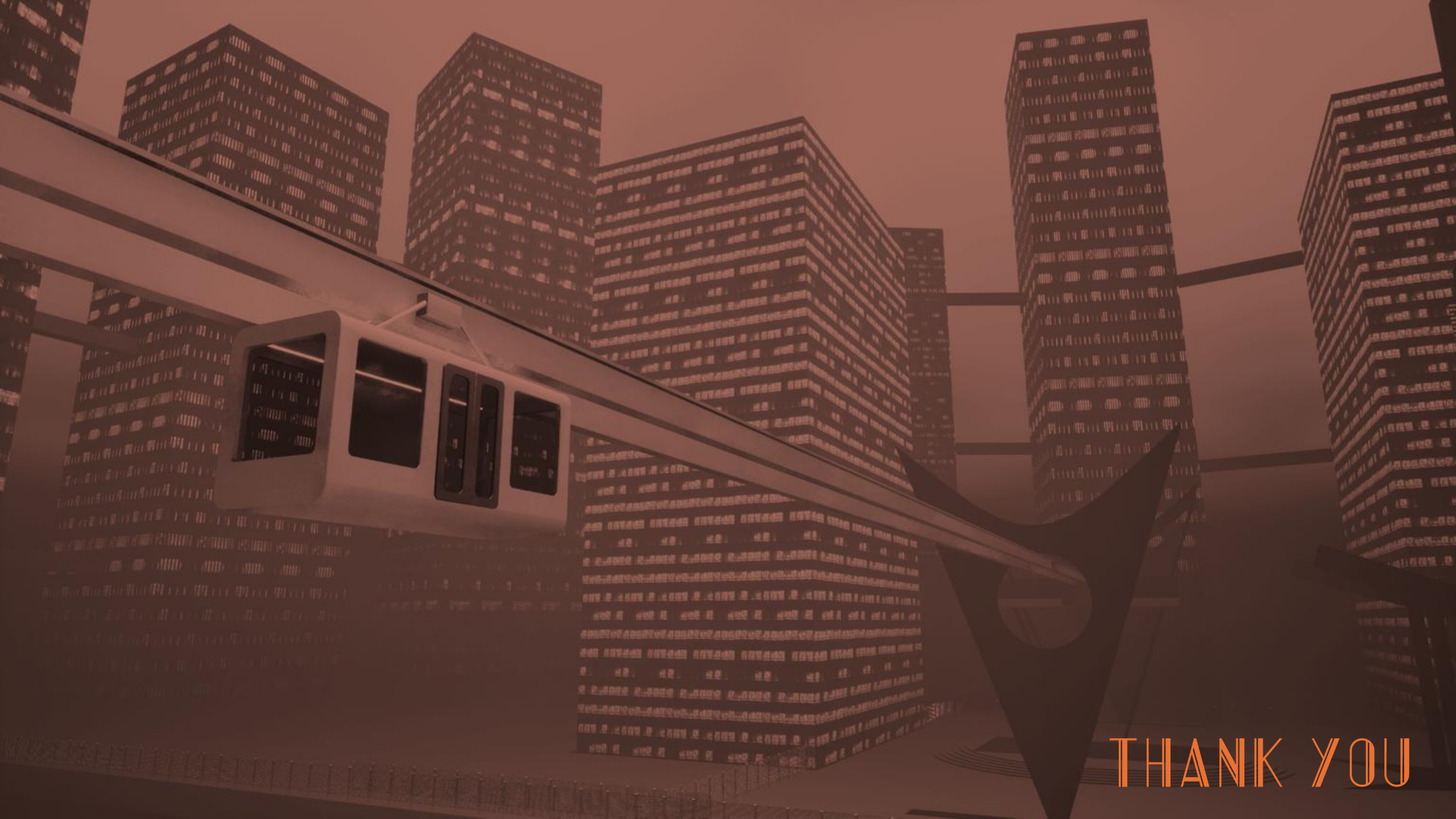
TEAM

Environment Art and Level Design
Suellen



Programming and Audio
Rocky (external)





THANK YOU