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Game Engines

Milestone 5

**A note about my other game**

Most of my efforts have been spent working on the 2D game. Just through a phase of playtesting and got a lot of valuable feedback. I’m still aiming strong to complete it for the art expo in December. Meanwhile for this project I’m expecting only a prototype for movement to be done by the end of the semester. However I have also been gathering many helpful resources which I will link in the old timeline.

If you’d like to see how it’s looking, here’s a link to the Windows v1 playtest.

https://umt.box.com/s/abi83z5butxqca71cwgkkp8oot6v8kg9

**Update on implementation details.**

Continuing work within Godot engine, building on player movement system. I’ve made a greybox area with common level design parts like stairs, slopes, obstacles. One issue is the edge case of player movement on slopes which seems to be a common pain point for 3D movement.

**Please indicate who has worked on what part of the project.**

Just me. Though in the future I plan to use playtesting and bounce ideas off of friends.

**Specify how your timeline has changed. Include your old timeline and your new timeline**

Old timeline:

* Combat mechanic systems (shield, weapon inventory, dashing)
* Visual Design
* Enemy Combat
* Level Design

About 6-8 weeks for each of these. Though this timeline is changing to one below.

**if changed. Be as specific as you can be with your timeline.**

New Timeline:

* Follow and learn from a 7 hour course on code architecture in Godot 3D[Godot 3D: Code architecture course in a single video \* custom signals \* dynamic resources \* more!](https://youtu.be/yRHN_WEulLc)
* Movement system, with this video as a reference.[[#1] FPS Character Controller Tutorial [Godot] | The Basics](https://youtu.be/8-198msNlGg)
* Learn visual style with Blender and Gimp following this course <https://www.udemy.com/course/how-to-create-retro-3d-graphics/?referralCode=851D887CCB6B155F4051>
* Possibly using this retro style FPS course as a reference for common FPS systems <https://www.udemy.com/course/how-to-make-a-retro-style-3d-fps-in-the-godot-game-engine/>
* Down the line look into material for level design once system above are fine.

As mentioned before I’m not able to get all this done within the semester due to focus on another project. However I should have a finished movement prototype and a test map. I am hoping to finish this in the future Game Dev class.

**Include all the aspects of gaming psychology as it applies to your project.**

* Competition in the way the enemies are challenging, and become harder as the game progresses. Scaling difficulty should increase engagement if it’s done right, not too easy and not too hard.
* Make-believe. The world is different from the real one. Good world building should allow a player to immerse themselves whether it’s a calm visual style, scary atmosphere, or caring about the story.
* Two entries above combine into self absorption if they’re done right.

**Include achievement components, social components, and immersion components of your game.**

* Achievements are being able to defeat enemies, getting new weapons, clearing an area and being able to see it in a calm setting
* Sparse social components. There will be lore cards in the game to reveal a side story, but it’s not the main focus
* Immersion in terms of moment to moment combat. Then beautiful and realistic levels.

**Discuss the skills required in your game**

Most challenges are in the form of combat in an FPS setting. Skills required would boil down to good motor controls (hitting most shots) and decision making (should I take this slow or kill the enemy quickly?)

**What the goals are of the game (how will the players know what the goals are)**

The goal is very much inspired by Halo’s levels. Keep moving forward through a direct path through levels, killing enemies on the way but have moments of downtime to focus on atmosphere or dialogue.

**What is the constant feedback that your game provides to the players**

Players constantly check their health and ammo to make decisions during combat. Outside of combat, they’re observing the atmosphere or hunting enemies.

**How does your game make players less self-absorbed?**

If done right, players are engaged most of the time as they complete a level.

**Keep in mind that your game might not hit all of these. Indicate which ones are applicable and which ones are not. Justify the ones that aren't applicable.**

* Social components are probably the least likely component to be hit. At least for the first level, it’s just the player in a forest hunting the enemies moving towards the end. There’s a side story but it probably won’t be engaging enough for most players to care.
* Proper self absorption is no doubt a goal, but it can be easy to fail from little things. Ie bugs, broken graphics, misspells in text. Little things like these ruin immersion, and is one of the highest priorities I have in mind.