

Table of Contents	3
Game Design	4
Gameplay Pillars	5
Gameplay Loop	7
Pitch Deck	9
Team Charter	10
Research Report	11
Mechanic Diagrams	12
Character Metrics	13
Ammo & Reloading	14
Weapon Throwing	15
Weapon Hooking	16
Weapon Stealing	18
Weapon Design Documents	20
00 - Template	21
01 - B49 Interceptor	25
Process Work - Interceptor	27
02 - R08 Stinger	29
Process Work - Stinger	31
03 - WardShot	32
Process Work - WardShot	34
04 - Hellfire	35
Process Work - Hellfire	36
Art	37
Art Pillars	38
Texture Metrics	39
Art Asset List	40
Environment Art	41
Environment Art Boards	42
Normal Environment Art Board	43
Warped Environment Art Board	44
Environment Concept Art	45
Base Kit Concept Art	46
Environment Asset Finished	50
Character Art	51
Character Art Boards & Concept Art	52
Alien Species Concept Art	53
Alien Armor Concept Art	57
Character Assets Finished	59
UI	60
UI Concept Art	65
Communication VFX Diagram	66
Level Design	68
Modular Kit Metrics	69
Metrics Playground Map	73

Programming	77
Enemy AI Behaviour Documentation	78
AI Behaviour Trees	81
Blue Drone AI Behaviour	82
Red Drone AI Behaviour	84
Pistol Grunt (Red)	86
Interceptor Grunt (Blue)	88
Hellfire Grunt (Red)	90
Sound	92
Sound Asset List	93
Pandora SFX Links	94
Music References	95
Narrative Design	105
Synopsis	106
Characters	108
Setting	109
Timeline	110
Levels	111
Homecoming	112
Alienation	113
Proselyte	114
Tribulations	115
Steadfast	116
Transgression	117
Aphelion	118
Ethereal	119
Luminous	120
Celestial	121
Apostasy	122
Scheduling	123
Milestone 1	124
Milestone 1 Task List	125
Milestone 1 Deliverables	126
Milestone 2	127
Milestone 2 Task List	128
Milestone 2 Deliverables	129
Milestone 4	130
Milestone 4 Task List	131
Milestone 4 Deliverables	132
Milestone 5	133
Milestone 5 Task List	134
Milestone 5 Deliverables Document	135
Zain Submission Guidelines	136
MVP Roadmap	137

Table of Contents

[Game Design](#)

[Art](#)

[Level Design](#)

[Programming](#)

[Sound](#)

[Narrative Design](#)

[Scheduling](#)

Game Design

Gameplay Pillars

Our Gameplay Pillars define the player experience of our game. These should detail what we intend the moment-to-moment gameplay loop to be, as well as the overall gameplay direction of the project.

Useful but Disposable Weaponry

- Players must rapidly choose between and switch weapons to play effectively
- Specific TARGET RANGE for how long a weapon is useful/desirable
 - Halo: Weapons useful/desirable for around 5 minutes in combat
 - Hotline Miami: Weapons useful/desirable for about 15 seconds in combat
 - **CHOSSEN: Weapons useful/desirable for about 1-2 minutes in combat**

Skill Expression through Informed Agency

- Players are always able to make a choice in combat
- There is no hard-set “right” or “wrong” choice
 - Rock-Paper-Scissors, but Scissors is just weak against Rock, not an instant-loss
- Intelligent choices are rewarded
 - Certain weapons being more useful in certain situations/against certain enemies

Arsenal of Weapons with Unique Functions

- Every weapon has some sort of usefulness
 - Availability
 - Power
 - Utility
 - Mystery Factor
- **Blue Weapons especially** have unique functionality that make them appealing
 - Potent Defensive Ability
 - Movement Enhancement
 - Sandbox Interaction

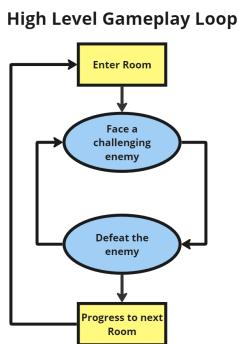
“Hokey-Pokey” (Push and Pull) Combat

- Combat alternates between “Push Forward” and “Hang Back” depending on situation
 - Doom Eternal: “Push Forward,” health & resources come from the dangerous enemies
 - Halo: “Hang Back,” safe cover is needed to avoid enemy fire and recharge shields
 - **CHOSSEN: Alternating**, Enemies have the weapons players need/want, Blue Weapons offer “mobile cover,” but safe areas still need to be played around
- Combat flow depends on the situation and how the player responds to it
 - Not always “in the middle of it all”
 - Not always “at the back of the room”
 - A little bit of both

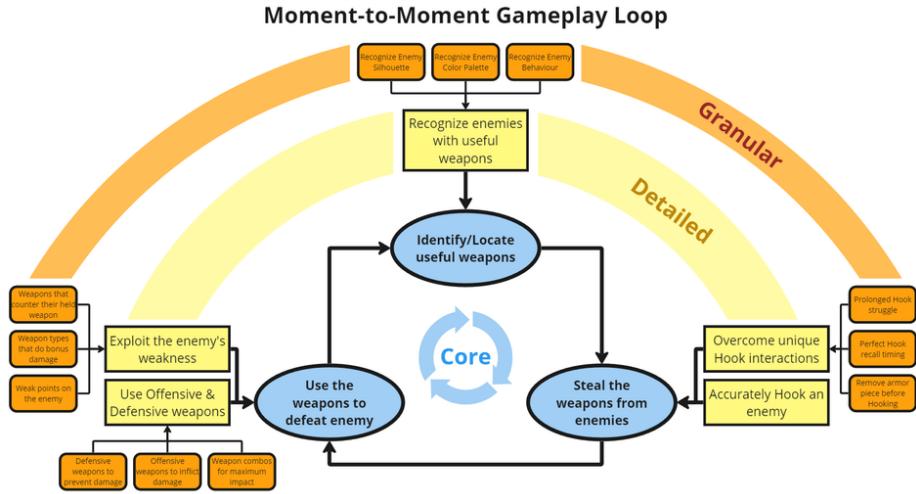
Deliberate and Fluid Movement

- The player has complete control over their movement
- No “movement shooter” mechanics inherent to controller
 - Player must utilize their limited but responsive movement to find victory

Gameplay Loop



- High Level Gameplay Loop:**
- The player enters a room or scenario
 - The player fights a challenging enemy
 - The player defeats the enemy
 - Repeat until room/scenario is clear
 - The player exits the room and progresses the level



Core Gameplay Loop:

- The player faces a challenging enemy
- The player identifies or locates weapons that will help them fight the enemy
- The player steals those weapons from other nearby enemies
- The player uses the stolen weapons to defeat the enemy

Detailed Gameplay Loop:

- The player faces a challenging enemy
- The player recognizes nearby enemy types, identifying the weapons they have
- The player accurately hooks nearby enemies to steal their weapons
- The player overcomes the hooked enemy's unique hook interactions
- The player utilizes the unique Offensive or Defensive properties of their stolen weapons to succeed in combat
- The player exploits the enemy's weaknesses to succeed in combat

Granular Gameplay Loop:

- The player faces a challenging enemy
- The player recognizes nearby enemy types and identifies their weapon based on
 - Silhouette
 - Color Palette
 - Behaviour
- The player steals useful weapons from nearby enemies by overcoming their unique hook interactions
 - Prolonged hook struggle
 - Perfect hook timing
 - Removing enemy armor before hooking
- The player uses the Offensive or Defensive capabilities of their weapons to succeed in combat
 - Using Defensive weapons to prevent damage
 - Using Offensive weapons to inflict damage
 - Combo-ing weapons for maximum output
- The player exploits enemy weaknesses to succeed in combat

- Weapon counterplay
- Weapons that do situational bonus damage
- Enemy weak points

Pitch Deck

Elevator Pitch:

CHOSEN is an FPS game with a weapon-snatching twist, where players must use their Hookshots to steal weapons from enemies and use them to their advantage. Players need to identify and steal weapons that are best suited to their current situation. The player can hold two weapons at a time, one in either hand, allowing them more freedom to steal and use weapons. Weapons in CHOSEN either have an offensive or a defensive function: players must react to their situation and smartly cycle between offensive and defensive weapons to overcome challenging combat scenarios. This is all packaged in a style that emulates early-2000s era shooters, with core gameplay follows in the footsteps of classic arena FPS gameplay.

Feel over function - show the awesome feel of the gameplay over the moment-to-moment gameplay loop.

Team Charter



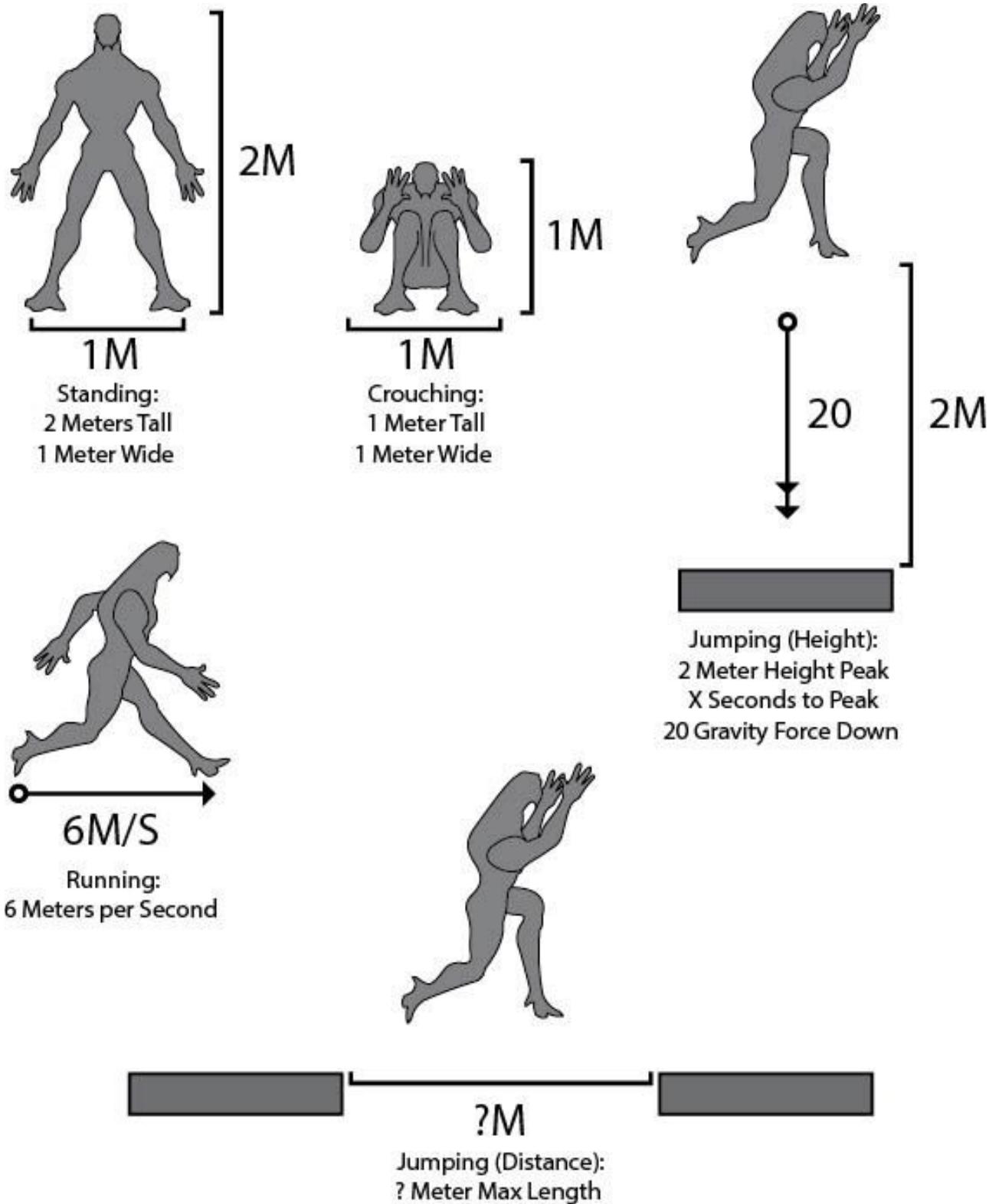
Research Report



Mechanic Diagrams

Breakdowns and explanations of every gameplay mechanic and its interactions/metrics.

Character Metrics

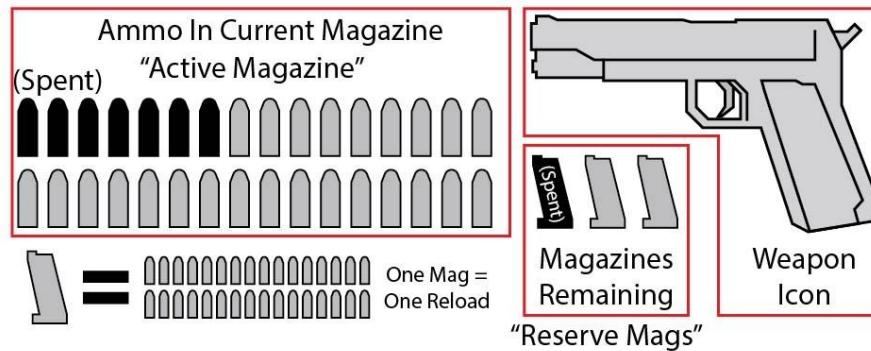


See Relevant: [Modular Kit Metrics](#)

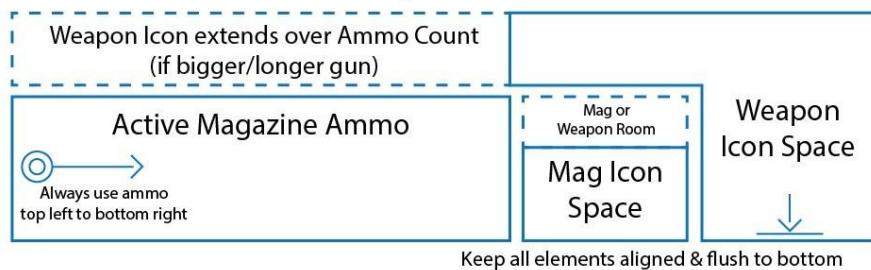
Ammo & Reloading

Weapons that use ammo utilize the following format for their storing and displaying their total ammo count.

Ammo Functionality



UI Organization



Key Points:

- No numbers displayed: all visual
- When a Reserve Mag is consumed to refill the Active Magazine via Reloading, any ammo left in the Active Magazine prior to the Reload will vanish
 - "Drop-Mag" System
 - Reinforces disposability of weapons
 - Regardless of how full or empty the Active Magazine is, one full Reserve Mag will be consumed per Reload
- When a weapon has no more Reserve Mags, it cannot be reloaded
- Reserve Mags cannot be reacquired, nor can the Active Magazine be refilled in any way other than by consuming a Reserve Mag: once a weapon is spent, it is spent
- UI Layout organized to display as much information in the clearest, most useful manner possible
 - UI also somewhat flexible to allow for weapon variations
- Different weapons have different Magazine & Ammo counts

Reloading

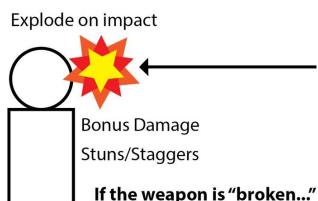
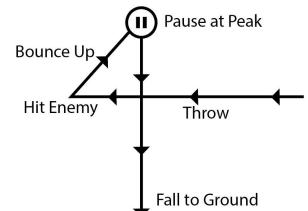
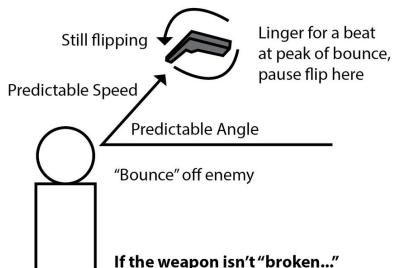
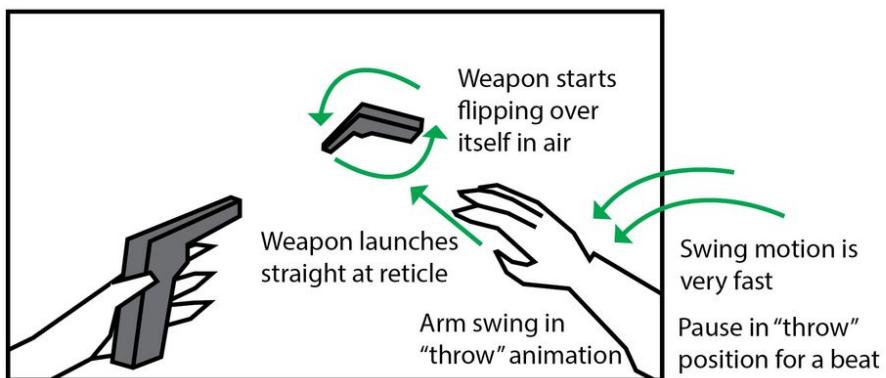
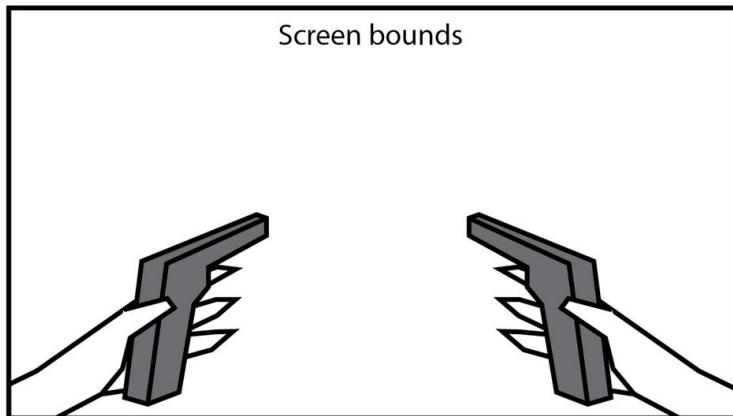
Reloading is activated with the "R" Key (or the "X" button on controllers), and can only be used when holding a weapon that uses Ammo which is missing at least one Ammo from the Active Magazine. Reloading plays a Reload Animation of a fixed length based on the weapon reloaded, refills the Active Magazine to full, and consumes a Reserve Mag.

Reloading with Two Ammo-Based Weapons

Even with two weapons, Reloading remains a single press of the "R" Key (or the "X" button on controllers). As with single-weapon Reloading, a Reload can only be instigated when one or both Ammo-Based Weapons have at least one Ammo missing from the Active Magazine. **If one of the Ammo-Based Weapons has a full Active Magazine, it will not be Reloaded, and that Weapon will not lose a Reserve Mag.** Any Ammo-Based Weapon missing even one Ammo from its Active Magazine will have the Active Magazine refilled and a Reserve Mag consumed upon Reloading, excepting Weapons with no remaining Reserve Mags.

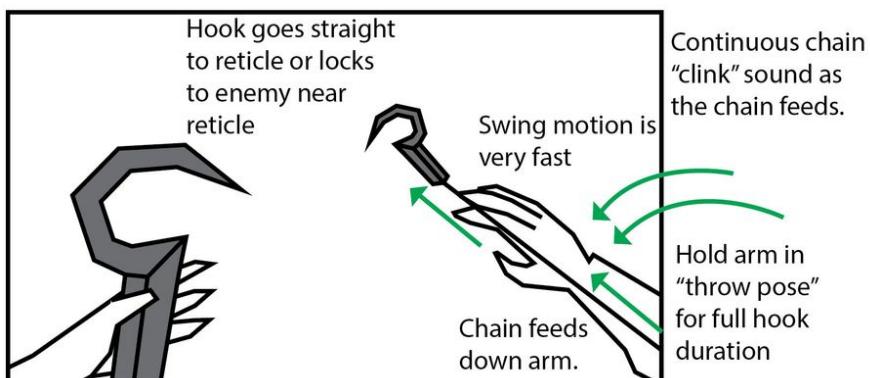
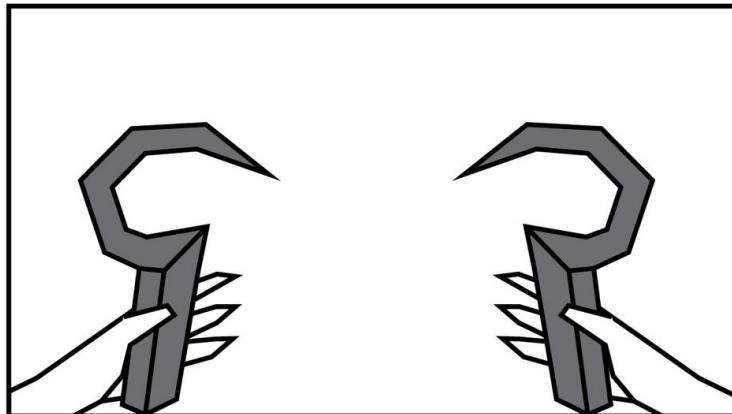
In short, Reloading Reloads both Weapons the player holds, excepting Weapons with full Active Magazines and Weapons with no remaining Reserve Mags.

Weapon Throwing

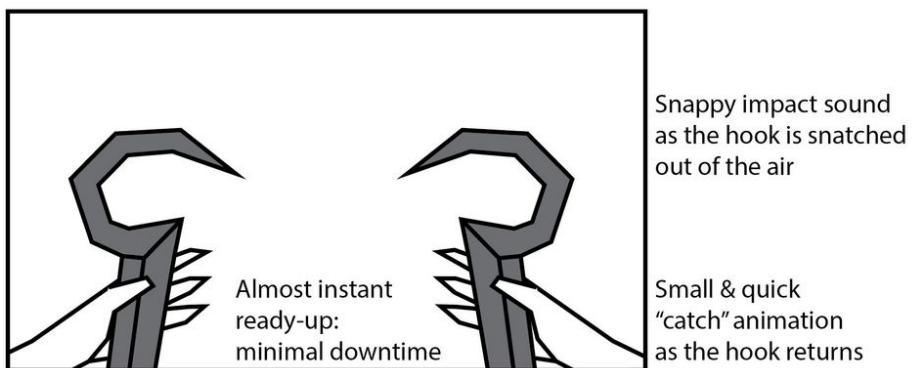
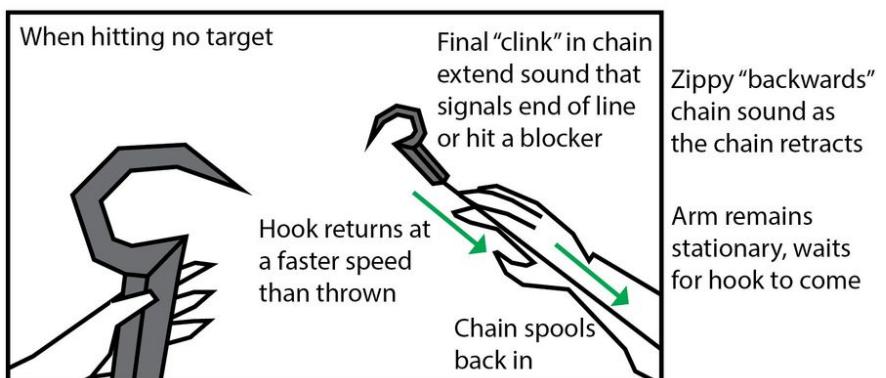


UI Icon "Breaks," Cracks Same Color as Highlight
 Cracks & Outline "pulse" with glow
 Actual weapon also sparks/breaks
 A weapon is "broken" when it is down to its last mag, or 1/4th its original battery charge.

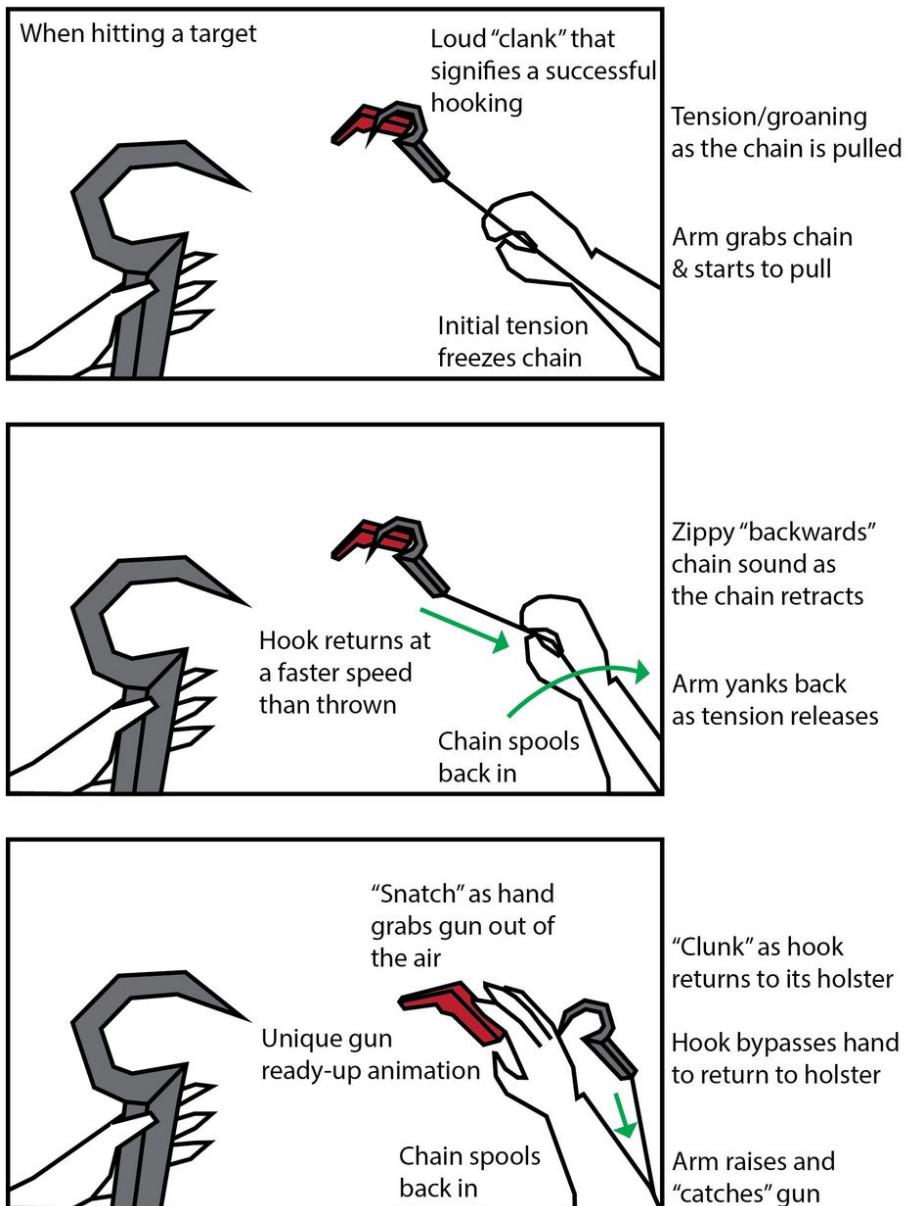
Weapon Hooking



When no gun is hooked:

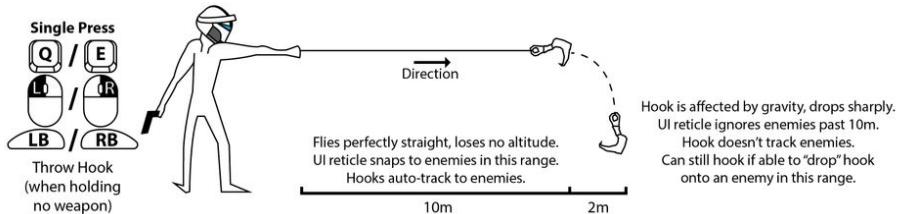


When a weapon or enemy is hooked:

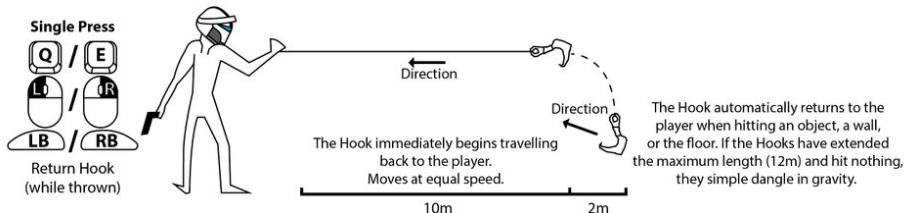


Weapon Stealing

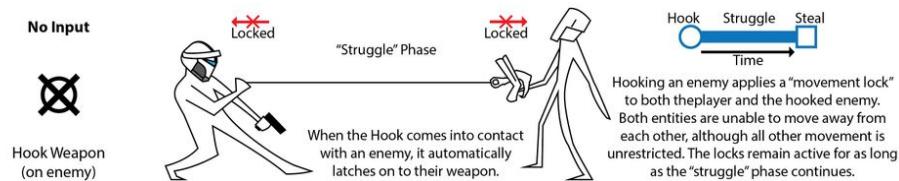
Throwing the Hook



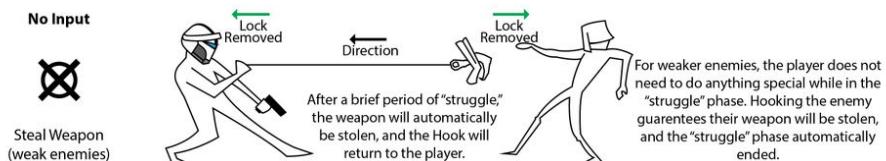
Recalling the Hook



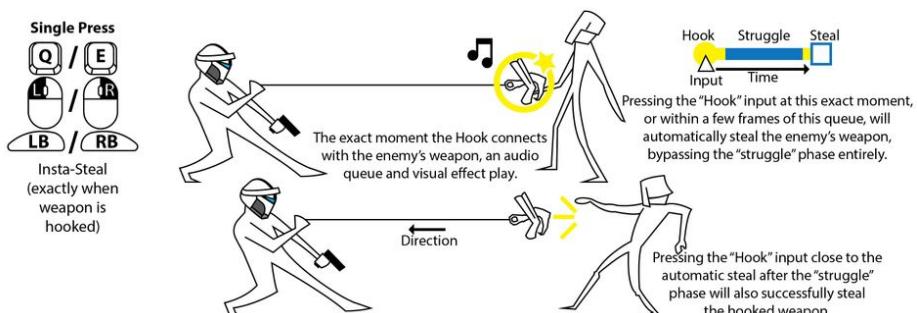
"Struggle" Phase



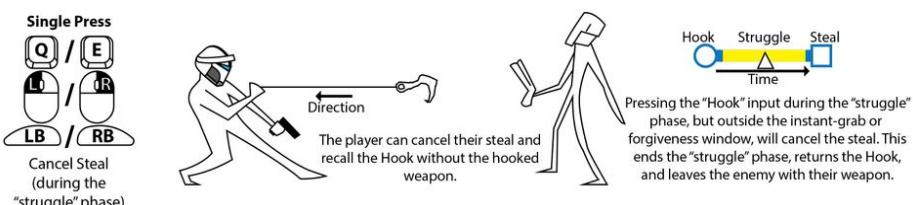
Weapon Steal



Instant Steal



Cancel Steal



Upward Boost



Weapon Design Documents

00 - Template



Weapon Name

Offensive/Defensive – Archetype

##

Bullet Type: [Hitscan, Projectile, Other]

- **Fire Type:** [Auto, Semi-Auto, Burst, Charge]
- **Aim:** [Yes/No]
- **Spread Pattern:** [TrueR, TrailR]

Damage per Shot: [#]

- **Armor Mult:** [#x]
- **Flesh Mult:** [#x]

[Concept art or Render of Weapon]

Bullets Per Second: [#b/s]

- **Fire Rate:** [between trigger pulls]
- **Auto Rate:** [between auto shots]
- **Burst Size:** [# of bullets per pull]

Recoil: [#]

- **Curve:** [image]

Effective Range: [#]

- **Falloff:** [%/m]

Ammo Type: [Bullet, Battery]

- **Magazine Size:** [#]
- **Reserve Mags:** [#]
- **Recharge Rate:** [%/s]

[Wireframe Perspective of Weapon]

[Wireframe Perspective of Weapon]

Description:

[Brief paragraph describing function.]

Definitions:

Bullet Type: Detail the type of thing that comes out of the gun when it is fired.

- **Hitscan:** A bullet that instantly hits where the gun is facing, with no travel time.
- **Projectile:** A bullet that has a travel time, and does not hit instantly.

- Other: Anything that does not fit this definition.

Fire Type: Detail how the gun shoots in relation to trigger pull.

- Auto: The gun fires continuously as long as the trigger is held.
- Semi-Auto: The gun fires once whenever the trigger is pulled once.
- Burst: The gun fires a set number of bullets when the trigger is pulled once.
- Charge: The trigger must be held for a certain duration before the weapon can fire.

Aim: Can the weapon be aimed by holding down the trigger?

Spread Pattern: Detail the type of spread pattern on the gun.

- True Random (TrueR): As the gun is fired continuously, the spread increases in a circle, and bullets can randomly appear anywhere in the growing circle.
- Trail Random (TrailR): As the gun is fired continuously, the spread increases in a circle, and bullets land in a path between random points within the growing circle.

Damage per Shot: How much total damage an individual bullet from the weapon does.

Armor Mult: How much more damage the bullets from the weapon do to Armor, in multiplier form.

Flesh Mult: How much more damage the bullets from the weapon do to Flesh, in multiplier form.

Bullets per Second: How many bullets a player can possibly shoot per second, assuming the player is shooting as fast & efficiently as possible.

Fire Rate: The buffer time between shots, or how long before a trigger pull activates a shot following a previous shot. Usually for semi-auto weapons.

Auto Rate: The time between bullets fired automatically when the trigger is held down. Usually for automatic weapons.

Burst Size: The number of bullets fired in a burst. Usually for burst weapons.

Recoil: The recoil factor associated with each trigger pull of the weapon. Expressed as a numeric variable.

Curve: The recoil curve of the weapon. This can be screenshot from the Unity build of the weapon.

Effective Range: The distance within which the weapon is most effective. This can either be literal, or just an estimate based on gamefeel.

Falloff: How quickly a bullet begins to deal less damage past its effective range, expressed in a percentage per meter over the Effective Range.

Ammo Type: Detail which type of ammo the weapon uses.

- Bullet: Physical bullet ammunition that has set magazine sizes and must be reloaded. Should only apply to Offensive Weapons.
- Battery: Electric charge within a weapon that recharges over time. Should only apply to Defensive Weapons.

Magazine Size: Detail how many shots are in an individual magazine. Essentially how many times the weapon can be shot before reload/recharge.

Reserve Mags: Detail how many reloads are available on the weapon. Does not apply to Battery-based weapons.

Recharge Rate: Detail how quickly the weapon's battery recharges to full, expressed in a percentage over time (seconds). Does not apply to Bullet-based weapons.

01 - B49 Interceptor



B49 Interceptor Defensive – Target Matrix

01

Bullet Type: Hitscan

- Fire Type: Charge
- Aim: No
- Spread Pattern: Target

Damage per Shot: 0

- Armor Mult: 0
- Flesh Mult: 0

Bullets Per Second: N/A

- Fire Rate: ~7 seconds
- Auto Rate: N/A
- Burst Size: 5 Max

Recoil: [#]

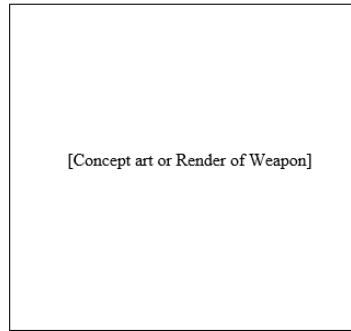
- Curve: [image]

Effective Range: 30 Meters

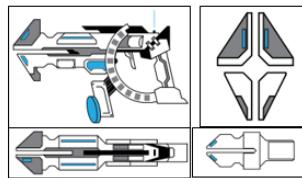
- Falloff: N/A

Ammo Type: Battery

- Magazine Size: 1
- Reserve Mags: N/A
- Recharge Rate: 15%/s



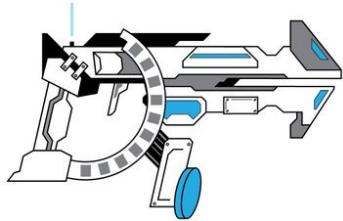
[Concept art or Render of Weapon]



Description:

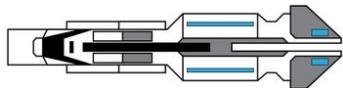
The Interceptor is a Defensive Weapon acquired from Mayfly Drones (Blue Drones). The Interceptor fires blue projectiles that delete any Offensive projectile they come into contact with. The Interceptor's projectiles will absorb an infinite amount of hitscan bullets, but will disappear alongside any larger projectiles they come into contact with and destroy. By holding down the trigger, the player can charge up the Interceptor, resulting in a much larger and slower moving projectile. This charged projectile deletes any and all projectiles without being destroyed until it comes into contact with geometry.

Side View



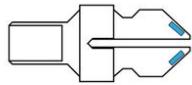
Small screen shows battery life
 Floating hover-screen still projecting
 Scrappy connection barely holding on
 Handle is segmented metal pieces
 Trigger is more scrap metal
 Broken circular "gear" Drone used to rotate & aim
 Connected by scrappy wiring
 Ripped out eye of Drone
 Blue Lights
 Four-pronged barrel
 Begins slanting inwards
 Middle = flat, no slant
 Bottom decoration becomes iron sights "Fans" open when charging

Top View



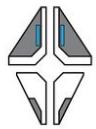
Handle hidden under other geometry
 First half sides = sloped
 Circular "Gears" flank first half sides
 Second half sides = sloped less, wider body
 Visual
 Top Middle = Flat

Bottom View

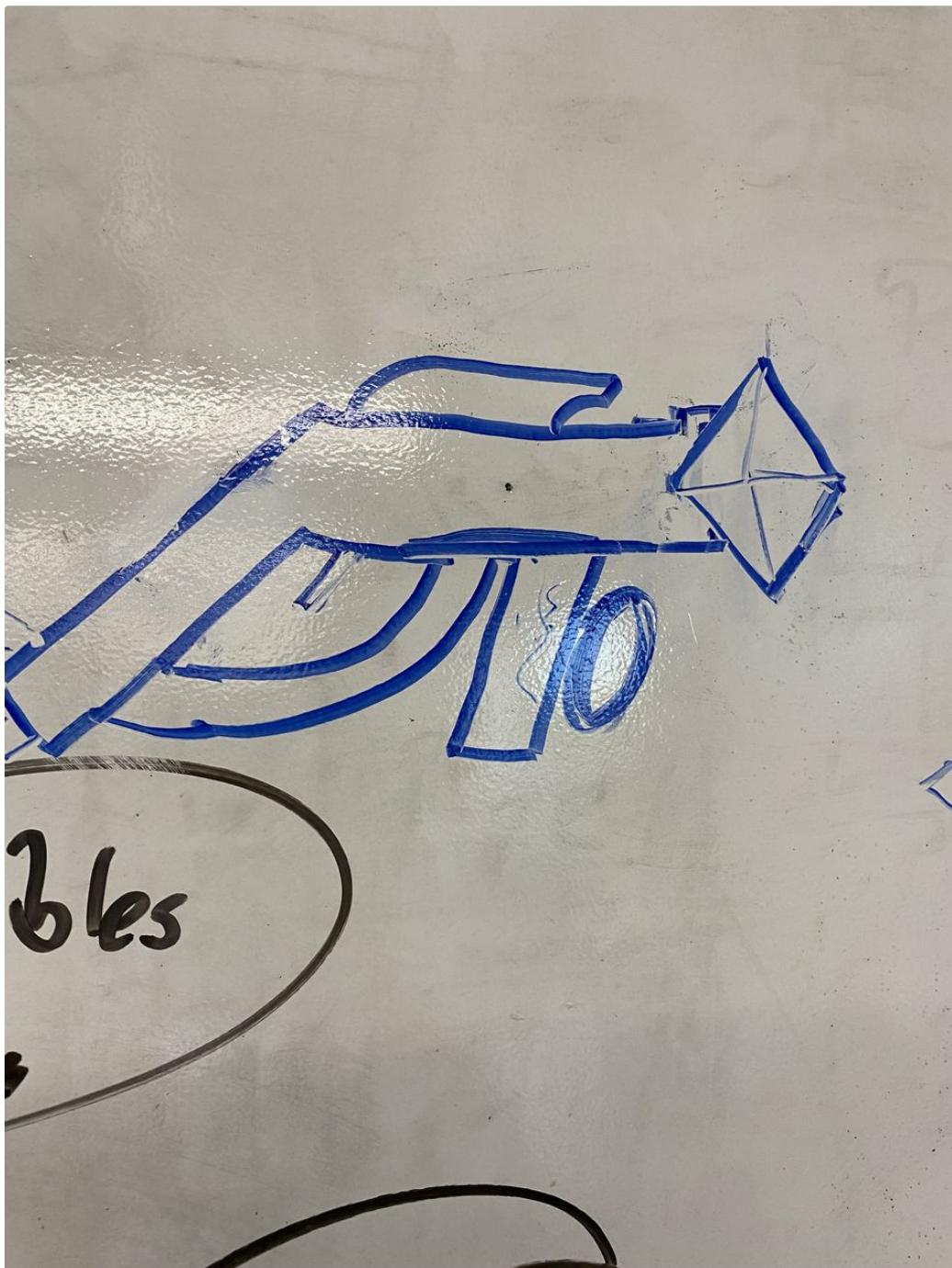


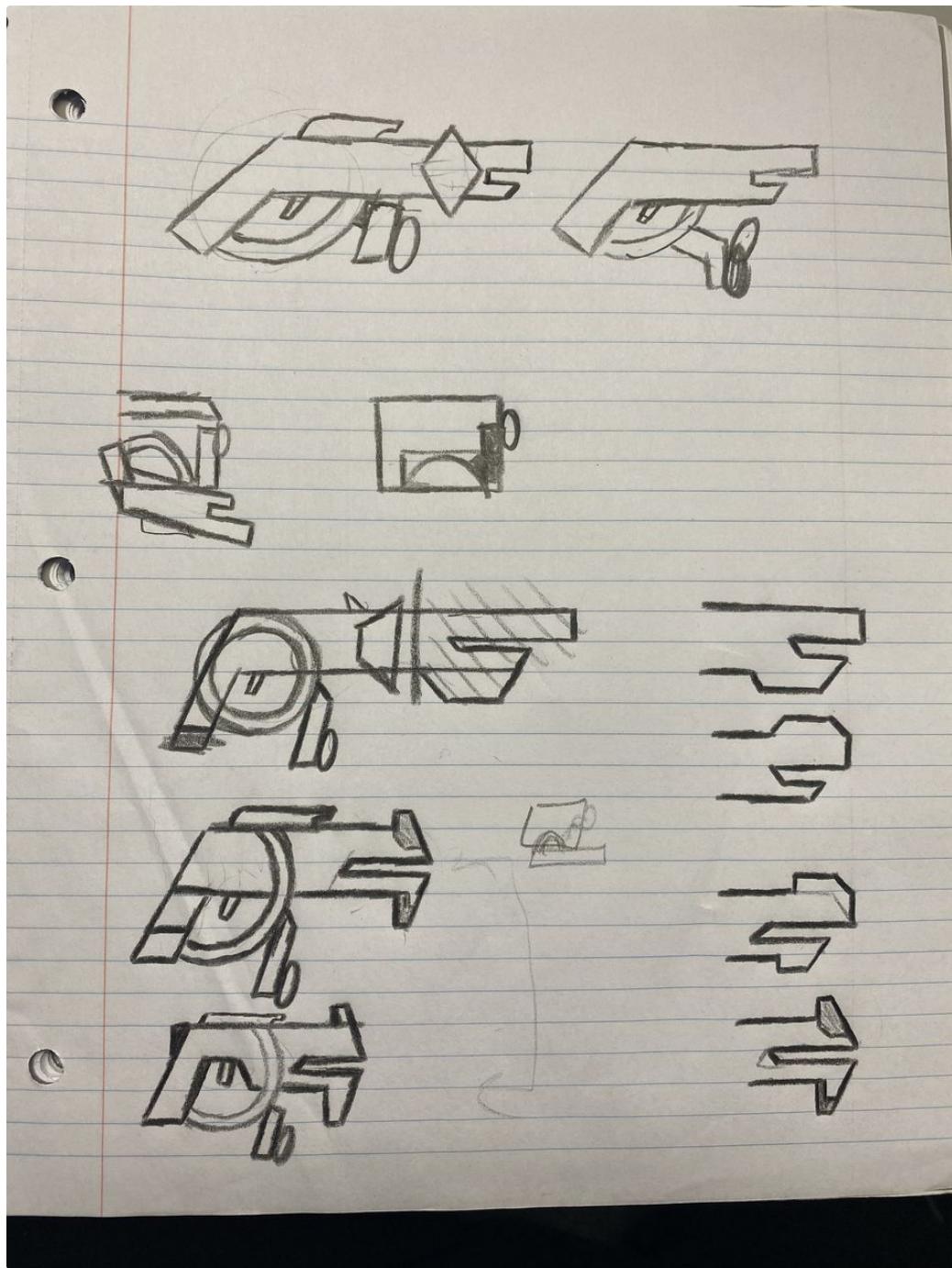
Big metal bracer goes under gun
 Big Battery Pack
 Smaller Slopes than top side
 Idk how to show the underside of the gray bits

Front View



Process Work - Interceptor





02 - R08 Stinger



R08 Stinger Offensive – Laser Blaster

02

Bullet Type: Projectile

- **Fire Type:** Semi-Auto, Charge
- **Aim:** No
- **Spread Pattern:** Tracking

Damage per Shot: 6

- **Armor Mult:** [#x]
- **Flesh Mult:** [#x]

Bullets Per Second: ~3/second

- **Fire Rate:** 0.3 seconds
- **Auto Rate:** N/A
- **Burst Size:** N/A

Recoil: [#]

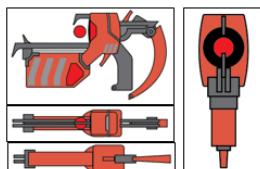
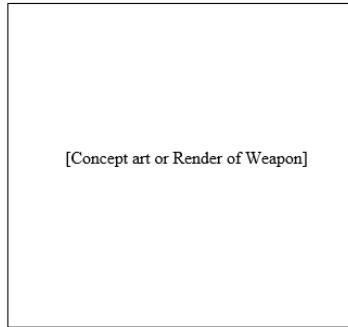
- **Curve:** [image]

Effective Range: 15 Meters

- **Falloff:** 1%/m

Ammo Type: Bullet

- **Magazine Size:** 18
- **Reserve Mags:** 3
- **Recharge Rate:** N/A

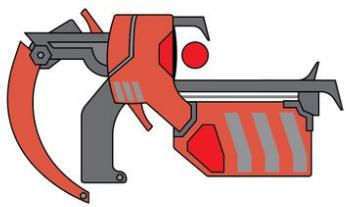


Description:

The Stinger is an Offensive Weapon acquired from Vespid Drones (Red Drones). The Stinger is a relatively weak Offensive Weapon: it shoots slower-moving projectiles that deal a small amount of damage each (6 per bullet). The player is able to shoot off about 3 projectiles per second, resulting in a damage-per-second of 18, with a total mag size of 18 shots. The Stinger makes up for the weakness of its projectiles with a minor tracking function. Projectiles fired will lightly track towards enemies directly in the player's crosshair when the trigger is pulled, assuming the target is within the 15-meter range.

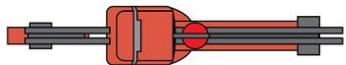
[Pending Addition] The player can also hold down the trigger to “charge” the Stinger, slowly loading up to 3 larger projectiles which hover over the user’s head. While charging, the Stinger’s ammo is slowly consumed. When the trigger is released or no ammo remains, all projectiles are simultaneously unleashed, and strongly track the target in the player’s crosshairs.

Side View



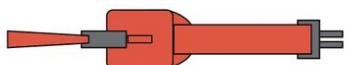
Trigger connects through to handle
Bulky circular main body
"Track" for the projectile, like a rail
Prongs split up & down
Huge magazine barely clipped in
Light gray spots = indents
Massive ammo magazine on bottom
Scrappy mechanical handle, ripped from Drone
Ridge on top of body for aiming/charging signifier

Top View



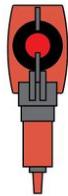
Handle is three pieces screwed together
Magazine wider than projectile rail
Middle prong spikes up
Back piece slopes inward

Bottom View



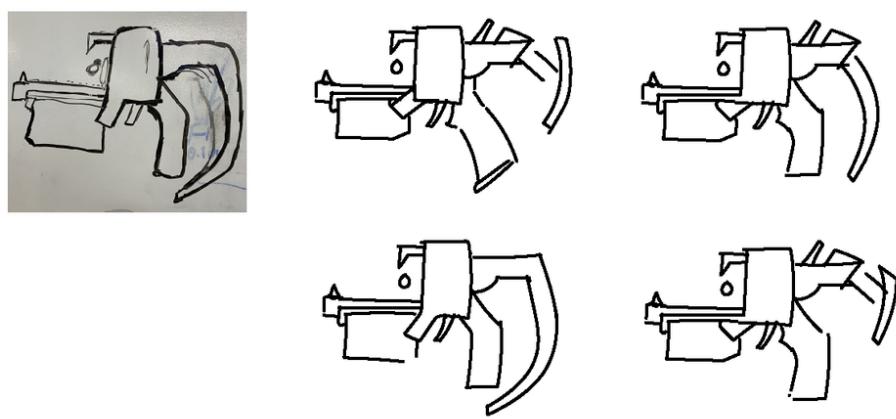
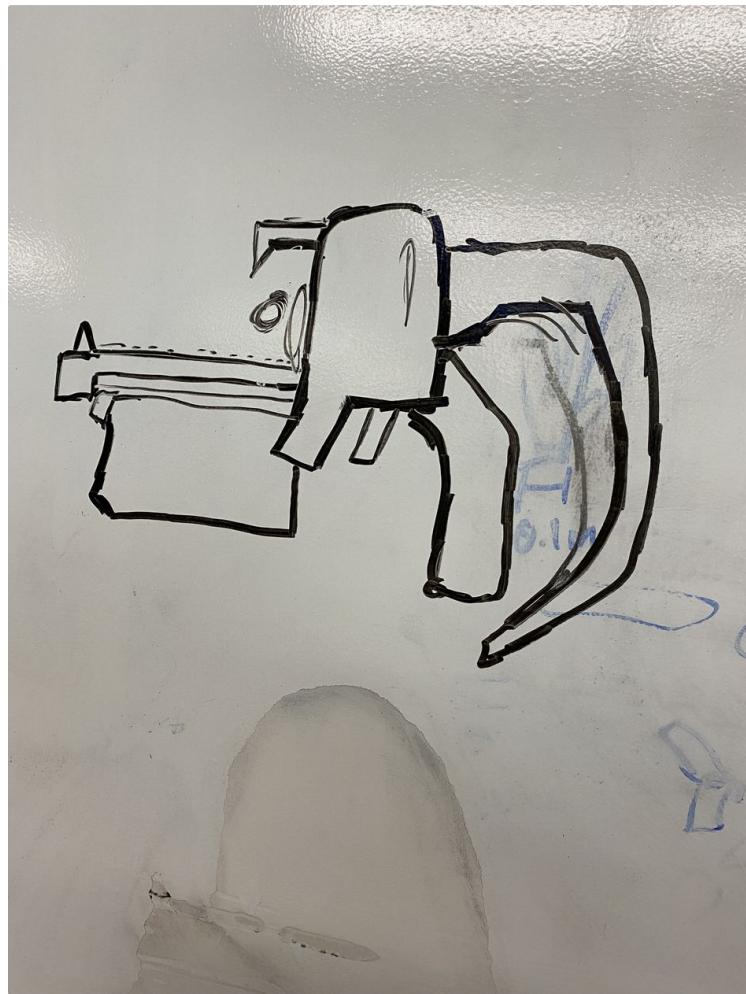
Back piece slopes inward

Front View



End prongs split up & down
Black circular piece obscured by body is where projectile is formed

Process Work - Stinger





WardShot

Defensive – Shotgun

03

Bullet Type: Hitscan

- **Fire Type:** Pellet Cone
- **Aim:** No
- **Spread Pattern:** TrueR

Damage per Shot: 0

- **Armor Mult:** 0
- **Flesh Mult:** 0

Bullets per Second: 1 b/s

- **Fire Rate:** 1 second
- **Auto Rate:** N/A
- **Burst Size:** N/A

Recoil: [#]

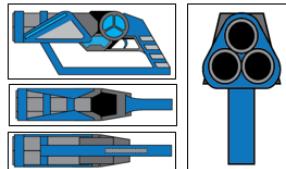
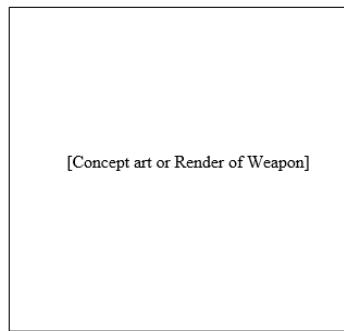
- **Curve:** [image]

Effective Range: 6 Meters

- **Falloff:** N/A

Ammo Type: Battery

- **Magazine Size:** 3
- **Reserve Mags:** N/A
- **Recharge Rate:** 20%/s

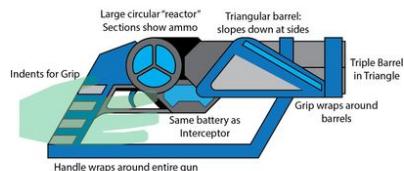
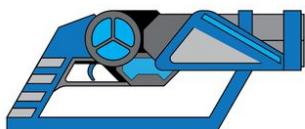


Description:

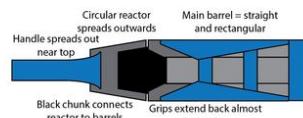
The WardShot is a Defensive Weapon acquired from [Small Enemies]. The WardShot acts as a defensive shotgun that blasts away anything immediately in front of the player. The weapon has a three-shot magazine that recharges Battery-style. When the player pulls the trigger, the WardShot blast buckshot in a wide cone in front of the player. The cone reaches 6 meters in front of the player. Any projectile within this 6-meter cone is immediately deleted. The effects of the cone linger for 0.25 seconds, deleting any further projectiles or hitscan bullets that enter the range of the cone. The WardShot has a long recovery time between shots, requiring a full 1 second before a second shot can be fired.

The WardShot's secondary function is physical propulsion. Any enemy hit by the 6-meter buckshot cone will be blasted backwards, although they will take no damage. If the player shoots at their own feet, they will be able to propel themselves upwards!

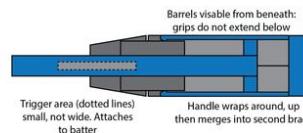
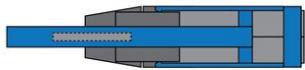
Side View



Top View



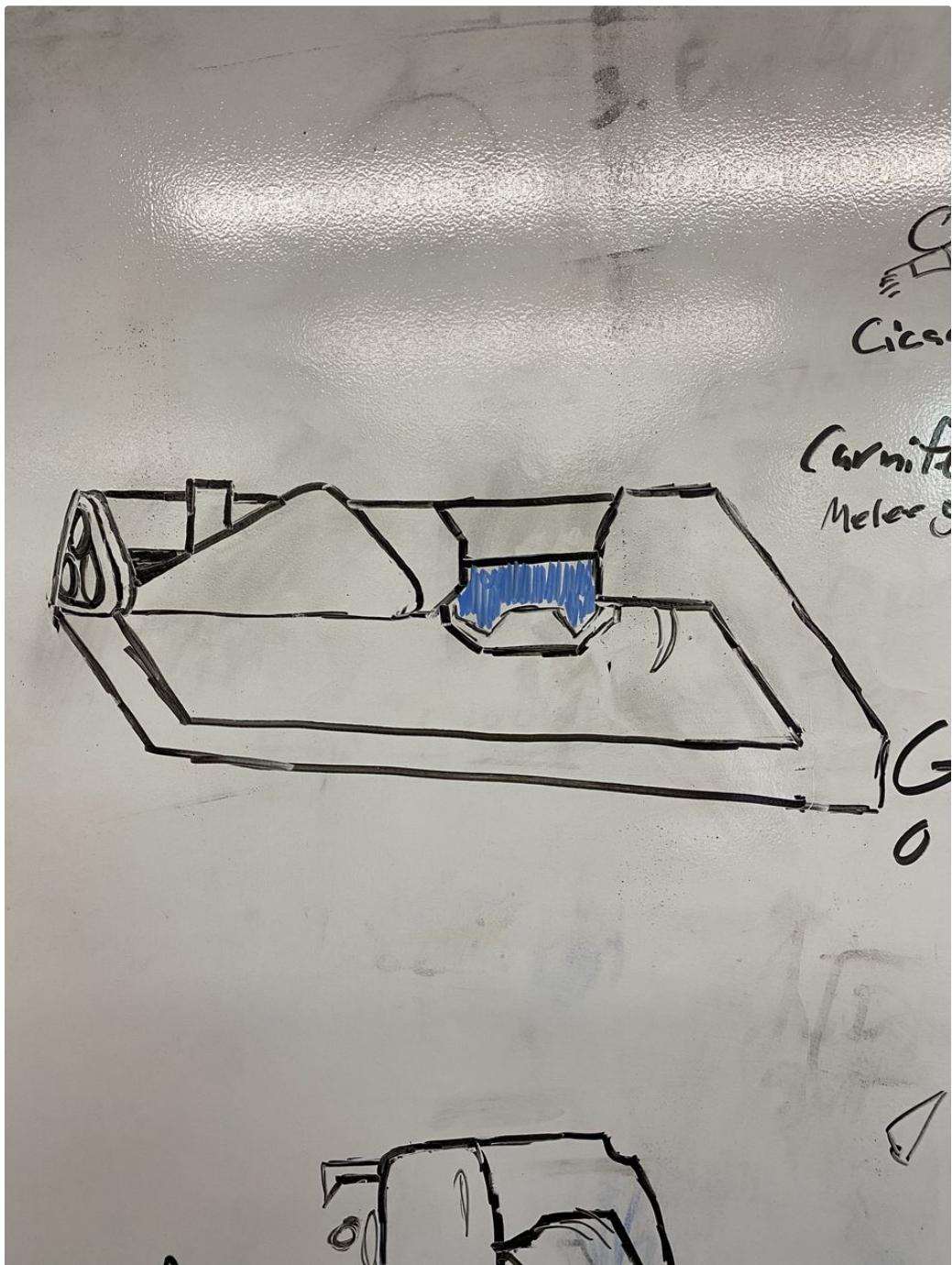
Bottom View



Front View



Process Work - WardShot





Hellfire

Offensive – Sub-Machinegun

04

Bullet Type: Hitscan

- Fire Type: Auto
- Aim: No
- Spread Pattern: TrueR

Damage per Shot: 4

- Armor Mult: [#x]
- Flesh Mult: [#x]

Bullets per Second: ~10/second

- Fire Rate: N/A
- Auto Rate: 0.1 seconds
- Burst Size: N/A

Recoil: [#]

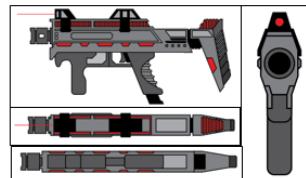
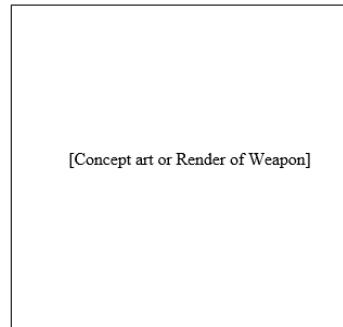
- Curve: [image]

Effective Range: 8 Meters

- Falloff: %5/m

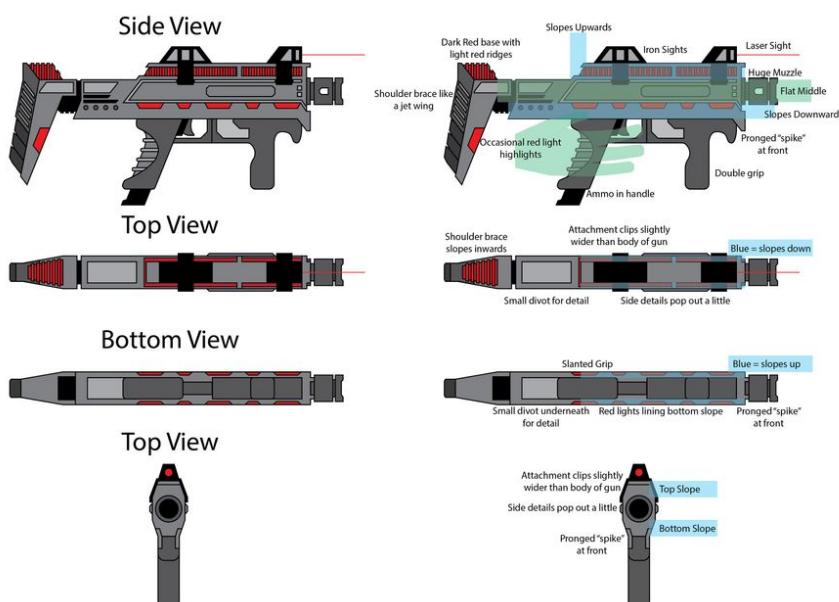
Ammo Type: Bullet

- Magazine Size: 40
- Reserve Mags: 3
- Recharge Rate: N/A

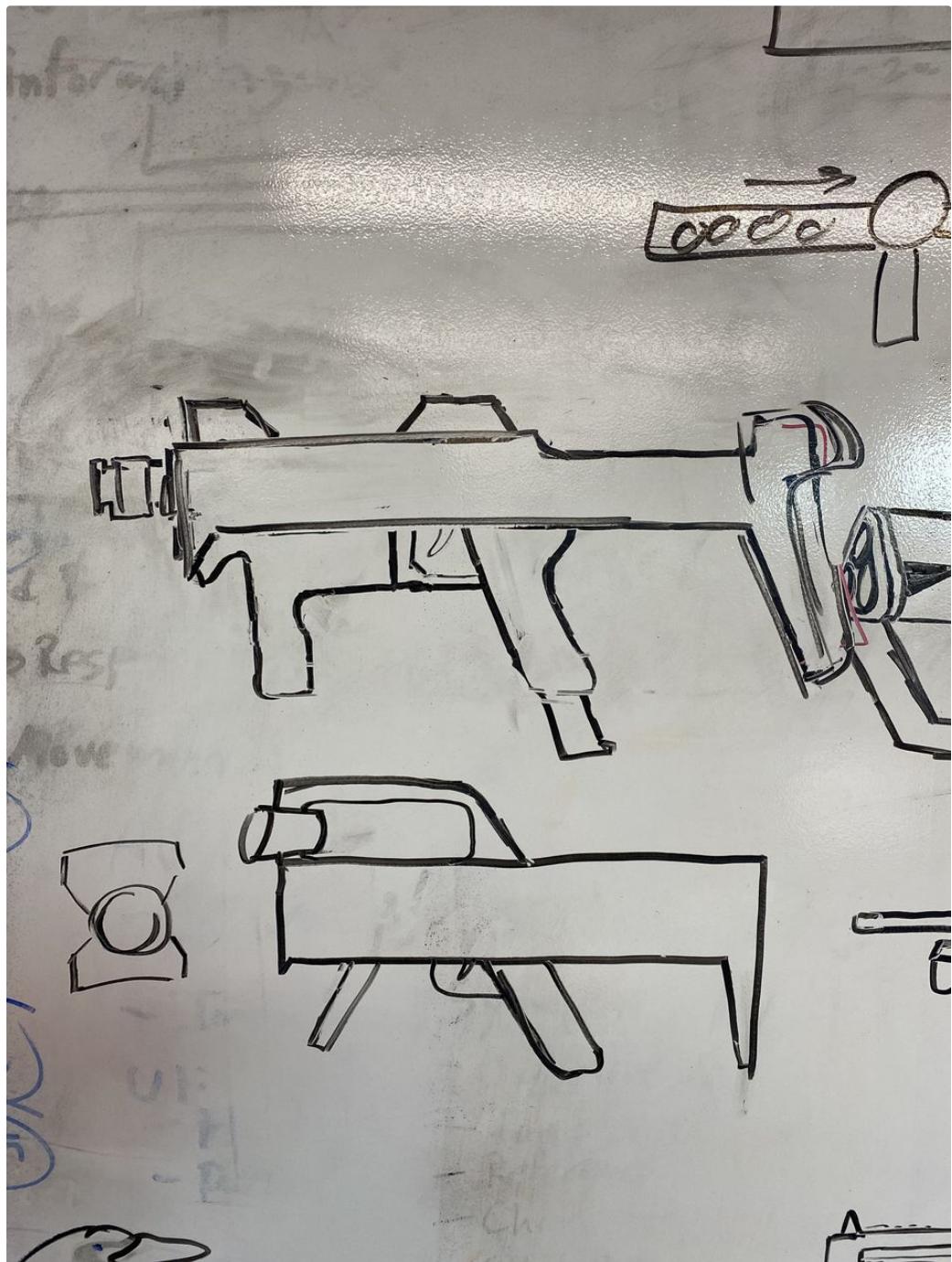
**Description:**

The Hellfire is an Offensive Weapon acquired from [Medium Enemy]. The Hellfire is a reliable workhorse Offensive Weapon that players should be able to rely on in a myriad of situations. The Hellfire is most effective at a close range, being able to deal full damage when fired within 8 meters of the target. Each individual bullet only deals 4 damage, but the weapon fires at a rate of 10 rounds per second, and with a huge 40-round magazine. This enables the Hellfire to deal with most low-to-mid tiered enemies in one magazine or less. As an SMG-style weapon, the Hellfire's spread grows rather rapidly, affecting its utility beyond a close range.

[Pending Addition] The Hellfire could include incendiary rounds that light enemies on fire.



Process Work - Hellfire



Art

Texture Metrics

Art Asset List

Environment Art

Character Art

UI

Art Pillars

The team's Art Pillars direct how we want the player to experience, understand, and interact with the visual elements of CHOSEN. Artistic style and purpose should be made clear through these pillars.

Retro-Shooter Grunge Style

- The game as a whole is stylized after arena shooters from the early 2000s
 - 2003-2006 Xbox and Playstation titles specifically
 - Halo, Half-Life 2, Doom 3 major inspirations
- A level of "retro grunge" throughout the game
 - Low-poly approach to models
 - "Crunchy" textures
 - NOT a grungy in the sense of dirty, faded, or bland

Art Communicates Utility

- Gameplay-critical elements should be designed in a way that immediately communicates their function to the player
- Weapons
 - Red/Blue depicts immediate function
- Enemies
 - Red/Blue highlights depicts type of weapon held
 - Design of enemy indicates exactly which weapon is held

Environment Blends Structural and Organic

- Clearly defined "structural" environment kit
- Clearly defined "organic" environment kit
- Locations created smartly blend the organic and structural
 - Break up visual repetition
 - Environmental storytelling

Critical Elements Contrast Against Background

- Gameplay elements that the player is required to focus on or notice in moment-to-moment gameplay must "**pop**" on the screen
- Weapons
 - Color-coded highlights when out of hand
- Enemies
 - Bright color pallet
 - Solid, noticeable use of color to contrast against less-focused background

Texture Metrics

All Art:

Set Maya Units to Meters

Windows > Settings Preferences > Settings > Working Units > Linear = Meter

Environment Art:

Texel Density: 2.4 px/unit

Texture Map: 2048

UV Toolkit > Transform > Texel Density

Character Art:

Texel Density: ?? (More detailed than environment)

Texture Map: 2048

Art Asset List

 Chosen Art AssetList

Chosen Art AssetList								
	Model Name	Amount (in game)	Owner	Model	Texture	Animation	Concept	Sketch
1	BaseWall4x6		Abby					
2	BaseWall2x6		Abby					
3	BaseWall1x6		Abby					
4	BaseWall8x6		Abby					
5	BaseRamp4x6x3.5		Abby					
6	BaseRampWedge4x3.5		Abby					
7	BaseFloor4x4		Abby					
8	BaseFloor2x4		Abby					
9	BaseFloor8x4		Abby					
10	BaseFloorTri4x4		Abby					
11	BaseTrim1x4		Abby					
12	BasePillar2x5		Abby					
13	BasePillar1x5		Abby					
14	BasePillarTrim1x1		Abby					
15	BasePillarTrim2x1		Abby					
16	BaseDoorFrame0.5/1		Abby					
17	BaseRailing4x1.5		Abby					
18	BaseCeil4x4		Abby					
19	BaseCeil2x4		Abby					
20	BaseCeil8x4		Abby					
21	BaseCeilTri4x4		Abby					
22	BaseCeilTrim1x4		Abby					

Loading issue

Troubleshoot this issue by clearing application resources

Step 1

Create a new tab, and copy and paste this URL into the address bar

chrome://settings/cookies/detail?site=docs.google.com



Click “Remove all” on the Settings page, then close the window

Step 2

Follow [these instructions](#) to clear your cache and cookies

Step 3

Then, reload this page

[Send feedback](#)

[Reload now](#)

Environment Art

Art Boards

Concept Art

Finished Assets

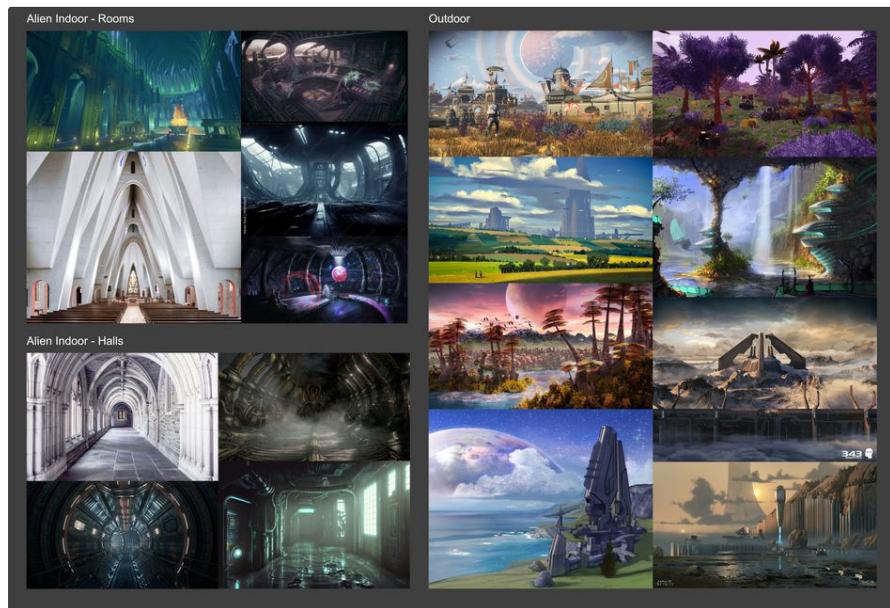
Environment Art Boards

Groupings of images selected by the Art Team to refine the artistic vision behind each area or zone in the game. The references selected are not concept art created by the team, and serve only to guide the art team towards the development of our own unique style.

[Normal Environment Art Board](#)

[Warped Environment Art Board](#)

Normal Environment Art Board



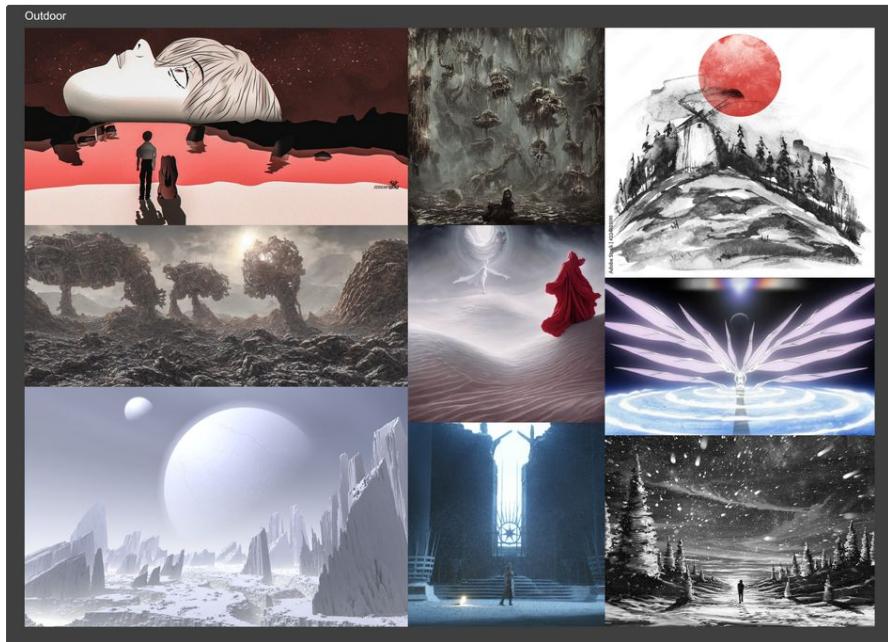
Keywords:

- Cathedral
- High-Tech
- Organic Shapes
- Varied Color Pallet

References:

- Halo
- Gothic Architecture
- No Man's Sky

Warped Environment Art Board



Keywords:

- Desolate
- Twisted
- Angelic

References:

- Evangelion
- Annihilation

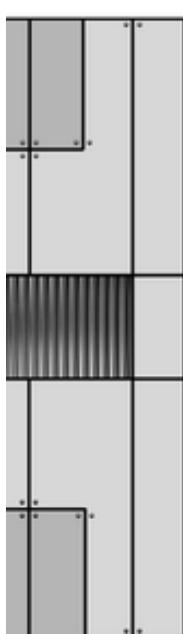
Environment Concept Art

Completed original artworks made by the Art Team which inform asset creation. Concept art finalizes the style and rough expected metrics of assets before they begin to be properly developed by the team.

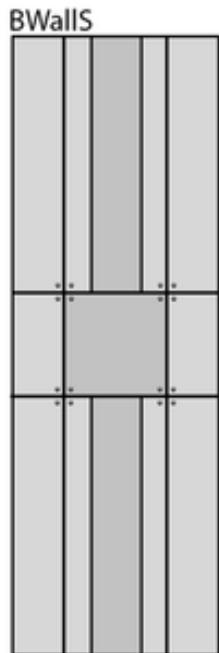
Base Kit Concept Art

Base Kit Concept Art

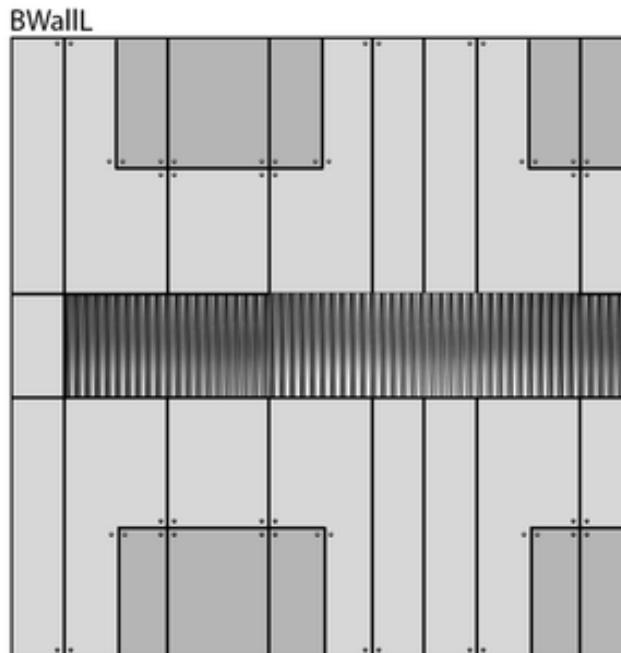
Concept Sheet



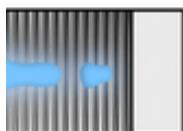
6m



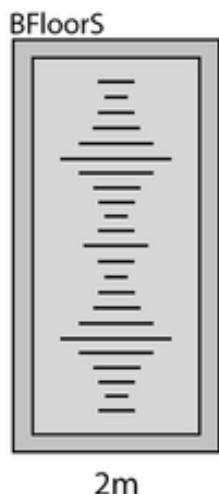
6m



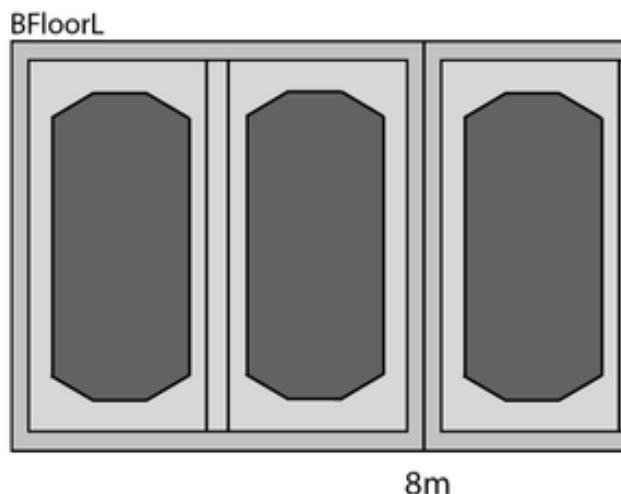
8m



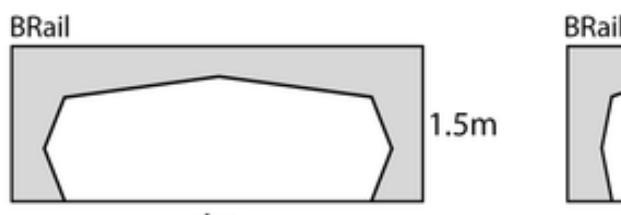
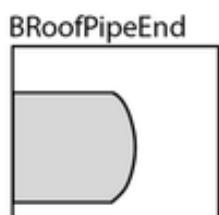
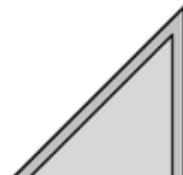
4m



4m

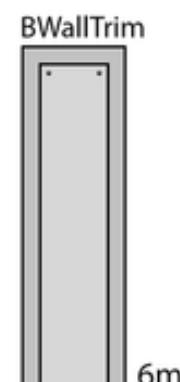
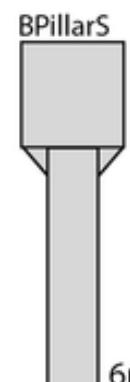
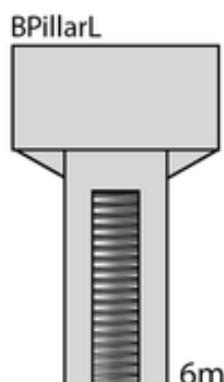
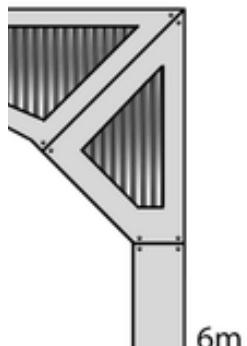
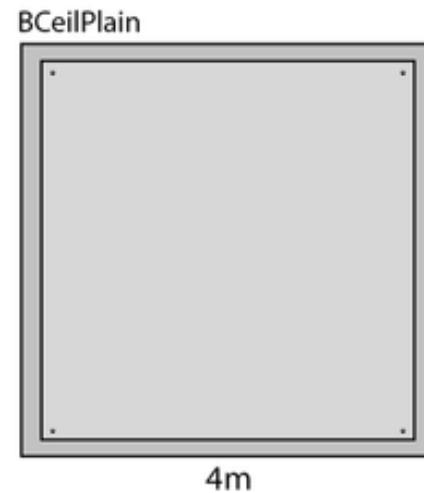
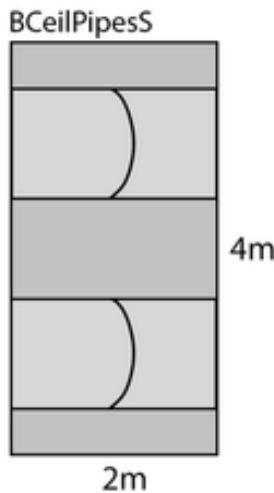
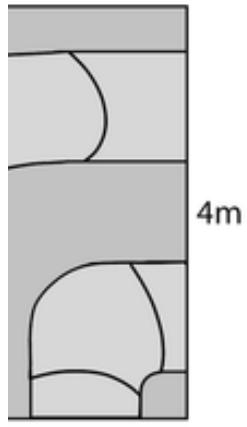
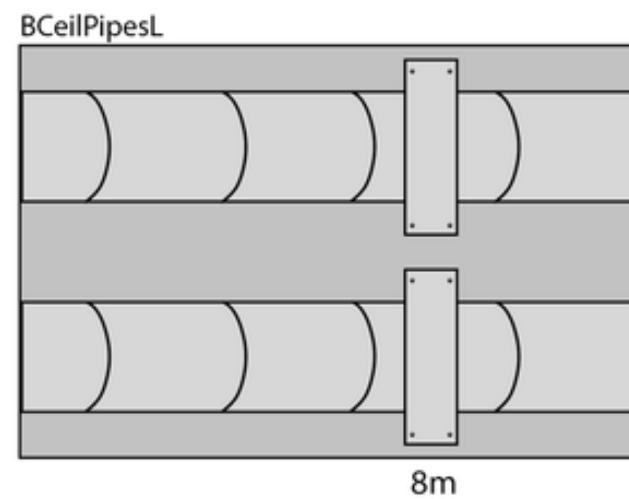
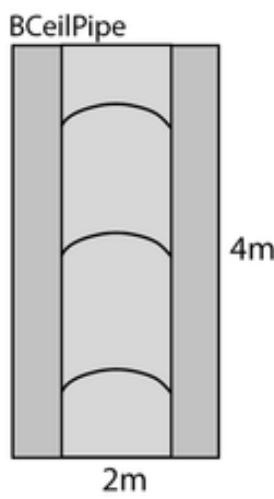
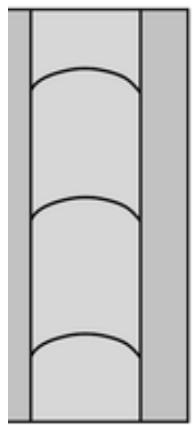
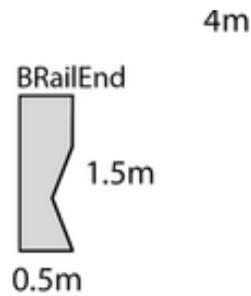
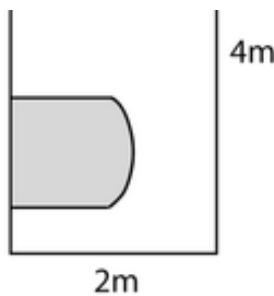
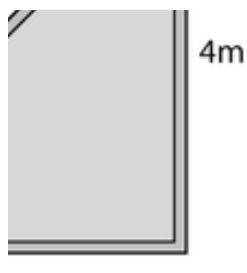


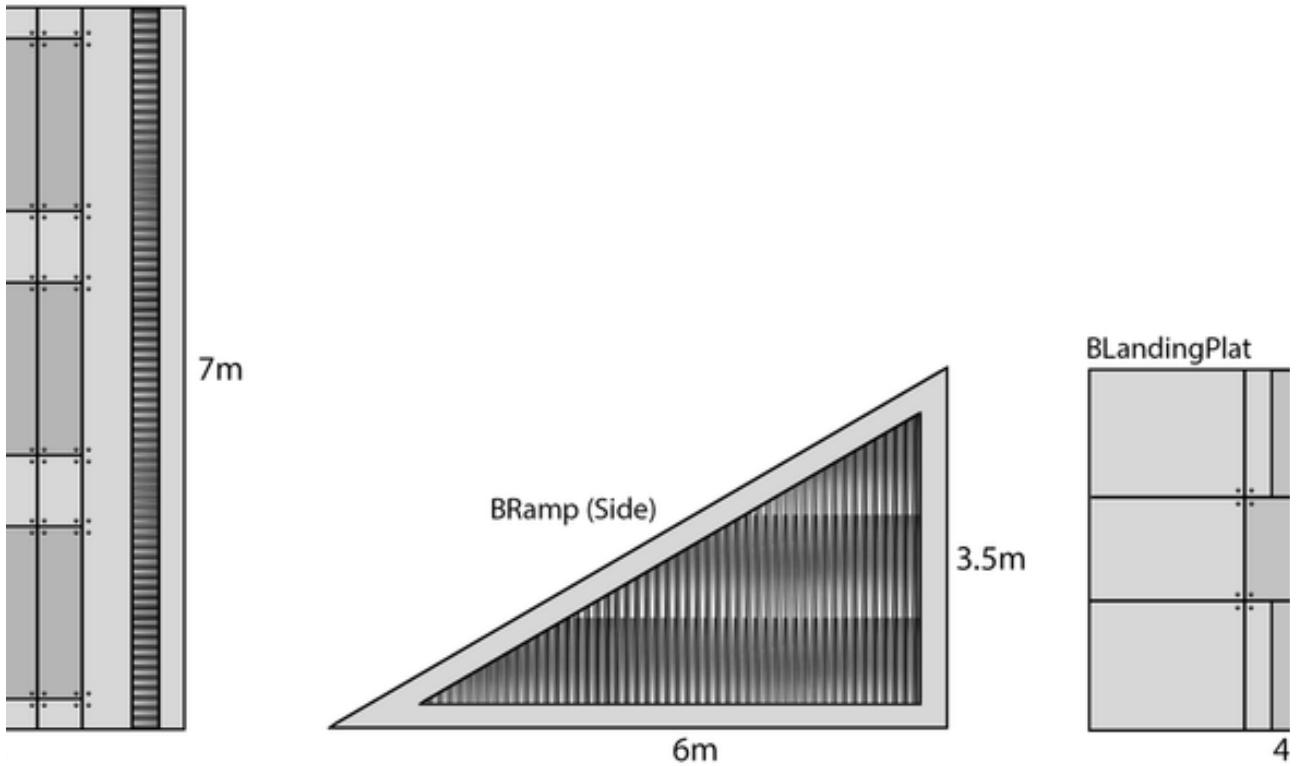
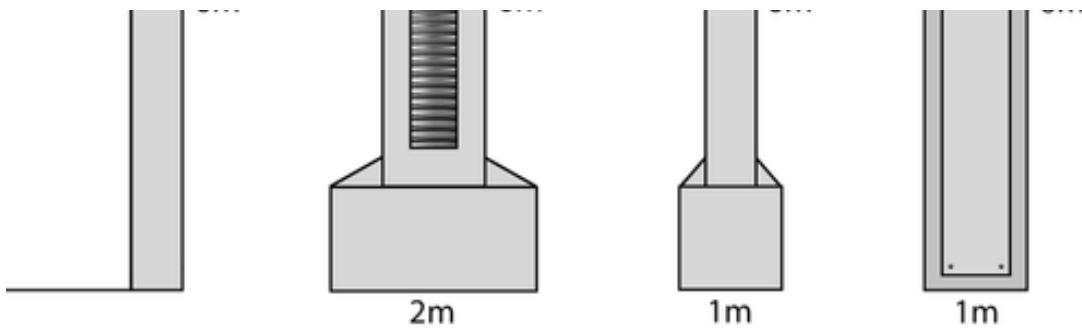
8m



1.5m







Environment Asset Finished

A library of finished assets ready to be utilized in-engine. The documents listed include images and glamour-shots only; proper file downloads of the assets and their accompanying textures can be found in the team's Google File Drive.

Character Art

Art Boards & Concept Art

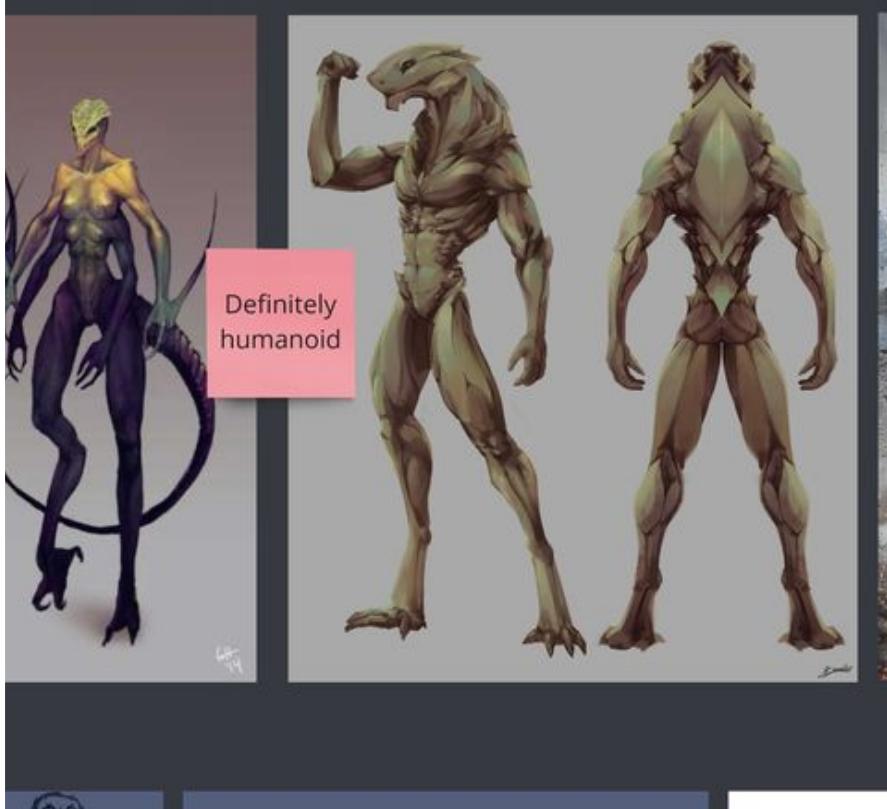
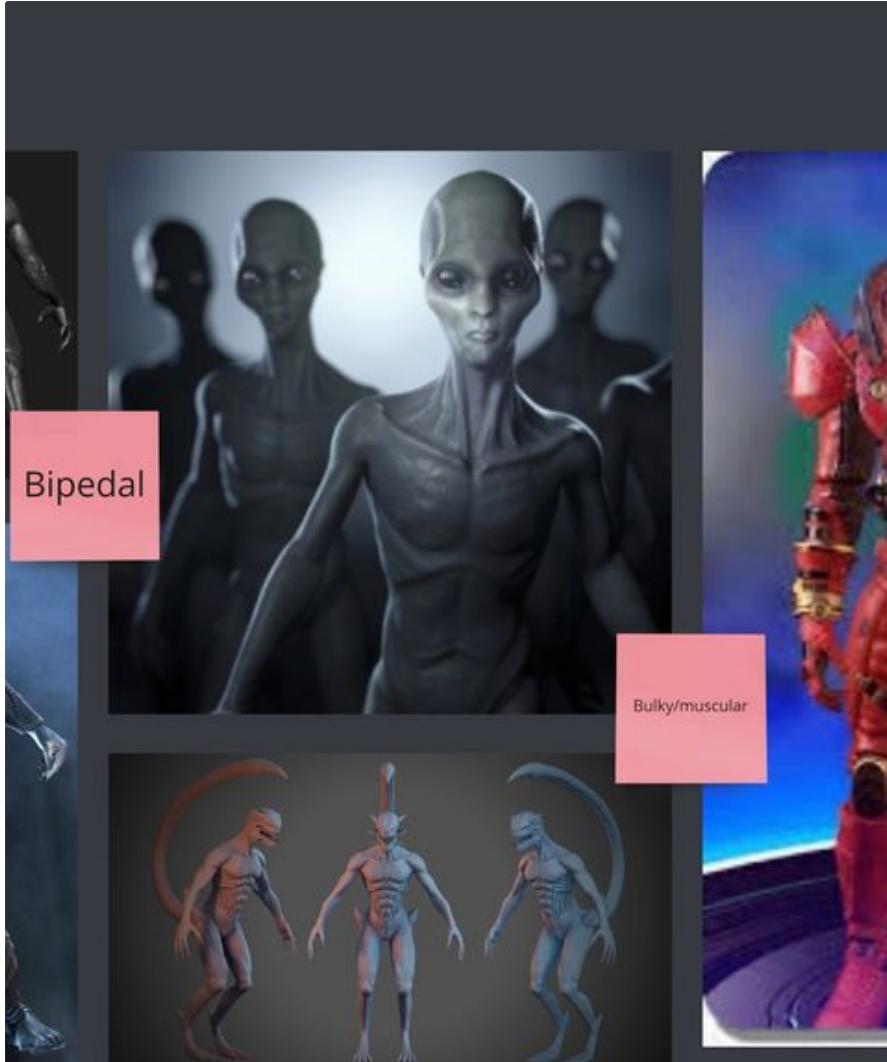
Finished Assets

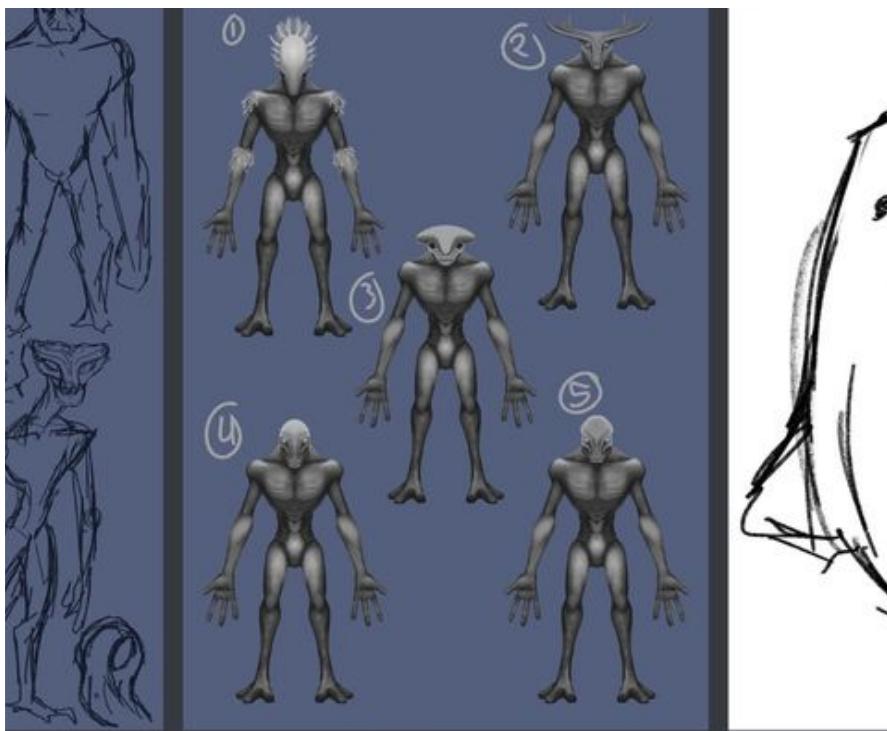
Character Art Boards & Concept Art

Groupings of images selected by the Art Team to refine the artistic vision behind each area or zone in the game. The references selected are not concept art created by the team, and serve only to guide the art team towards the development of our own unique style.

Due to the workflow of our Character Artist, this section also includes significant Concept Art developed from the gathered references. The included Concept Art shows the team's final direction on the assets, and guides the style and metrics of asset creation.

Alien Species Concept Art





Keywords:

- Bipedal
- Warrior
- Appealing

References:

- Halo
- Alien & Predator

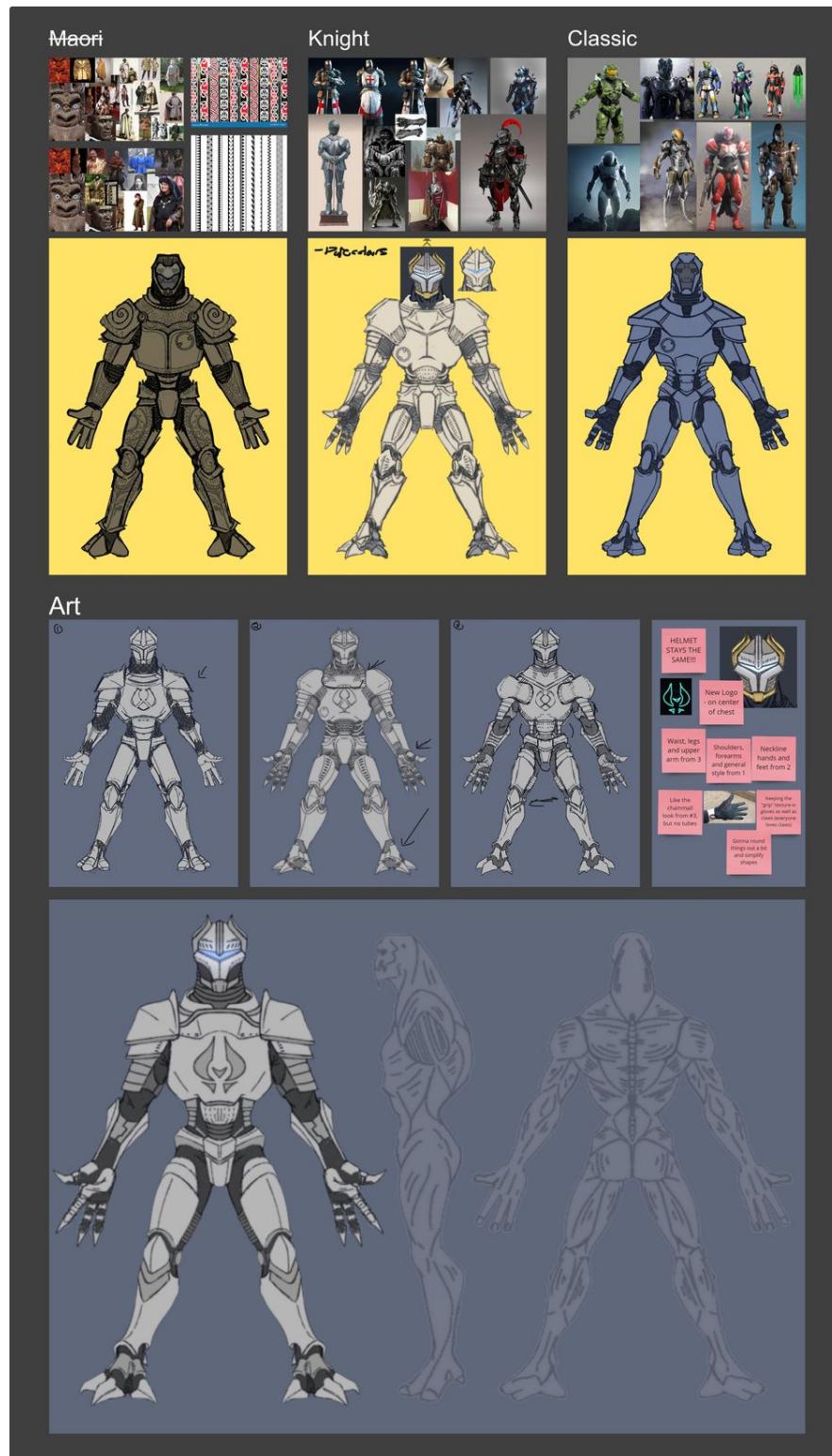
Art Focus:

- Anatomy
- Silhouette
- Major Features

Does Not Account For:

- Color Scheme
- Cultural Details

Alien Armor Concept Art



Keywords:

- Knightly
- Understated
- Power Armor

References:

- Halo & Destiny
- Warhammer & "Sci-Fi Suits of Armor"

Art Focus:

- Cultural Design
- Appealing Look

Does Not Account For:

- Specific Metrics

Character Assets Finished

A library of finished assets ready to be utilized in-engine. The documents listed include images and glamour-shots only; proper file downloads of the assets and their accompanying textures can be found in the team's Google File Drive.

UI

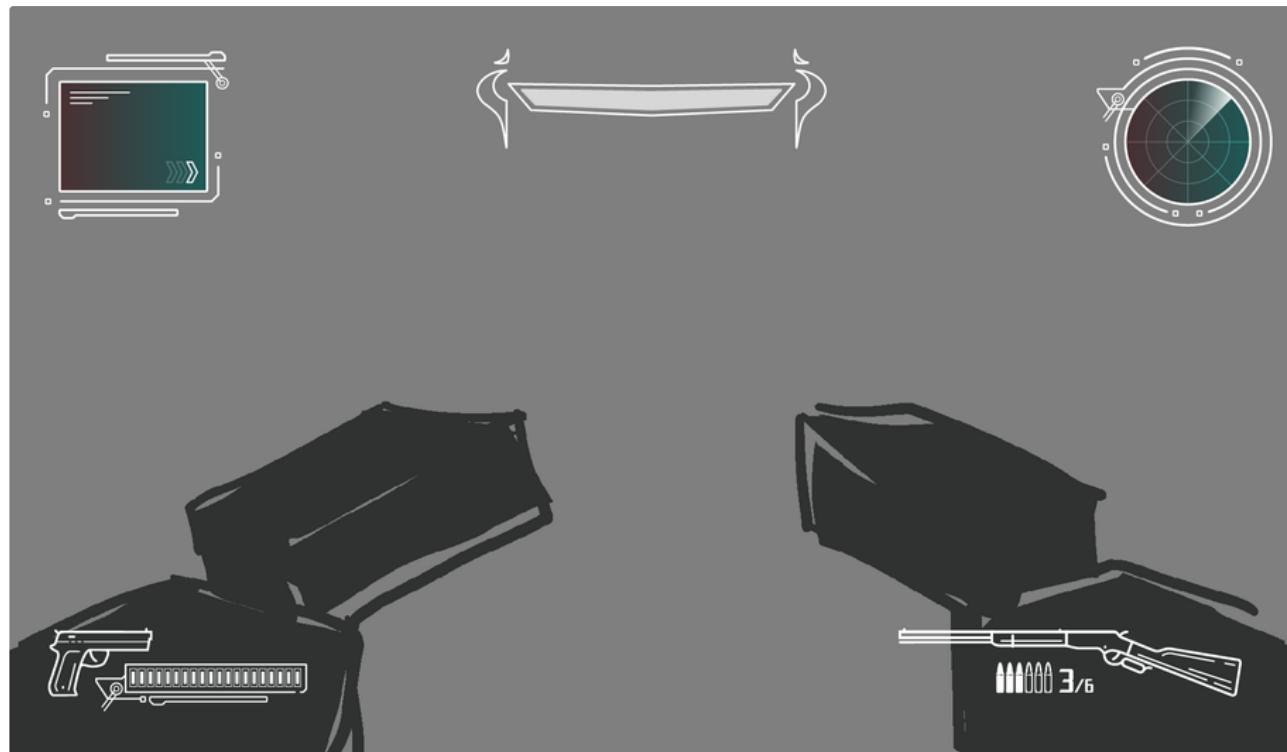
Faction Badges

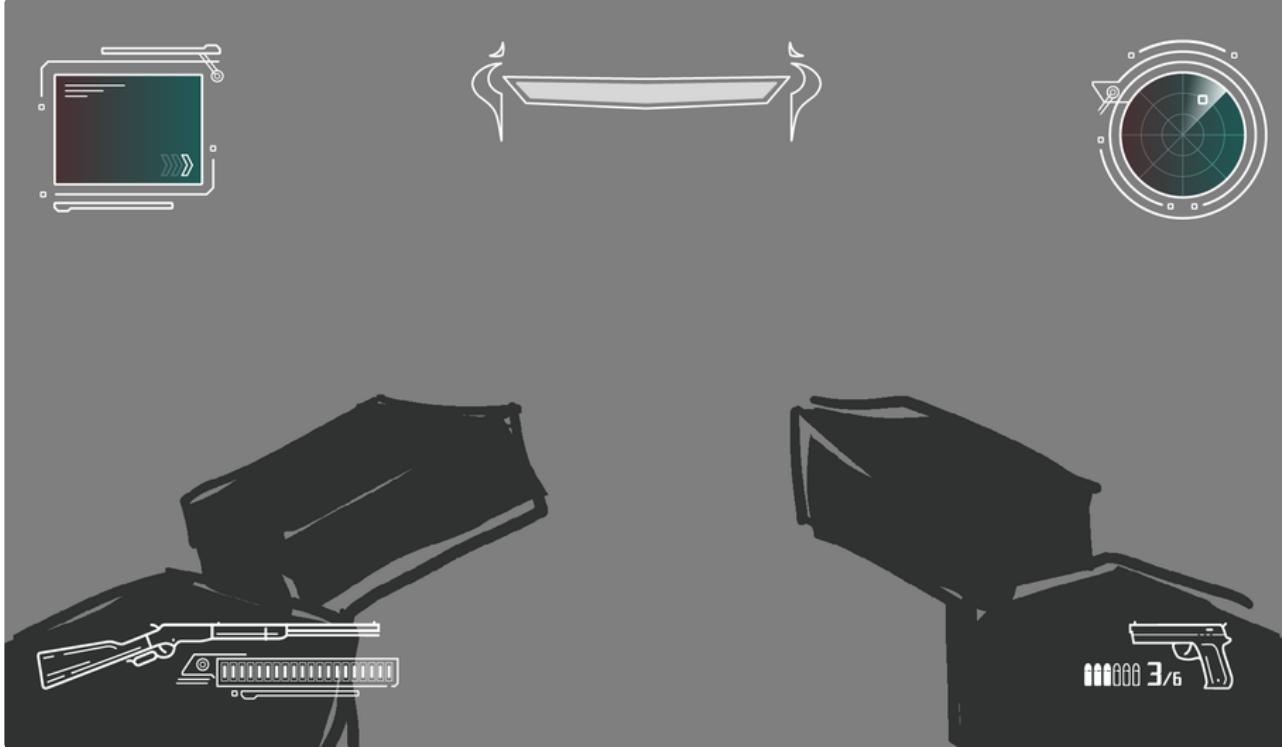


Human

Alien

HUD





Ammo



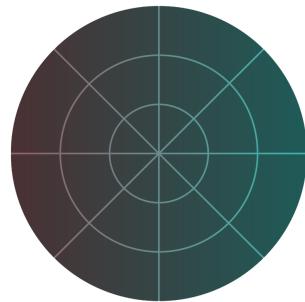
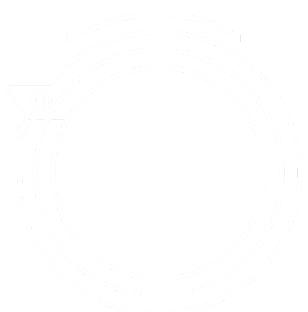
Weapons



Health Bar

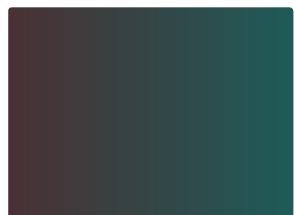
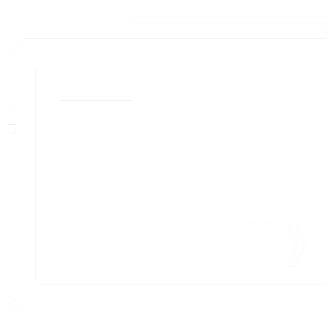


Radar



□

Portrait Frame



UI Concept Art

Faction Icons

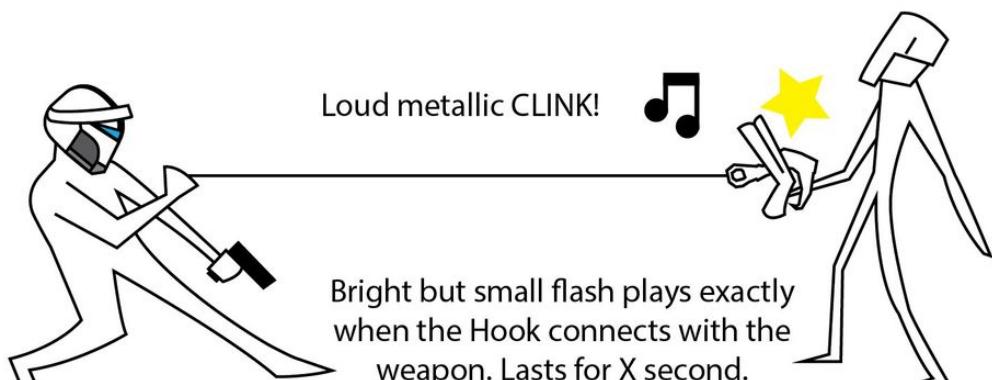


HP Bars (Empty)

HP Bars (Full)

Communication VFX Diagram

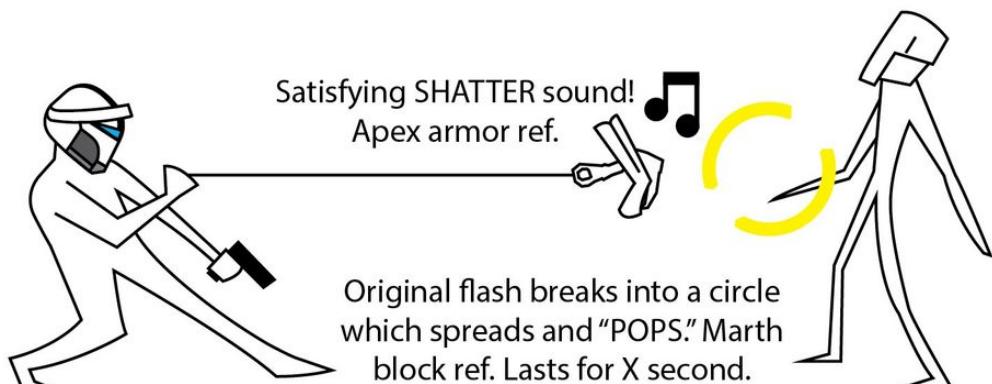
Initial Hook VFX



Plays at the exact moment when the Hookshot latches onto an enemy's weapon.

Reference: ULTRAKILL Parry Notification (Bosses) [YouTube: ULTRAKILL | Every Parryable Attack Prelude-Act 1](#)

Perfect Hook VFX

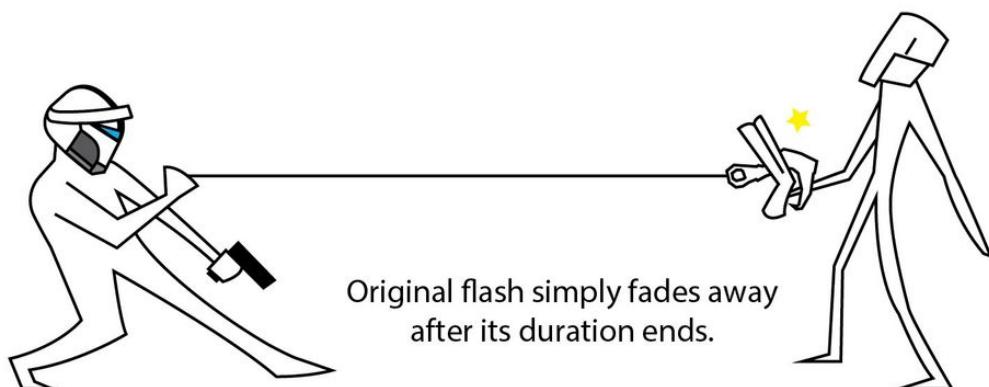


Plays when the player perfectly recalls their Hookshot while the Initial Hook VFX is still playing.

Reference: Apex Legends Shield Break [YouTube: Apex legends | Shield break sound slowed down](#)

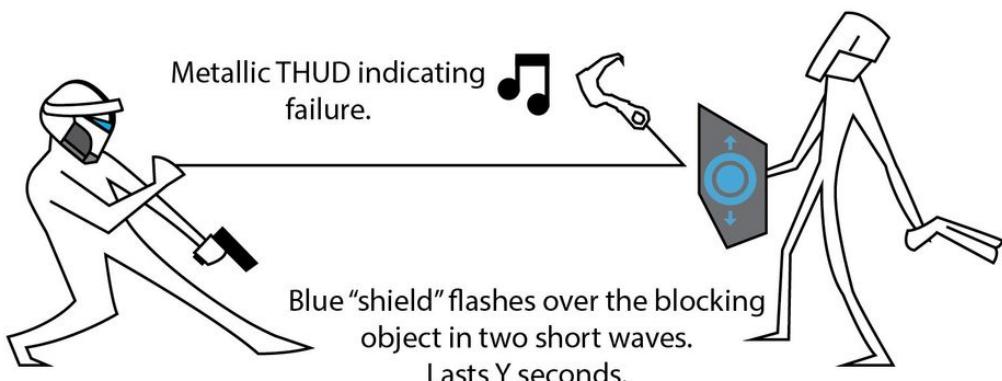
Reference: Marth Block VFX from SSB [YouTube: 21: Marth – Super Smash Bros. Ultimate](#) (At 0:08, go frame by frame)

Enter Struggle Phase VFX



Simply allows the Initial Hook VFX to run its course.

Blocked Hook VFX



Plays when an enemy successfully blocks the player's Hookshot.

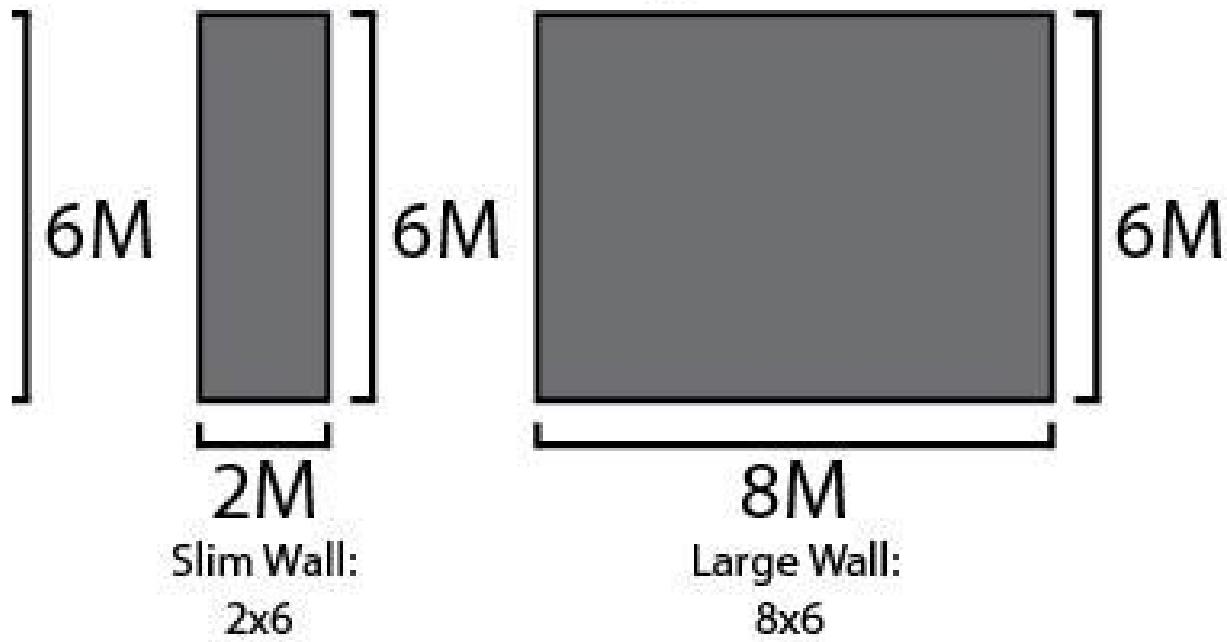
Reference: Fox Shield Super Smash Bros [YouTube video](#) (at 0:11, go frame by frame)

Level Design

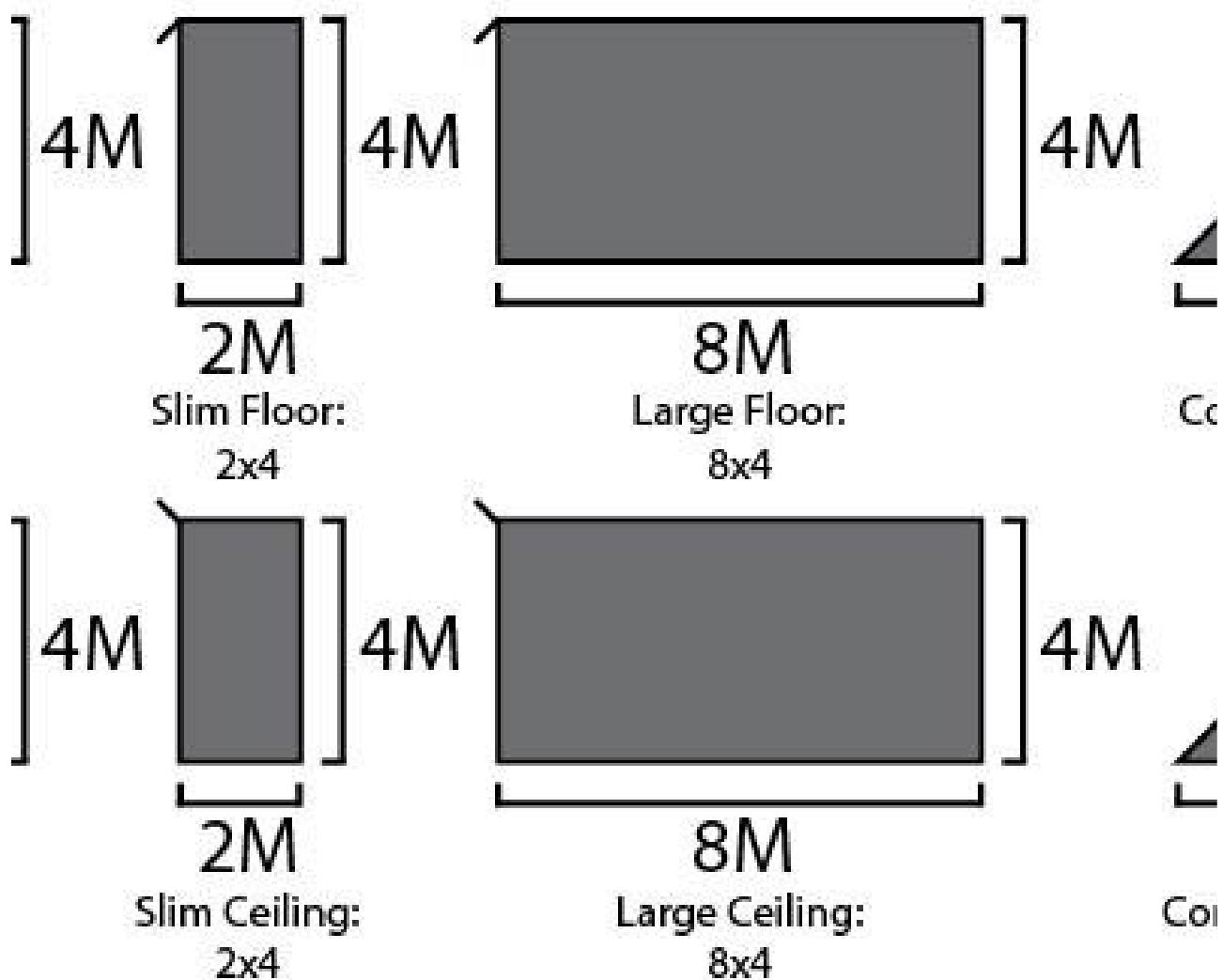
Modular Kit Metrics

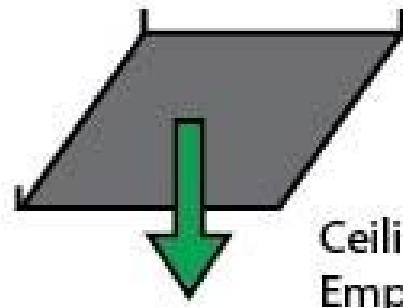
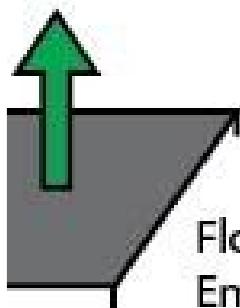
Modular Kit Metrics

Walls are 0.5M thick, and have no back

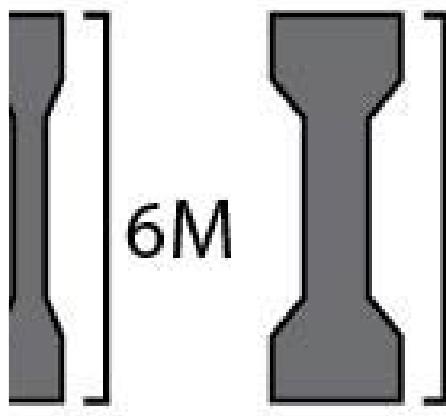


Floors/ceilings are 0.5M thick, and are open

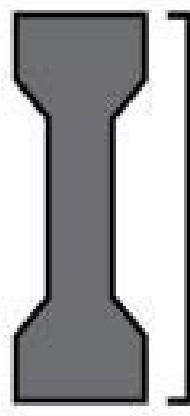




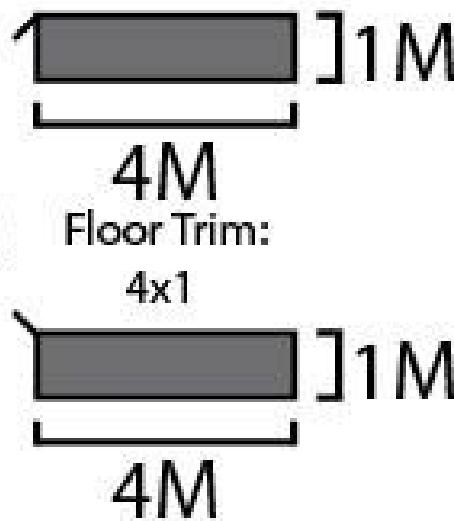
trim are 0.5M thick, and are one-sidedly used to hide gaps/seams, not



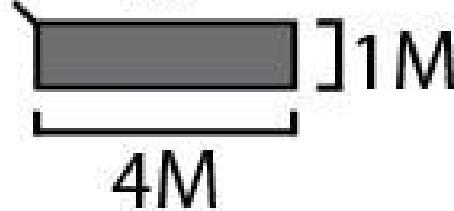
Pillar:
base
1.5 mid



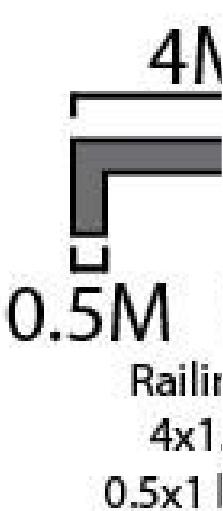
Thick Pillar:
2x2 base
1x1 mid



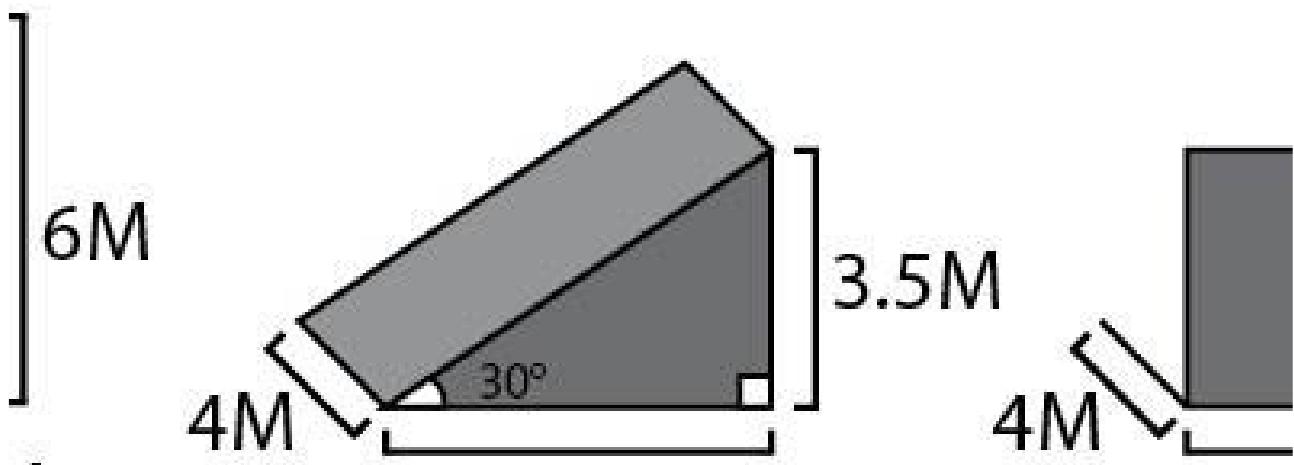
Floor Trim:
4x1



Ceiling Trim:
4x1



Railing
4x1
0.5x1



1

6M

4

Ramp:

Landi

6x3.5x4

4x

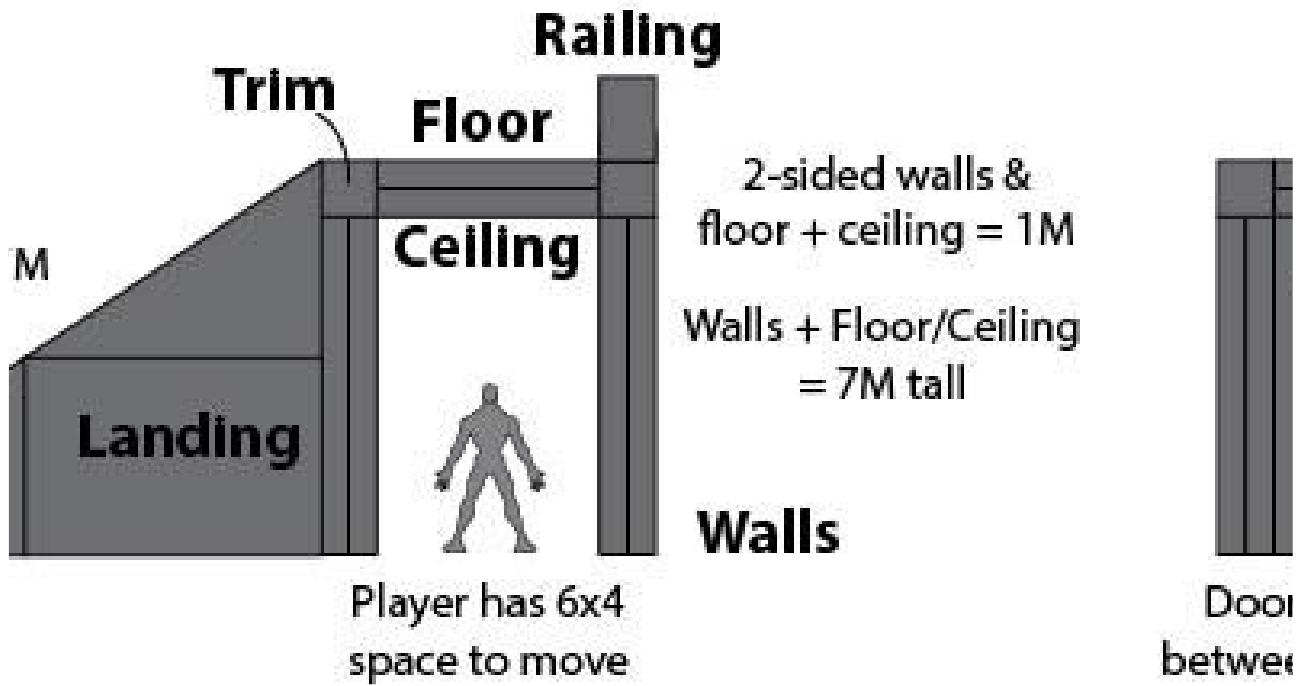
3.5 high (stacks to 7)

Pairs w

4 thick

30 deg slope

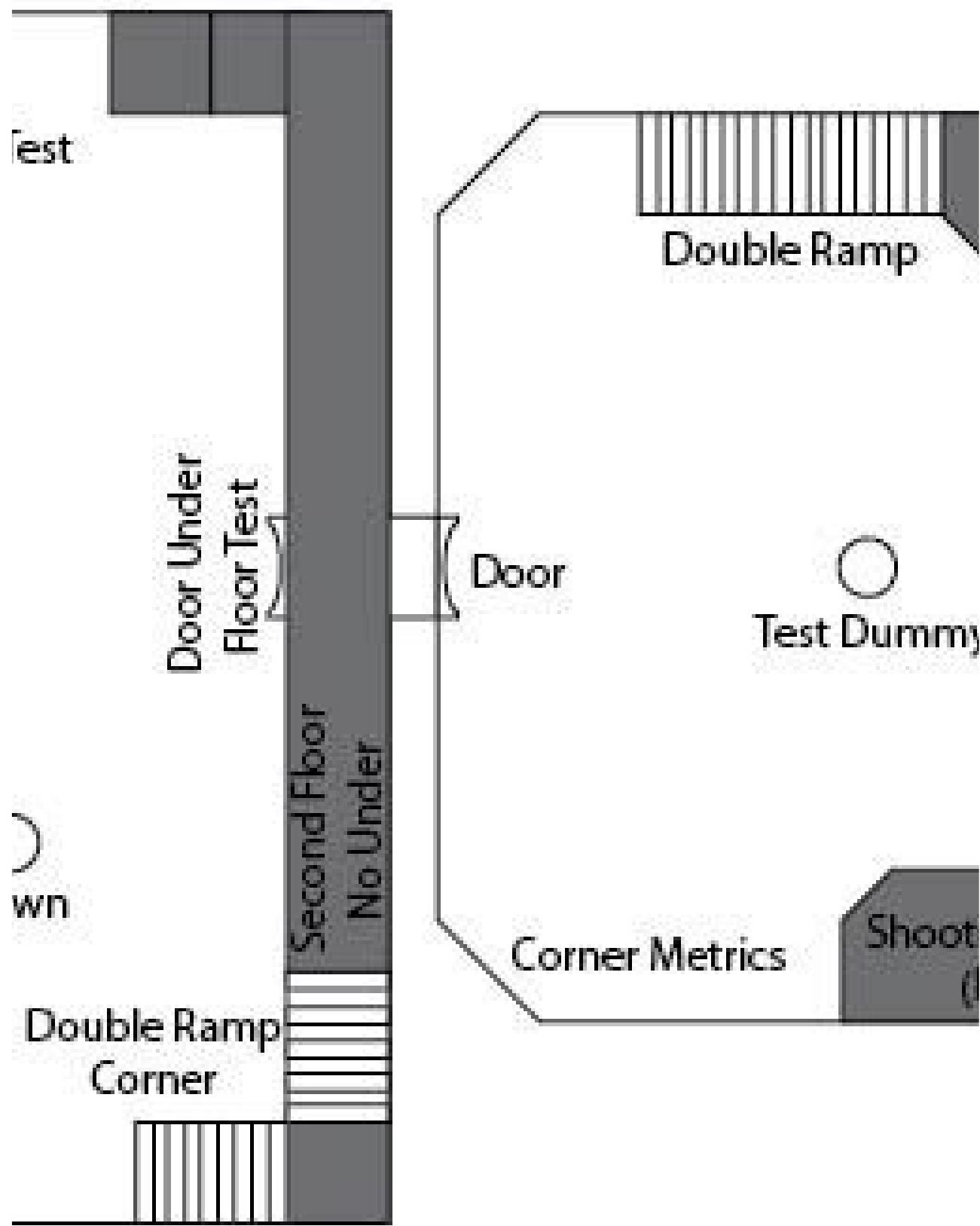
Placement Mockup



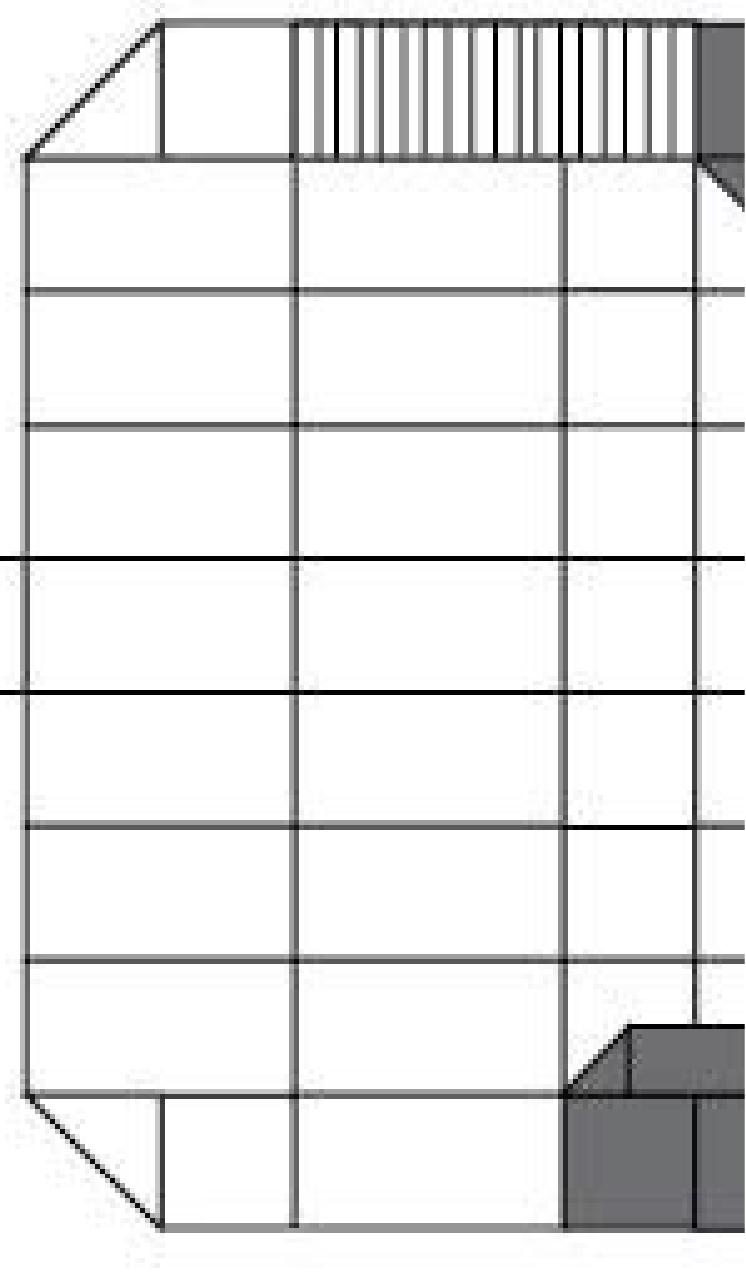
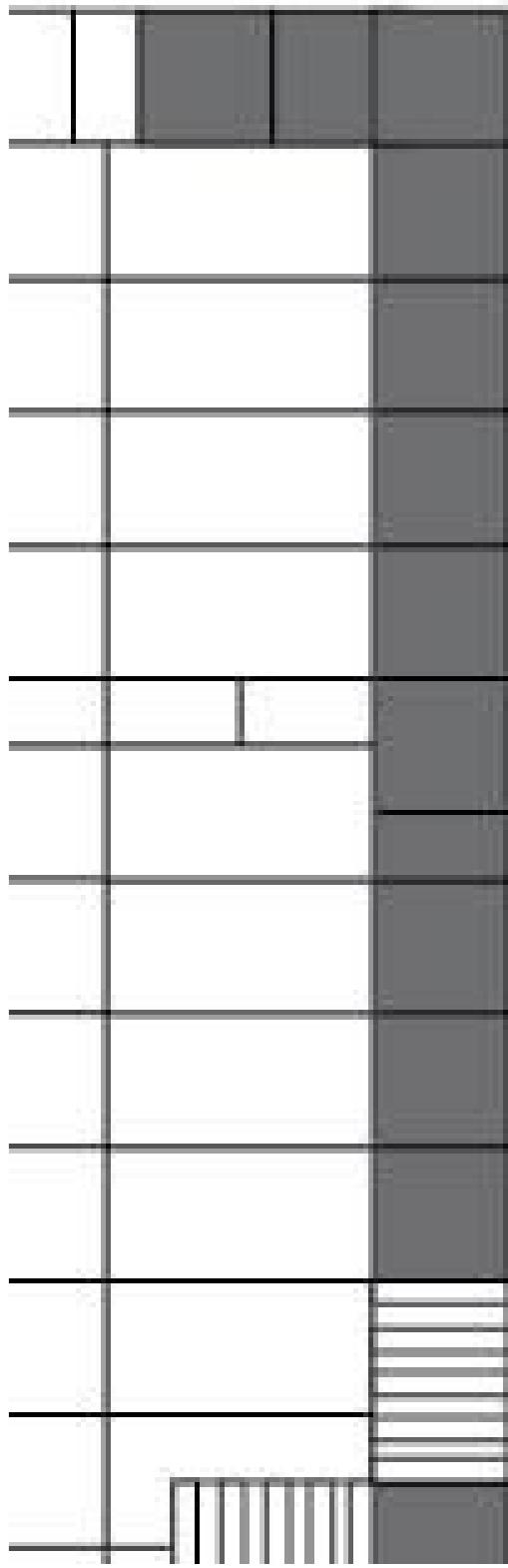
See Relevant: [Character Metrics](#)

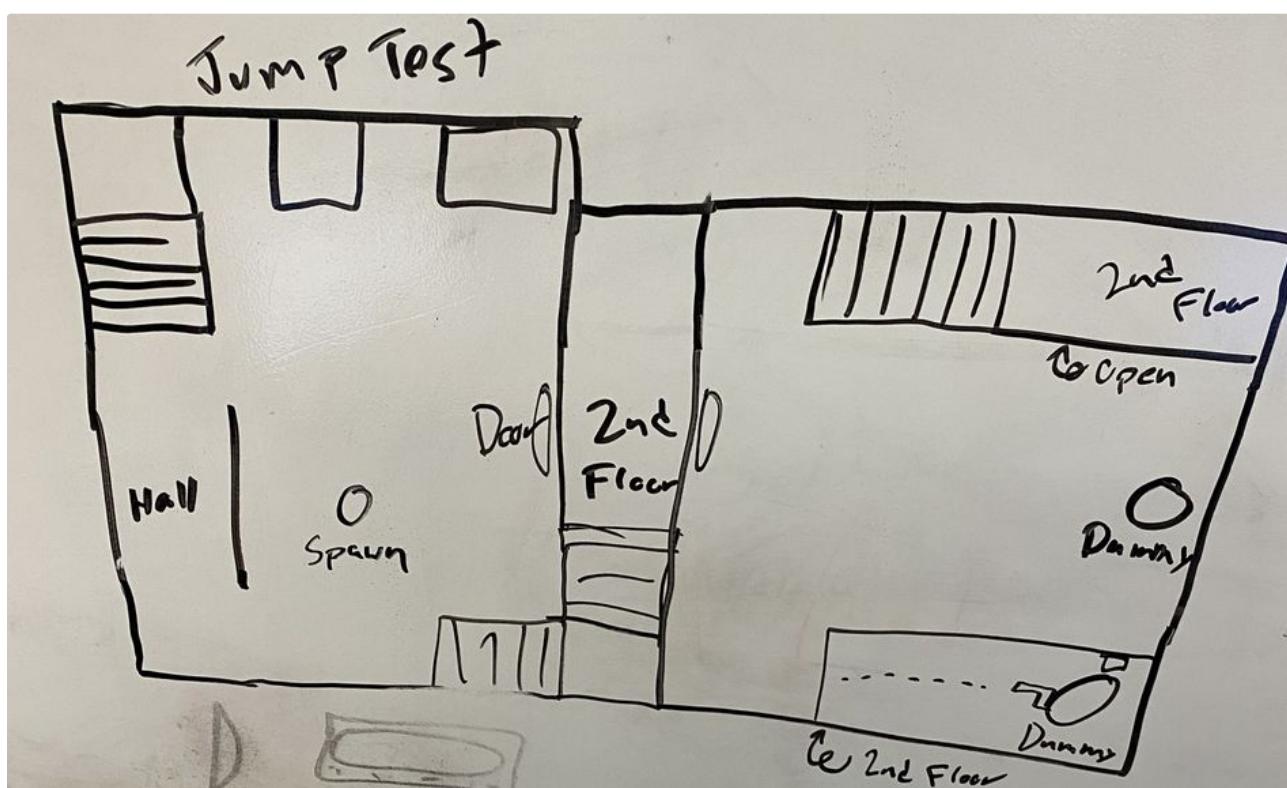
Metrics Playground Map

Map



Breakdown (Exact Measu





Original Whiteboard Sketch

The Metrics Playground is a map to test the usage of our Modular Kit to ensure the pieces align properly in every use-case, and to identify holes in the kit to be filled by the Art Team.

The Playground has a secondary use in the testing of player metrics and prototyped mechanics, with small locations scattered across the map for testing movement and weapons.

Programming

Enemy AI Behaviour Documentation

Slommy Studios – Written by Carlo Tejeda

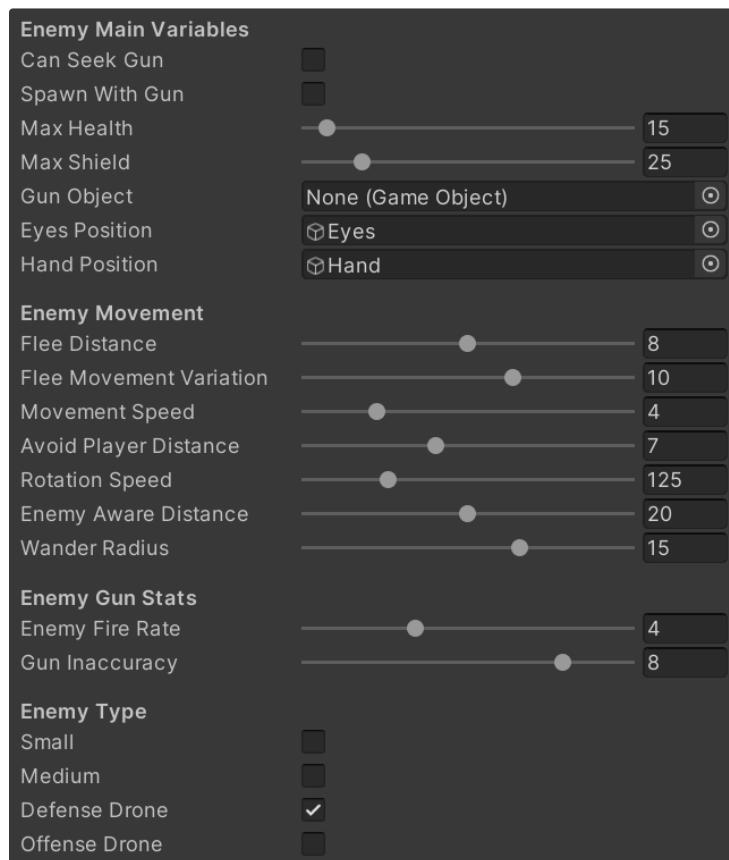
Last Revision: 10/04/2023

Overview

Enemy behavior is controlled by a base script, which allows for customization based on the enemy type (Small, Medium, Defense Drone, Offense Drone).

Any Game Object can be designated as an enemy, provided it includes a Gun Object, Eyes Position, and Hand Position.

Simply attach the "Enemy Behaviour" component to the object, and you can tailor the enemy's behavior to your specific requirements.



[View in Editor](#)

Can Seek Gun

Check this box if you want your enemy to be able to seek for guns in the environment or a weapon crate.

If disabled, the enemy will either Wander or Flee depending on the Enemy Type.

Spawn with Gun

Check this box to have your enemy spawn with a gun.

If unchecked, the enemy will either search for a gun on the ground upon spawning or seek out the nearest 'Enemy Restock Station' if a Gun Object has been assigned.

- If no Gun Object is assigned, the enemy will simply wander and flee from the player when in close proximity.

Health and Shield

Adjust the slider to determine the initial health and shield values for the enemy upon spawning.

When the enemy is hit by player bullets (note that enemy bullets won't cause any damage), their shield will begin to decrease.

After the shield is completely depleted, their health will start to diminish with subsequent hits.

Once the enemy is defeated and was armed with a gun, they will drop the gun object they were wielding and self-destruct after 60 seconds if left unclaimed on the ground.

Enemy Movement

Use the slider settings to customize the enemy's movement behavior:

Flee Distance

Determine how far the enemy will retreat from the player when they are nearby and conditions are met (applies when no Gun Object is assigned).

Flee Movement Variation

This quality-of-life variable introduces random movement patterns to the enemy while they are evading the player, preventing predictable behavior.

Movement Speed

Adjust the speed at which the enemy moves, whether they are wandering, fleeing, or chasing.

Avoid Player Distance

Specify the distance at which the enemy will maintain a safe distance from the player while chasing or firing.

Rotation Speed

Define how swiftly the enemy can rotate within a 360-degree range.

Enemy Aware Distance

Set the distance at which the enemy becomes alerted to the player's proximity and initiates chase or attack.

Wander Radius

Establish the maximum distance the enemy can roam from their initial position (the initial position is set when they are placed in the scene).

Enemy Gun Stats

Enemy Fire Rate

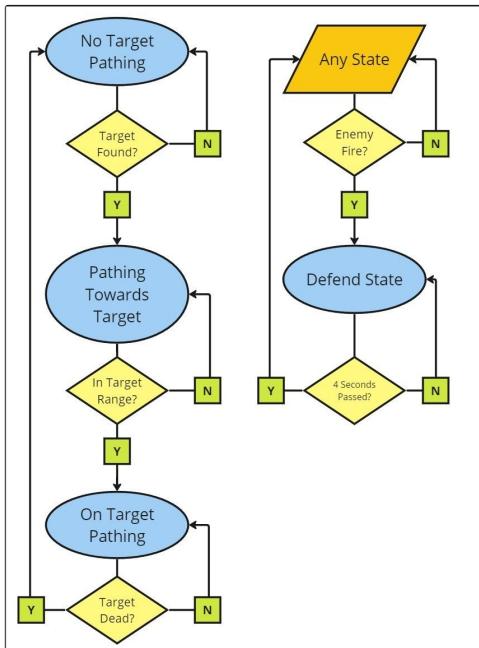
Use the slider settings to customize how fast the enemy can shoot the player. Low value will be slow and a higher value will be fast.

Gun Inaccuracy

Use the slider settings to customize how bad the enemy's aim is. For perfect accuracy, set value to 0.

AI Behaviour Trees

Blue Drone AI Behaviour

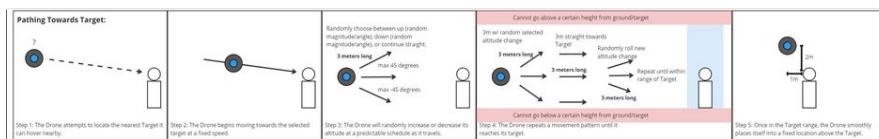


The Blue Drone is a defensive enemy that hovers nearby other enemies, using its defensive Blue Weapon to shoot player bullets and projectiles out of the sky and protect its nearby allies.

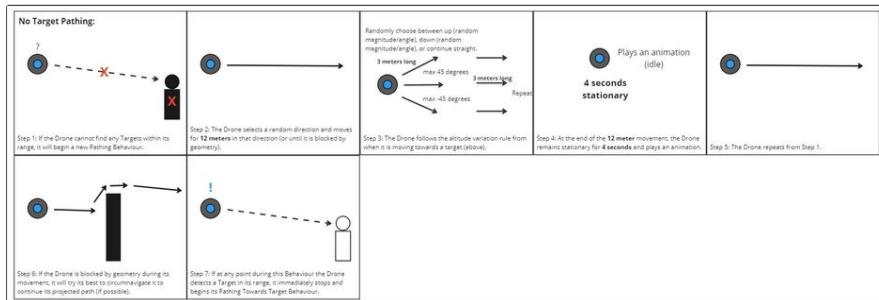
The Blue Drone moves slowly and methodically, flying in random but predictable directions at a constant speed, pausing after every movement for a set amount of time. Each movement is also the same distance every time, albeit in a random direction.

The Blue Drone selects an enemy to target and hovers in their near vicinity, never moving too far away. When it can see no nearby enemies to protect, it wanders somewhat aimlessly.

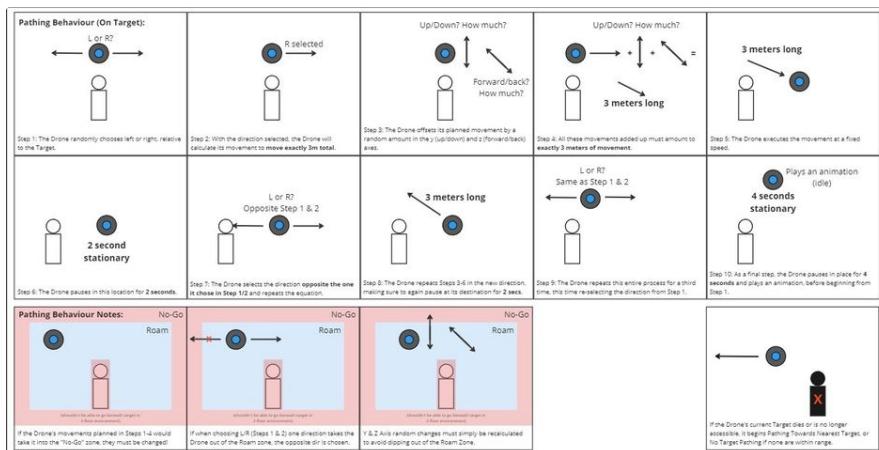
Summary of Blue Drone Behaviour States, expanded upon in detail below.



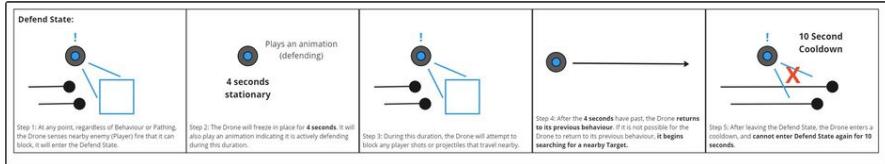
Pathing Towards Target: The Blue Drone selects a Target to defend, and then moves towards it with a consistent but somewhat-randomized movement pattern, settling in a pre-determined spot just above the Target.



No Target Pathing: The Blue Drone cannot find a Target to defend within its range, and so it wanders in random directions with a consistent but somewhat randomized movement pattern.

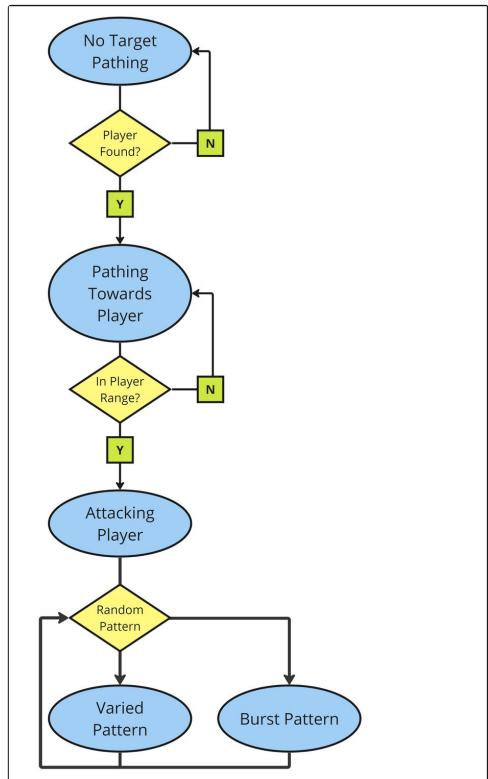


On Target Pathing: The Blue Drone has a Target to defend. It moves around the Target with a consistent but somewhat randomized movement pattern, never straying too far from its selected Target.



Defend State: The Blue Drone has detected harmful fire nearby. It ceases all other behaviours and freezes in place, attempting to block any and all hostile bullets or projectiles for 4 seconds. Afterwards, it cannot reenter Defend State for 10 seconds.

Red Drone AI Behaviour

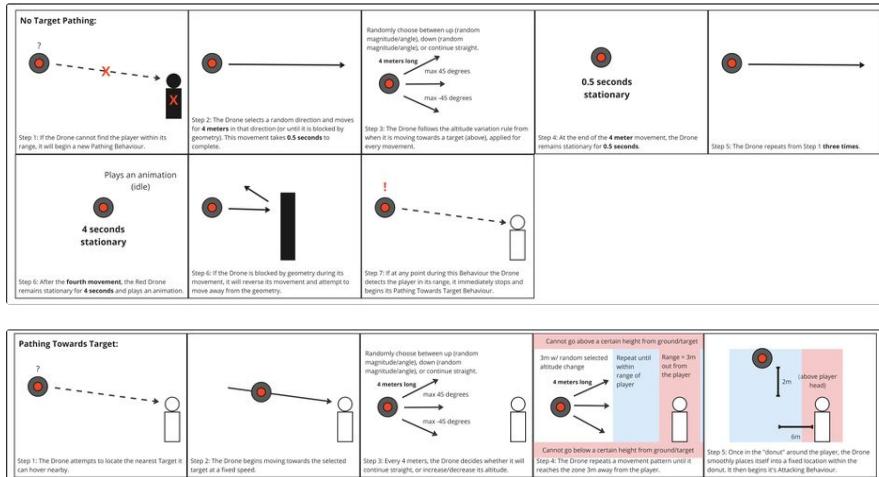


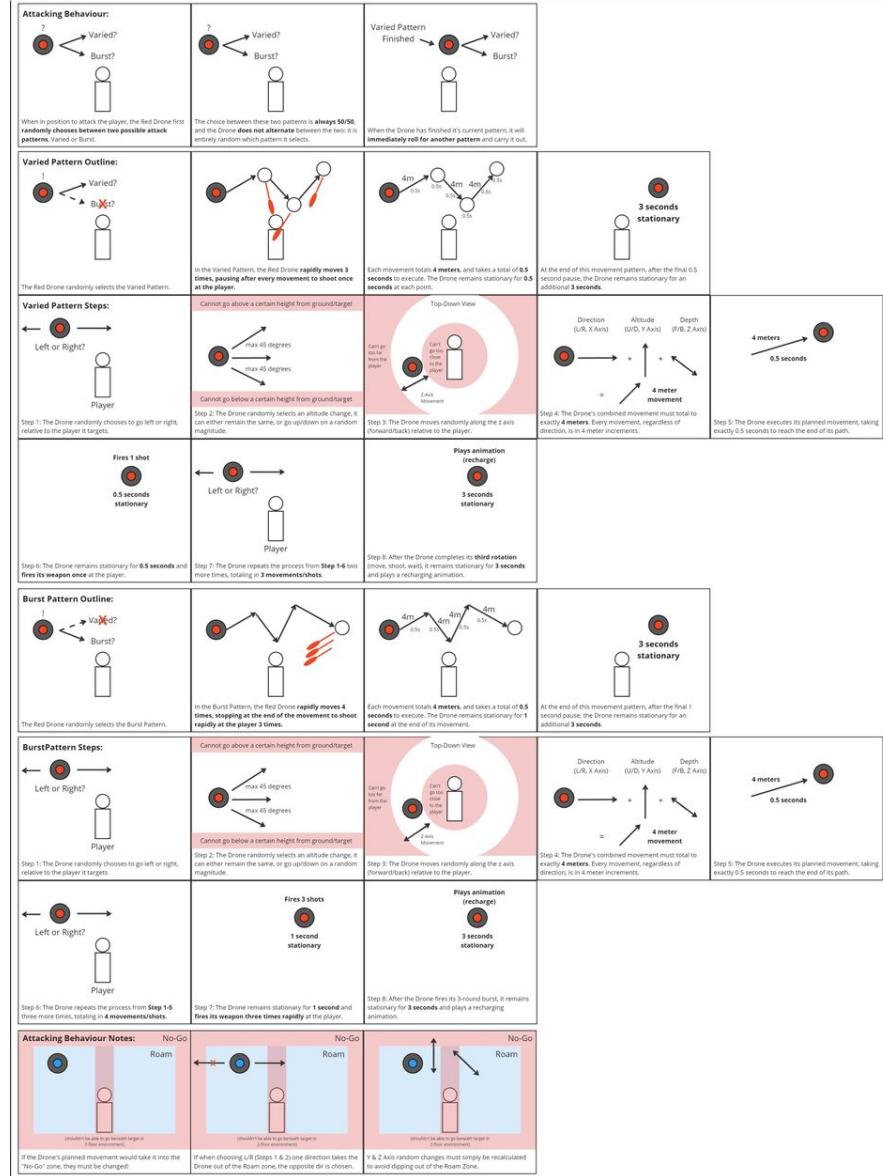
The Red Drone is an offensive enemy that locks on to and hovers nearby the player, using its offensive Red Weapon to shoot projectiles at the player in a predictable pattern.

The Red Drone moves quickly, flying in random directions at high speeds. It rapidly changes the direction of its flight to remain evasive. Every movement the Drone makes is the same distance of 4 meters.

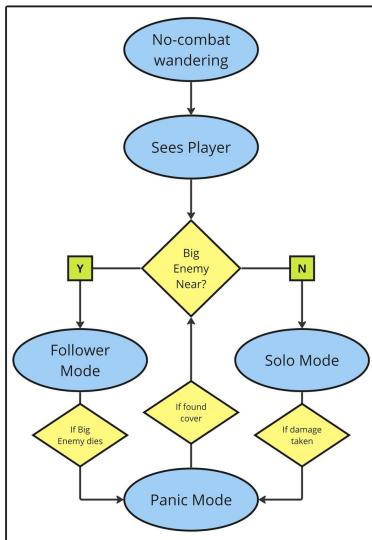
The Red Drone targets the player and hovers in a close radius nearby. It randomly attacks in one of two patterns: Varied and Burst. In its Varied attack pattern, the Drone makes a few rapid movements, shooting once after each move. In its Burst attack pattern, the Drone makes several rapid movements, before pausing and shooting a three-round burst at the player.

When the Drone cannot see the player, it darts around aimlessly.



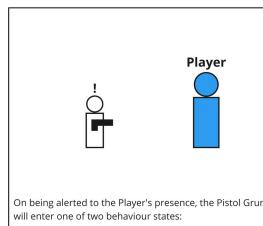


Pistol Grunt (Red)

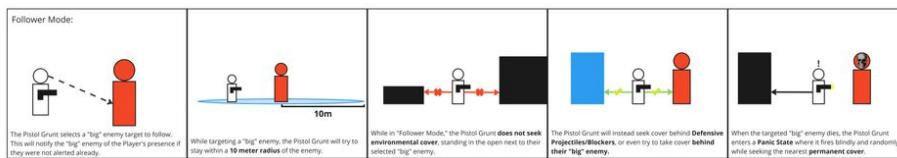


The Pistol Grunt is a low-threat offensive enemy that either sticks nearby a more powerful "big" enemy, or hides in cover. It uses its Red Pistol to fire low-power hitscan shots at the player at a slow rate.

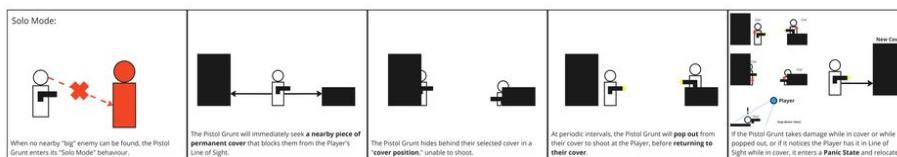
The Pistol Grunt alternates between three main states: Follower Mode, where it moves in the open near a target "big" enemy; a Solo Mode, where it takes cover and pops out to shoot at the Player; and a Panic State, where it runs wildly towards cover, taking inaccurate shots over its shoulder.



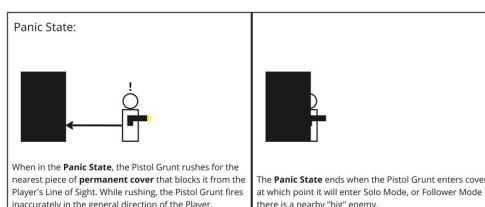
Like every enemy, the Pistol Grunt wanders until it is alerted by the player, at which point it chooses a state to enter based on the proximity of any "big" enemies nearby.



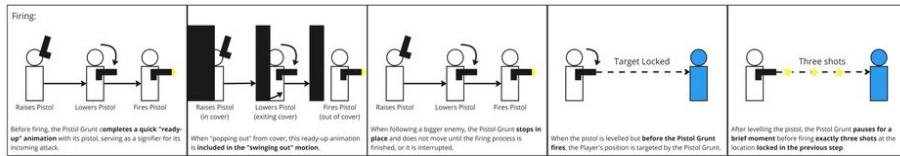
The Pistol Grunt will run and stay in proximity to a "big" enemy if there is one nearby. In this mode, the Pistol Grunt does not enter cover, unless it is created by a Blue weapon or it is cowering behind its targeted "big" enemy.



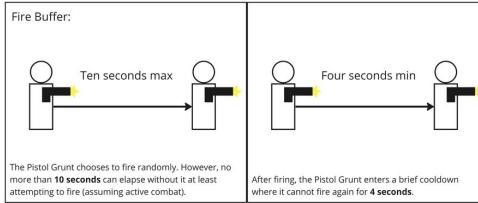
If there are no "big" enemies nearby, the Pistol Grunt will take cover in the environment. The Pistol Grunt remains entrenched in its chosen cover until it takes damage or is outmaneuvered by the player, at which point it relocates through the Panic State.



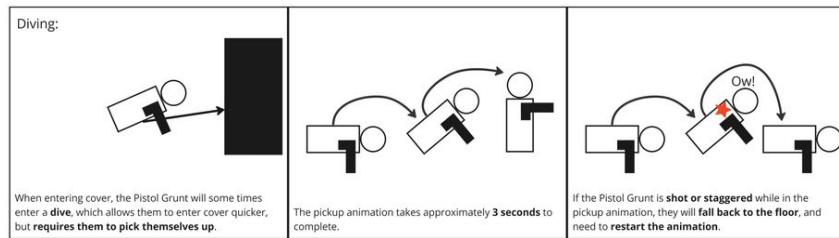
When the targeted "big" enemy dies, or the Pistol Grunt needs to acquire new cover, it enters the Panic State. It moves at a quicker than normal speed towards a selected piece of cover, firing inaccurately towards the player.



Any time the Pistol Grunt shoots, it must go through a ready-up animation that takes about a second to get through. While readying up, the Pistol Grunt logs the player's position, and then fires at that position. There is a gap between the position being logged and the Pistol Grunt firing, allowing the player to fairly easily dodge this hitscan attack.

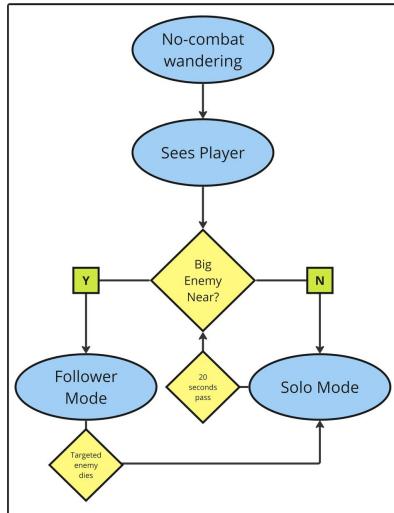


The Pistol Grunt should fire often, but not too often. There is a 4 second buffer after firing before it can fire again, but no more than 10 seconds can pass after firing before the Pistol Grunt must fire again. Basically, the Pistol Grunt fires every 4-10 seconds.



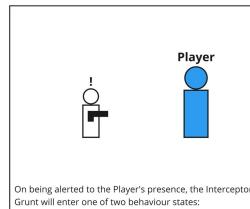
The Pistol Grunt can "dive" into cover, which is a very quick movement. However, it will need to perform a lengthy pickup animation.

Interceptor Grunt (Blue)



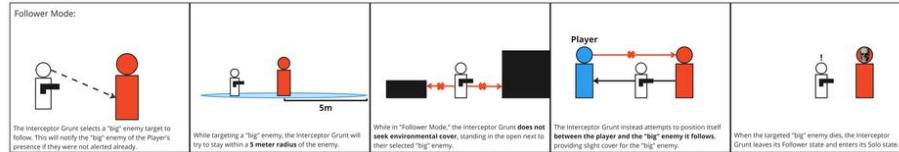
The Interceptor Grunt is a low-threat defensive enemy that either sticks by a nearby "big" enemy, or pesters the player by trying to spam-block their shots. It uses the Blue Interceptor to absorb player bullets.

The Interceptor Grunt alternates between Follower and Solo Mode. In Follower Mode, it targets a "big" enemy, sticking nearby and attempting to place itself between the big enemy and the player, blocking the player's shots. In Solo Mode, it sticks in a close range to the player, attempting to pester the player by rapid-firing interceptor shots in the hopes of blocking bullets.

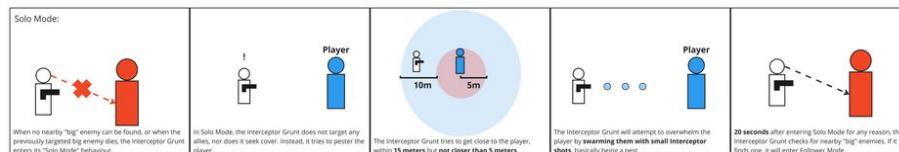


On being alerted to the Player's presence, the Interceptor Grunt will enter one of two behaviour states:

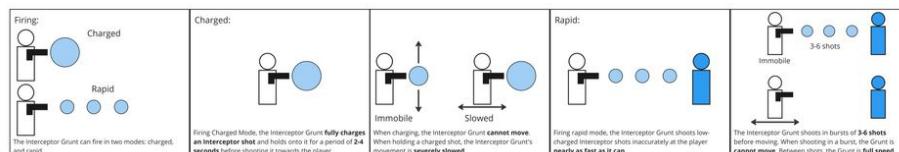
Like every enemy, the Interceptor Grunt wanders until it is alerted by the player, at which point it chooses a state to enter based on the proximity of any "big" enemies nearby,



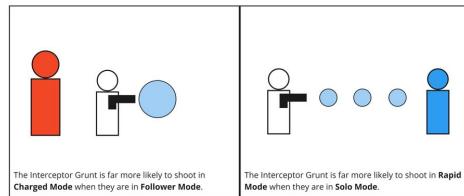
The Interceptor Grunt runs to and tries to stay within a close proximity to a selected "big" enemy, often placing itself between the "big" enemy and the player in order to shield its target with both its body and its Interceptor shots.



The Interceptor Grunt situates itself close to the player, but not too close, and attempts to pester the player by spamming small Interceptor shots near the player's position, blocking many of their shots.

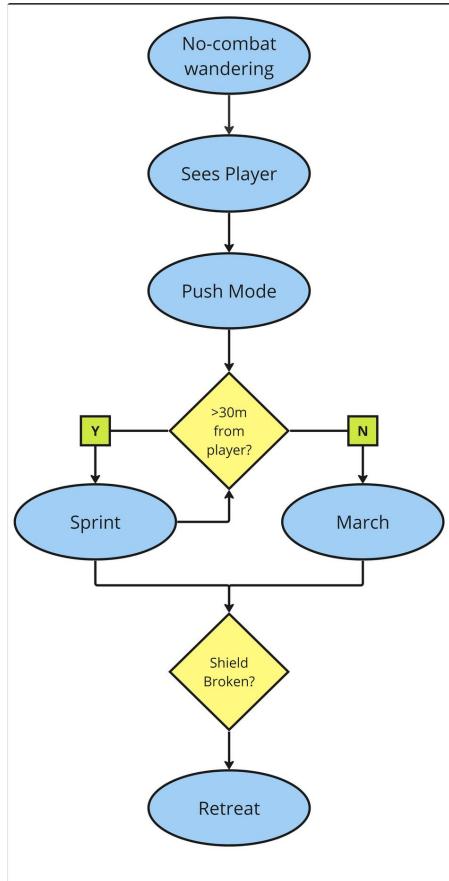


The Interceptor Grunt fires in one of two modes: Charged or Rapid. In Charged Mode, it charges the Interceptor up to full and holds the shot for a few seconds before firing towards the player. It cannot move while charging, and its movement is slowed while holding the charge. In Rapid Mode, it shoots the Interceptor nearly as fast as it can in short bursts at the player.



The Interceptor Grunt will usually use Charged Mode when in Follower Mode near a "big" enemy, and will usually use Rapid Mode when in Solo Mode pestering the player.

Hellfire Grunt (Red)

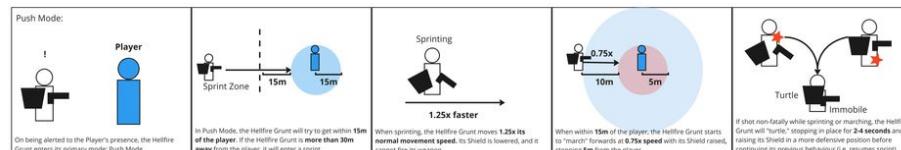


The Hellfire Grunt is a medium-threat offensive enemy that pushes the player with its powerful SMG and protective personal shield. It poses a real threat to players with its Hellfire SMG, which can deal significant damage at close range.

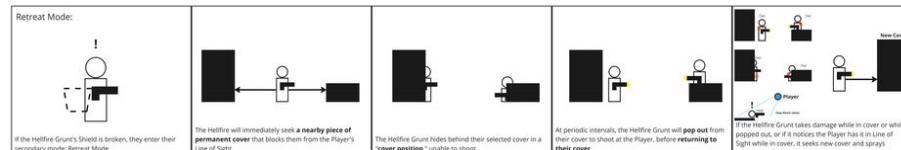
The Hellfire Grunt charges into close range of the player in a sprint, before taking slight cover behind its shield and marching towards the player. When in close range, it fires its Hellfire in bursts from the relative safety of its shield. Whenever the Hellfire Grunt is shot, it pauses and turtles behind its shield, minimizing vulnerable zones.

When the Hellfire Grunt's shield takes enough damage, it permanently breaks. This causes the Hellfire Grunt to retreat to cover, firing in shorter, more sustained bursts at the player from a greater distance.

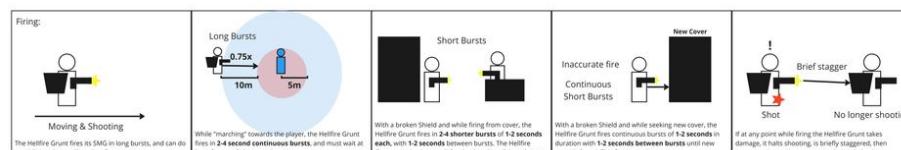
The Hellfire Grunt cannot be Hooked while its Shield is active.



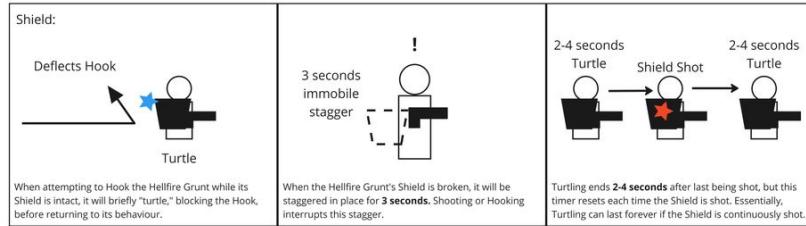
The second the Hellfire Grunt is aware of the player, it begins to push towards the player. If further than 30 meters away from the player, the Hellfire Grunt will sprint towards the player until it is within 15 meters. When within 15 meters of the player, the Hellfire Grunt will raise its shield and "march" slowly towards the player, firing periodically. If the Hellfire Grunt is shot, it will briefly turtle behind its shield to minimize damage.



If the Hellfire Grunt's shield is broken, it ceases pushing towards the player and seeks cover, performing normal "pop out" behaviour similar to the Pistol Grunt. Instead of panicking when shot, the Hellfire Grunt will simply relocate to new cover, firing consistently as it does so.



The Hellfire Grunt fires its SMG in two ways: long bursts, and short repeated bursts. When marching towards the player with its shield raised, the Hellfire Grunt fires in long 2-4 second continuous bursts, pausing for 2 seconds between bursts. This type of fire can be done while moving. With a broken shield and while in cover, the Hellfire Grunt fires 2-4 short bursts of 1-2 seconds with 1-2 seconds between each burst. While seeking cover, the Hellfire Grunt fires these short 1-2 second bursts with 1-2 second pauses until cover is found.



The Hellfire Grunt deflects the Hookshot if its shield has not been broken. When its shield breaks, it is staggered and immobile for 3 seconds. The timer for turtling resets whenever the Hellfire Grunt is shot again, even if mid-turtle.

Sound

Sound Asset List

 Chosen Sound AssetList

Chosen Sound AssetList					
	A	B	C	D	E
1	NAME	PLAY EVENT	STOP EVENT	IMPLEMENTATION STATUS	SOURCE
2	scoobi doo pap pap				
3	y la cosa suena raaaaah				
4	scoobi doo pap pap				
5	y el pum pum pum pum pum				
6	tripa de pollo				
7					
8					
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Loading issue

Troubleshoot this issue by clearing ap

Step 1

Create a new tab, and copy and paste
`chrome://settings/cookies/detail?site`

Click "Remove all" on the Settings pa

Step 2

Follow [these instructions](#) to clear you
Then, reload this page

Pandora SFX Links

Last updated: 10/18/2023

[x] stinger - offense drone - short handed pews - plasma bitch

[x] smg - uwu - mini bullets - ump'ish sfx - haloish 2

[] pistol - pews

[x] interceptor - defense - samus inspired

[x] shotgun - splat - animal royale shotgun sfx

do - pews and empty magazine sfx

Sounds:

Interceptor Charge:



Interceptor Small Shot:



Interceptor Charged Up Shot:



Stinger Shot:

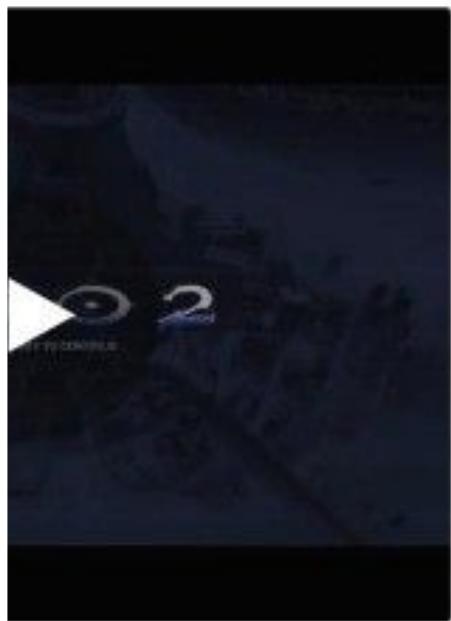


Shotgun:

uwu

Music References

Link to Team Miro Board for ease of access: [!\[\]\(7467cfc9194da23234a81e850b403b39_img.jpg\) Slommy Studios Workspace](#)



(Full) (1080@60p)
ago



YouTube Updated an hour ago

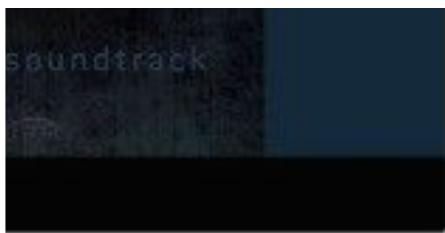


Halo Reach ost Overture (Ma
YouTube Updated an hour ago

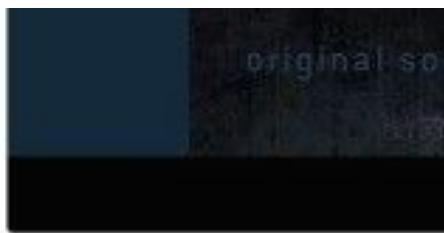
score but underscored presentation (e.g. ground music)
as a separate song entirely (attention-grabbing)

the abridged "theme" of the entire game





ego



Behold a Pale Horse
YouTube Updated an hour ago

- of strings instruments (became deeply ingrained in the psyche of Halo)
- weighty background instrument providing weight (e.g. bassoon or cello)
- different parts/"feels" that can be chopped up for different gameplay scenarios



Contingency
ego



Halo Reach OST - ONI Sword
YouTube Updated 43 minutes ago

acks:

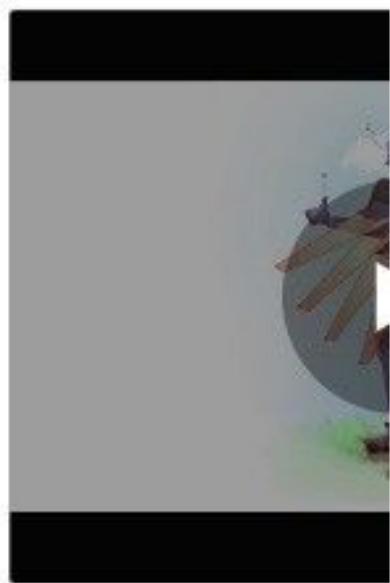
tracks that cover the music use of an era's beats, moods, and themes essentially focus of the level's gameplay

verse individual song that can be broken down for game use

Links from Top to Bottom, Left to Right: [Halo 2 Menu Music](#), [Halo Reach Menu Music](#), [Halo 3: One Final Effort](#), [Halo 3: Behold a Pale Horse](#), [Halo Reach: Winter Contingency](#), [Halo Reach: ONI Sword Base](#)

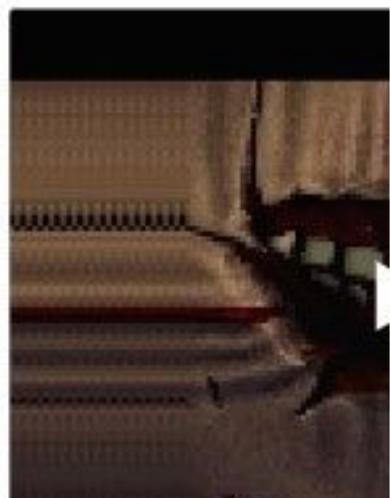


ie"
ago



Ultrakill OST - Take Care [1
YouTube | Updated 38 minute

arate from the rest of the game
d thematic hook (old timey radio mus
ath)
er catchy & memorable
unction (machines like old music in-u





Of God's Will
ago

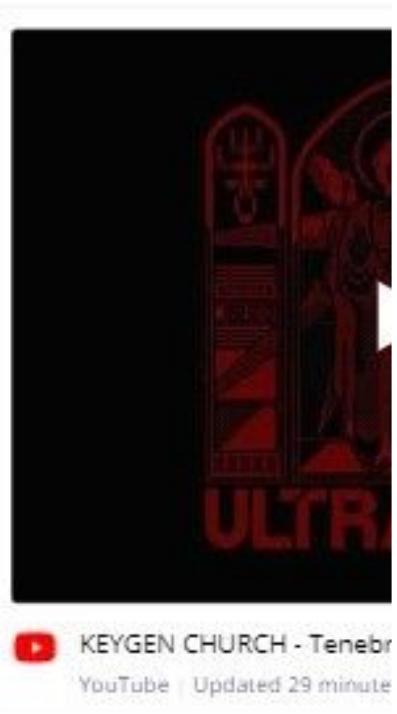


Heaven Pierce Her - ORDE
YouTube Updated 34 minute

loud - as close to "breakcore" as one
ociated with a specific enemy or ther
"chorus" or reprised in some way
instruments create a rapid baseline |



Sangue (CERBS' MIX, PE...
ago



KEYGEN CHURCH - Tenebr...
YouTube Updated 29 minute

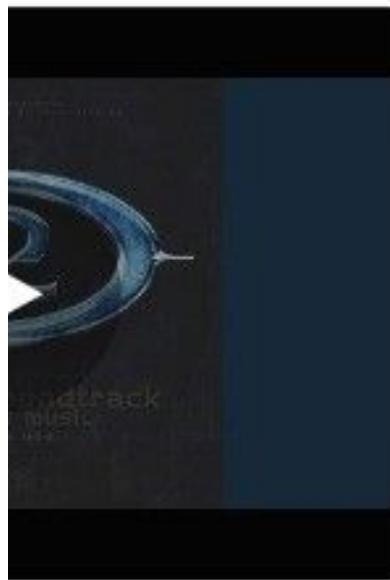
Sangue:

MIDI-based piano track with explosiv
d added
hows adaptive track: light piano in an
icks in during combat

[TOPS IN GUITAR COMPILATION](#)

En Church's work is a good reference

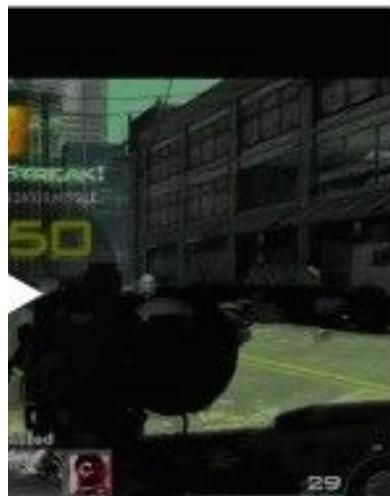
Links from Top to Bottom, Left to Right: [The Fire is Gone](#), [Take Care](#), [The Death of God's Will](#), [ORDER](#), [Tenebre Rosso Sangue \(CERBS' MIX\)](#), [Tenebre Rosso Sangue](#)



Medal of Honor / Linkin Pa
YouTube Updated 9 minutes

: in Video Games (2000s):

- tie-ins with video games was hot shit
- lot, but more with hard-rock/metal
- interested in
- game trailers really good references
- the better





ago



IReapZz - MW2 Montage 4

YouTube Updated 11 minute

opic momentz" set to some 14-year-old
opic

tly what we want with this "post-grur
like something a child would put ove
collateral snipe, it's golden



How You Remind Me

ago



just so funny

ce Nickelback

Links from Top to Bottom, Left to Right: [Breaking Benjamin \(Halo\)](#), [Linkin Park \(Medal of Honor\)](#), [IReapZz Montage 5](#), [IReapZz Montage 4](#), [Nickelback Montage](#)

Narrative Design

Synopsis

Characters

Setting

Timeline

Levels

Synopsis

Overview:

Chosen is the story of a small group of alien wayfarers returning home from a long journey, only to find their planet irreversibly changed. Shot down by an occupying force and crashing behind enemy lines, the group must search for any hint as to what happened to their planet and their people - all while fighting for their life. A journey through abandoned cities, enemy encampments, mysterious structures, and impossible alien terrain culminates in a horrific reveal: that perhaps all the group has ever known has been a lie.

Chosen follows the perspective of [a yet nameless silent protagonist], who after years of faithfully service to his peoples' religious cause has grown disillusioned with his purpose and actions. Returning home from what amounts to a proselytizing mission out in the cosmos, the protagonist continues his crisis of faith throughout the narrative of *Chosen*. Slowly, the true motives behind the religion he served for many years are revealed.

Tone:

The overall narrative of *Chosen* is serious: it treats its fictional and sci-fi elements as though they are serious, impactful elements of the universe.

Meta-narratively, the tone is a little more unserious. Core elements of the game's style such as the art, the music, and the combat are meant to be deeply nostalgic for the early-2000s era of gaming. As such, there is an element of "campiness" inherent in the game that must be leaned into. While the narrative of the game must take itself seriously, the game should emphasize fun, nostalgia, and a little bit of grunge.

References:



Halo 2



Half-Life 2

Characters:

- **Protagonist:** A member of the alien's "Warrior Caste," sent out into the universe to spread his faith of his species - and cut down those that would not convert. Completely silent, having taken some sort of vow of silence early into his training. Undergoing a deep crisis of faith, due to his brutality over the course of his proselytization. The protagonist also happens to be one of the youngest of his species, which puts extra pressure on him to "find the path" for his people.
- **Old Advisor:** Another member of the "Warrior Caste," though much older than the protagonist. He is not disillusioned in the faith so much as ambivalent to it: he served out of a sense of duty rather than religious belief, and is skeptical of overzealousness, valuing practicality and rationality. He serves as a sort of mentor and relatable figure for the protagonist, having a far less strict view than the religious zealotry he is used to.
- **Pilot:** A young and skillful pilot. She is a believer in the alien religion, but not incredibly zealous or devoted to the cause. A breath of levity in the group, she cracks jokes and is generally unserious. However, she has strong ties back to her family back on her home planet, and her desire to reunite with them is a driving force in the narrative.
- **Priest:** A devout believer in the religion. He has no combat training, and generally serves to reprimand the rest of the group when they behave unfaithfully or "unbecoming." While at times he appears sympathetic, ultimately religious dogma drives him, and instruction from religious leaders and scripture serve as his immovable moral compass.

- **Human:** A prisoner, captured by the group. A conscientious objector to the military action of his people, he was imprisoned and awaiting execution before being abducted by the alien group. After translating his language, the human slowly becomes a part of this odd found family, growing closer with his captors as they come to realize their similarities outweigh their differences.
- **The Super Priest:** A member of the Warrior Caste, equal in skill to the protagonist, this dogmatic member of the alien clergy is hell bent on protecting the secret underside of their religion, and will spill the blood of any who pose a threat - even members of his own species.

Plot Overview:

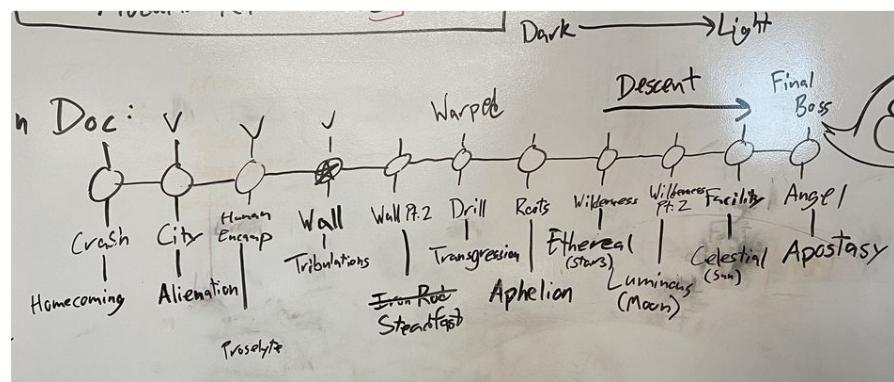
- Mission 1: Homecoming - After a long journey through space, the group arrives at their home planet, only to find it warped beyond recognition and occupied by a hostile alien force. Shot down by enemy artillery, they crash into a lush natural environment, where they must fight off the nearby invaders and scout for intel.
- Mission 2: Alienation - Discovering their position, the group treks to a nearby city, familiar to the Priest character. However, the city is desolate, completely devoid of their people, and under occupation from the invading enemies. The group must fight through once-familiar territory to a vantage point, where they can radio for help.
- Mission 3: Proselyte - Receiving a faint distress signal from the Pilot's home city far on the other side of the planet, the group scouts an enemy base, which they infiltrate in order to steal a vehicle from the invaders. Along the way, they abduct one of their enemy's prisoners to extract information from.
- Mission 4: Tribulations - The group hits a wall in their journey to the Pilot's home city - literally. A giant wall of unfamiliar architecture stretches as far as the eye can see. The group sends the protagonist to climb it. Along the way up, the protagonist fights entrenched enemy forces. Just before arriving at the top of the wall, a member of the protagonist's own race attacks him. Upon cresting the wall, the other side of the planet can be seen to be incredibly strange, warped and desolate. A giant fissure splits the planet in two.
- Mission 5: Steadfast - The invaders ram a giant ship into the wall, briefly bridging the gap. Strange robotic mites emerge from the architecture and begin to repair the hole. Quickly, the protagonist attempts to cross the gap through the decimated ship, but the hole is closed before they make it, resulting in a mad dash back to safety.
- Mission 6: Transgression - The invaders, now revealed to be humans, have set up a massive drill, attempting to drill into an enormous but strange root. The drill is mysteriously abandoned when the group arrive, and they set about powering the drill back on. When the root is broken, a hoard of warped enemies spill out, seemingly twisted by the same force that altered the other half of the planet.
- Mission 7: Aphelion - Navigating through a dark and twisting system of underground roots, the protagonist pushes through hoards of warped enemies in an attempt to make it to the other side of the planet.
- Mission 8: Ethereal - Emerging on the planet's other side, the protagonist navigates through a twisted world, with nature turned on itself. The sky is alight with the twinkling of stars. Slowly, the protagonist fights their way through scenes of twisted nature until they arrive at the Pilot's home city.
- Mission 9: Luminous - The protagonist arrives at the Pilot's home city to find it decimated by the strange forces that have warped the world, buildings twisted into unrecognizable shapes and streets empty of all life save for the warped horrors that they have been fighting. In the distance, a light emanates from the earth itself, and the protagonist finds themselves travelling downwards.
- Mission 10: Celestial - An inscrutable underground fortress has revealed itself. Traveling deeper and deeper, fighting off humans, the warped, and their own species alike, the protagonist eventually finds a horror beyond their comprehension chained at the heart of their world's corruption.
- Mission 11: Apostasy - Abandoning his faith, the protagonist fights for the lives of his friends against an unspeakable abomination.

Characters

Setting

Timeline

Levels



Homecoming

Code Name: Crash

Alienation

Code Name: City

Proselyte

Code Name: Human Encampment

Tribulations

Code Name: Wall

Steadfast

Code Name: Iron Rod

Transgression

Code Name: Drill

Aphelion

Code Name: Roots

Ethereal

Code Name: Wilderness Part 1 (Stars)

Luminous

Code Name: Wilderness Part 2 (Moon)

Celestial

Code Name: Facility

Apostasy

Code Name: Angel

Scheduling

 Slommy Studios Schedule

Slommy Studios Schedule										
	A	B	C	D	E	F	G	H	I	J
1		Monday	Tuesday	Wednesday	Thursday	Friday				
2	Week 2									
3	Dates	September 11	September 12	September 13	September 14	September 15		Course Meeting		We
4		Environment Art Presentation								
5	Abby	Audio Research	URP Upgrade	->	Cinematic Manager	->				
6	Carlo	Schedule	->	->	Character Metrics	Modular Kit Metrics				
7	Chris	Shooter Prototype								
8	Sam	Music Prototype		Moodboard & Concept Brainstorming		Color Palette, HUD				
9	Sarita	Alien Concept Art	->	->	->	->				
10	Tiggi		Profiles Discussion Post	Letter of Introduction						
11	Team									
12	Week 3									
13	Dates	September 18	September 19	September 20	September 21	September 22				
14	Abby	Modular Kit Concept Art	->	->	Modular Kit Modelling	->				
15	Carlo	Enemy AI Behaviour	->							
16	Chris	Narrative Design Document		Team Charter						
17	Sam	Adjustable Character Controller		Hookshot prototype						
18	Sarita	HUD	Faction Icons	HUD	HUD	HUD				
19	Tiggi	Protagonist Concept art	->	Enemy Concept Art	->	->				
20	Team	Week 3 Discussion Post		-Team Charter - Zain Deliverables	-Pre-Work					
21										
22	Week 4									
23	Dates	September 25	September 26	September 27	September 28	September 29				

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Milestone 1

Milestone I Task List

Slommy Studios Milestone I Task List				
	A	B	C	
1	GAME49333/40149 - Team Milestone Task List			
2				
3	Milestone #	Team #	Due Date:	
4	Team Member	Department	Task (One task per line, be descriptive)	
5	Abigail Norris	Art	Create environment art reference sheet	
6	Abigail Norris	Art	Assemble rough modular kit pieces fitting to established metrics	
7	Abigail Norris	Art	Create project Asset Lists	
8	Abigail Norris	Art	Create concept art for indoor modular kit	
9	Abigail Norris	Art	Create untextured test versions of indoor modular kit	
10	Carlo Tejeda	Code	Update project settings to URP	
11	Carlo Tejeda	Code	Create prototype system for enemy health	
12	Carlo Tejeda	Code	Prototype enemy AI behavior trees	
13	Carlo Tejeda	Code	Create prototype UI HUD based on established design	
14	Chris Dichmann	Production	Set up team workspace & schedule (Trello, Confluence, Google Sheets)	
15	Chris Dichmann	Production	Document established character movement metrics	
16	Chris Dichmann	Production	Document metrics & piececount of indoor modular kit	
17	Chris Dichmann	Production	Establish a Narrative Design Document to track & organize storylines	
18	Chris Dichmann	Production	Finalize Team Charter	
19	Chris Dichmann	Level Design	Test rough modular kit in-engine	
20	Chris Dichmann	Level Design	Construct small metrics playground in-engine	
21	Sam Cameron	Code	Create metrics-compliant version of character controller	
22	Sam Cameron	Code	Create functional pause menu	
23	Sam Cameron	Code	Create an adjustable bullet & weapon system	
24	Sam Cameron	Code	Create prototype hookshot & weapon grab system	
25	Sarita Sou	Art	Assist in concept moodboard and protagonist helmet design	
26	Sarita Sou	Audio	Create prototype music tracklist	
27	Sarita Sou	Art	Design faction badge icons	
28	Sarita Sou	Art	Design prototype HUD UI	
29	Tiggi Pengelly	Art	Create character art reference sheet	
30	Tiggi Pengelly	Art	Create concept art for protagonist character	
31	Tiggi Pengelly	Art	Create concept art for protagonist armor set & appearance	
32	Tiggi Pengelly	Art	Finalize armor design based on team feedback	
33	Tiggi Pengelly	Art	Create concept art for a small variety of game enemies	
34	Tiggi Pengelly	Art	Create a metrics-accurate rough model for the player character	
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Milestone 1 Deliverables

[Milestone 1 Deliverables](#)

Milestone 1 Deliverables					
	File	Edit	View	Insert	Format
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1	SHERIDAN COLLEGE Honours Bachelor of Game Design GAME49333 Capstone 2023-2024: Milestone 1 <i>September 28, 2023</i> CHOSEN	A	B	C	D
2					
3	DESCRIPTION		Resource Name	Priority	
4					
5	Design Department				
6	Gameplay Pillar Document	Chris Dichmann	High		
7	Metrics Breakdown First Pass	Chris Dichmann	High		
8	Utilize Modular Kit pieces to create an in-game environment for movement & mechanics testing	Metrics Playground (LD)	Medium		
9	First Pass Game Design Document	Chris Dichmann	Low		
10					
11					
12	Art Department				
13	Establish guidelines & rules for artistic appearance of project	Art Pillars	High		
14	Develop concrete concept visuals for the art style of indoor tileset	Indoor Environment Concept Art	Medium		
15	Model assets for indoor tileset modular kit	Indoor Modular Kit Proof of Concept	High	9/18/2023	9/27/2023
16	Develop concrete concept visuals for relevant character designs within the project	Character Concept Art First Pass	Medium	9/5/2023	9/25/2023
17	Design concepts for the iconography of different in-game factions & UI elements	Faction Icon Concepts	Medium	9/15/2023	9/20/2023
18	Complete faction icons	Faction Icons	Medium	9/19/2023	9/20/2023
19	HUD UI: Ammo & Energy	Big/Small Blue/Red	High	9/15/2023	9/19/2023
20	HUD UI: Radar	Radar	Low	9/18/2023	9/21/2023
21	HUD UI: Dialog Frame Concept	Dialog Frame	Low	9/19/2023	9/20/2023
22	HUD UI: Health Bar	Health Bar	Medium	9/20/2023	9/21/2023
23	Code Department				
24	Implement variable-based components for modifiable Gun System	Gun System	High	9/5/2023	9/26/2023
25	First pass of Enemy AI	AI Prototype	Medium	9/12/2023	9/26/2023
26	Hookshot System: throwing, grabbing, and aesthetics of the hooks	Hookshot System	High	9/12/2023	9/27/2023
27	Testing dummy that reacts to bullets	Test Dummy	Medium	9/12/2023	9/19/2023
28	Menu / Pause System	Menu System	Low	9/5/2023	9/8/2023
29	HUD radar system that pings nearby enemies and displays them on the radar	HUD Radar	Medium	9/12/2023	9/19/2023

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Milestone 2

Milestone 2 Task List

 Slommy Studios Milestone 2 Task List

Slommy Studios Milestone 2 Task List			
1	GAME49333/40149 - Team Milestone Task List		
2			
3	Milestone 2	Team 2	Due Date: 10/4/2022
4	Team Member	Department	Tasks
5	Abigail Norris	Art	Finalize low-poly versions of Modular Kit
6	Abigail Norris	Art	Update Modular Kit with new pieces to fit Level Design
7	Abigail Norris	Art	Create high-poly versions of Base Wall Kit pieces
8	Abigail Norris	Art	Finalize the high-poly bake of Base Wall Kit pieces
9	Abigail Norris	Art	Bug fixing - remove glitched geometry from high-poly bake
10	Abigail Norris	Art	Complete textured versions of Base Wall Kit pieces
11	Abigail Norris	Art	Finalize design of Base Floor Kit pieces
12	Abigail Norris	Art	Complete textured versions of Base Floor Kit pieces
13	Abigail Norris	Art	Create high-poly versions of relevant Nonessential Modular Kit pieces
14	Abigail Norris	Art	Finalize the high-poly bake of all relevant Nonessential Modular Kit pieces
15	Abigail Norris	Art	Complete textured versions of all Nonessential Modular Kit pieces
16	Carlo Tejeda	Code	Create base behaviour functionality for in-game AI
17	Carlo Tejeda	Code	Create behaviour path for when enemy AI is without a weapon
18	Carlo Tejeda	Code	Create "box dispenser" for enemy AI to path to which will reward them
19	Carlo Tejeda	Code	Document the functionality of the base enemy AI behaviour
20	Carlo Tejeda	Code	Program specific AI behaviour for "Blue" Defensive Drone (Proof of Concept Prototype)
21	Carlo Tejeda	Code	Program specific AI behaviour for "Red" Offensive Drone (Proof of Concept Prototype)
22	Carlo Tejeda	Code	Implement functional pause screen
23	Carlo Tejeda	Code	Implement functional start screen
24	Carlo Tejeda	Code	Implement functional player health in adherence to UI design
25	Carlo Tejeda	Production	Organize Team plan for SFX collaboration in the future
26	Chris Dichmann	Design	Design basic behaviour tree outline for "Red" Offensive Drone (Proof of Concept Prototype)
27	Chris Dichmann	Design	Create Design Document for first "Blue" Defensive Weapon (Proof of Concept Prototype)
28	Chris Dichmann	Design	Create Design Document for first "Red" Offensive Weapon (Proof of Concept Prototype)
29	Chris Dichmann	Production	Outline Team tasks & deliverables for Proof of Concept Build
30	Chris Dichmann	Production	Update schedule & Trello with new Team Proof of Concept deliverables
31	Chris Dichmann	Production	Complete Milestone 2 Task List
32	Chris Dichmann	Production	Complete Milestone 2 Deliverables Document
33	Chris Dichmann	Production	Complete Pitch Deck for the project
34	Chris Dichmann	Production	Update documentation (Team Charter, Game Mechanics Outline, etc.)

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Milestone 2 Deliverables

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1	A	B	C	D	E
2	SHERIDAN COLLEGE Honours Bachelor of Game Design GAME49333 Capstone 2023-2024: Milestone 2 <i>October 11, 2023</i> <i>CHOSEN</i>				
3	DESCRIPTION	Resource Name	Priority		
4					
5	Design Department				
6	Drone Behaviour Trees	Chris Dichmann	High		
7	Weapon Design Documents	Chris Dichmann	Medium		
8	Interceptor Wireframe	Chris Dichmann	Medium		
9	Art Department				
10	Defensive "Mayfly" Drone Model	Tiggi Pengelly	High		
11	Offensive "Vespid" Drone Model	Tiggi Pengelly	High		
12	Modular Kit Walls	Abigail Norris	High	9/28/2023	10/4/2023
13	Modular Kit Ceilings + Floors	Abigail Norris	High	10/5/2023	10/11/2023
14	Code Department				
15	Responsive Hook Function	Sam Cameron	High	9/28/2023	10/2/2023
16	Weapon Recoil	Sam Cameron	Medium	10/2/2023	10/4/2023
17	Spray Patterns	Sam Cameron	High	10/4/2023	10/6/2023

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Milestone 4

Milestone 4 Task List

The screenshot shows a Microsoft Excel spreadsheet with the following structure:

GAME49333/40149 - Team Milestone Task List			
	Milestone 4	Team 2	Due Date: 11/1/2023
	Team Member	Department	Task (One task per line, be descriptive)
1	Abigail Norris	Art	Finish up loose ends for the Base Kit
2	Abigail Norris	Art	Start concepting more organic-style modular kit
3	Abigail Norris	Art	Start modelling more organic-style modular kit
4	Abigail Norris	Art	Concept outdoor organic decor
5	Abigail Norris	Art	Concept outdoor man-made decor
6	Abigail Norris	Art	Concept outdoor ground textures
7	Abigail Norris	Art	Concept outdoor set pieces (buildings/camps/etc.)
8	Carlo Tejeda	Design	Designed Wall Defensive Weapon
9	Carlo Tejeda	Code	Change damage indicators to rotate when the player moves
10	Carlo Tejeda	Code	Prototype Defensive Wall Prefab
11	Carlo Tejeda	Code	Implemented One Way Wall condition
12	Carlo Tejeda	Code	Started prototyping Small Enemy AI Base
13	Carlo Tejeda	Code	Continue programming shader look
14	Carlo Tejeda	Code	Update and finish documenting modular scripts on Confluence
15	Carlo Tejeda	Code	Continue audio implementation in-game
16	Carlo Tejeda	Audio	Finish up sound effects
17	Chris Dichmann	Design	Weapon Web design meeting
18	Chris Dichmann	Production	Post-PoC Team Schedule
19	Chris Dichmann	Design	Small Enemy variant design meeting
20	Chris Dichmann	Design	Small Enemy variant behaviour trees
21	Chris Dichmann	Design	Full level map & outline
22	Chris Dichmann	Design	Weapon Design Documents
23	Chris Dichmann	Design	Milestone 4 Deliverables Document
24	Sam Cameron	Code	Weapon System Documentation
25	Sam Cameron	Design	Weapons design / prototype
26	Sam Cameron	Code	Movement System Documentation
27	Sam Cameron	Code	Movement tweaks
28	Sam Cameron	Code	Existing gun tweaks
29	Sam Cameron	Code	Terrain system implementation
30	Sam Cameron	Art	Offensive Weapons Symbol

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Milestone 4 Deliverables

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	A	B	C	D	E
1	SHERIDAN COLLEGE Honours Bachelor of Game Design				
2	GAME49333				
3	Capstone 2023-2024: M4				
4	8 November 2023				
5	CHOSSEN				
6	DESCRIPTION	Resource Name	Priority	Due Date	Completed
7	Design Department				
8	"Juice" Design Documents	Chris Dichmann	Medium	11/5/2023	11/5/2023
9	Level Design Layout Sketch	Chris Dichmann	Low	11/7/2023	11/7/2023
10	Gameplay Loop Documentation	Chris Dichmann	Low	11/8/2023	11/8/2023
11					
12	Art Department				
13	Bridge Level Metrics Plan	Abby Norris	Medium	11/6/2023	11/6/2023
14	Large Wall Exterior Finished	Abby Norris	Medium	11/5/2023	11/7/2023
15	Bridge Level Concept	Abby Norris	Medium	11/3/2023	11/4/2023
16	Small Enemy Concept art	Tiggi Pengelly	Medium	11/1/2023	11/3/2023
17	Hook Concept Art	Tiggi Pengelly	High	11/3/2023	11/3/2023
18	Hook Model/UV	Tiggi Pengelly	High	11/6/2023	11/8/2023
19	Hook Texture	Tiggi Pengelly	High	11/8/2023	11/8/2023
20	HUD Hellfire Icon	Sarita Sou	Medium	11/3/2023	11/3/2023
21	HUD Stinger Icon	Sarita Sou	Medium	11/3/2023	11/3/2023

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Milestone 5

Milestone 5 Task List

Slommy Studios Milestone 5 Task List			
	File	Edit	View
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1	GAME49333/40149 - Team Milestone Task List		
2			
3	Milestone 5	Team 2	11/15/2023
4	Team Member	Department	Task (One task per line, be descriptive)
5	Abigail Norris	Art	Indoor bridge environment concept art
6	Abigail Norris	Art	Base bridge section high-poly model
7	Abigail Norris	Art	Base bridge section texturing
8	Abigail Norris	Art	Widening bridge section high-poly model
9	Abigail Norris	Art	Widening bridge section texturing
10	Abigail Norris	Art	Wide bridge section high-poly model
11	Abigail Norris	Art	Wide bridge section texturing
12	Abigail Norris	Art	Segmented bridge pieces high-poly model
13	Abigail Norris	Art	Segmented bridge pieces texturing
14	Abigail Norris	Art	Bridge railing high-poly model
15	Abigail Norris	Art	Bridge railing texturing
16	Carlo Tejeda	Code	Wall grenade gun implementation
17	Carlo Tejeda	Code	Defensive wall modelling
18	Carlo Tejeda	Code	Defensive wall texturing
19	Carlo Tejeda	Code	Defensive wall directional functionality
20	Carlo Tejeda	Code	Defensive wall grenade bounce physics
21	Carlo Tejeda	Code	Script refactoring for better documentation
22	Carlo Tejeda	Code	Base small enemy AI
23	Carlo Tejeda	Code	Shield small enemy AI
24	Carlo Tejeda	Code	Interceptor small enemy AI
25	Carlo Tejeda	Code	Placeholder responsiveness sound effects
26	Chris Dichmann	Production	Milestone 5 Task List
27	Chris Dichmann	Production	Milestone 5 Deliverables Document
28	Chris Dichmann	Design	Core gameplay VFX diagramming
29	Chris Dichmann	Design	Pistol Small Enemy Behaviour Tree
30	Chris Dichmann	Design	Shield Small Enemy Behaviour Tree
31	Chris Dichmann	Design	Interceptor Small Enemy Behaviour Tree
32	Chris Dichmann	Production	Project Plan Document
33	Chris Dichmann	Production	Playtest 1 Form
34	Chris Dichmann	Production	Conduct Playtest 1

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Milestone 5 Deliverables Document

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1	SHERIDAN COLLEGE Honours Bachelor of Game Design				
2	GAME4933				
3	Capstone 2023-2024: M5				
4	22 November 2023				
5	CHOSSEN				
6	DESCRIPTION	Resource Name	Priority	Due Date	Completed
7	Design Department				
8	Red Pistol Grunt Behaviour Tree Diagram	Chris Dichmann	Medium	2023-11-14	Yes
9	Blue Interceptor Grunt Behaviour Tree Diagram	Chris Dichmann	Medium	2023-11-14	Yes
10	Red Hellfire Grunt Behaviour Tree Diagram	Chris Dichmann	Medium	2023-11-14	Yes
11	VFX Diagram	Chris Dichmann	Low	2023-11-14	Yes
12	Art Department				
13	Hook Flash VFX	Sarita Sou	High	2023-11-14	2023-11-16
14	Perfect Hook VFX	Sarita Sou	High	2023-11-14	2023-11-16
15	Enemy Attack Indicator VFX	Sarita Sou	High	2023-11-16	2023-11-16
16	Dangerous Interceptor Projectile VFX	Sarita Sou	High	2023-11-17	2023-11-20
17	Shield VFX	Sarita Sou	Low	2023-11-20	2023-11-20
18	New Hand Model + UV	Tiggi Pengelly	High	2023-11-14	2023-11-15
19	New Hand Rig	Tiggi Pengelly	High	2023-11-15	2023-11-16

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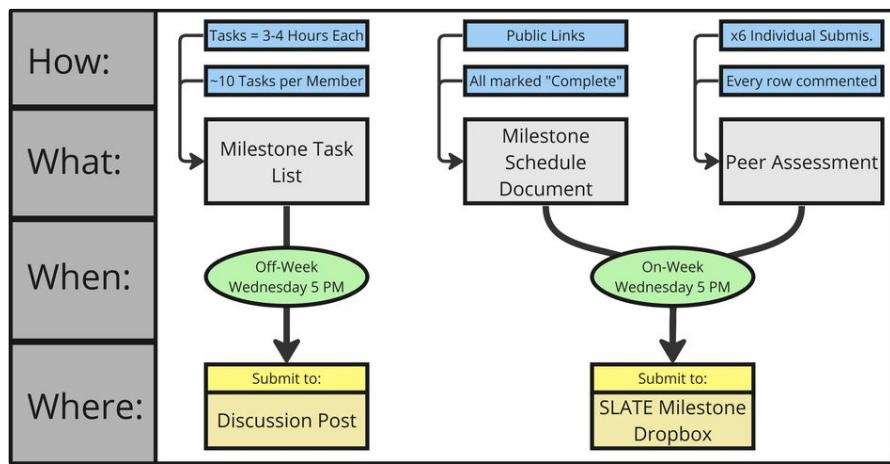
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Zain Submission Guidelines



Bi-Weekly Meetings on Zoom: [Join our Cloud HD Video Meeting](#)

MVP Roadmap

MVP Roadmap

