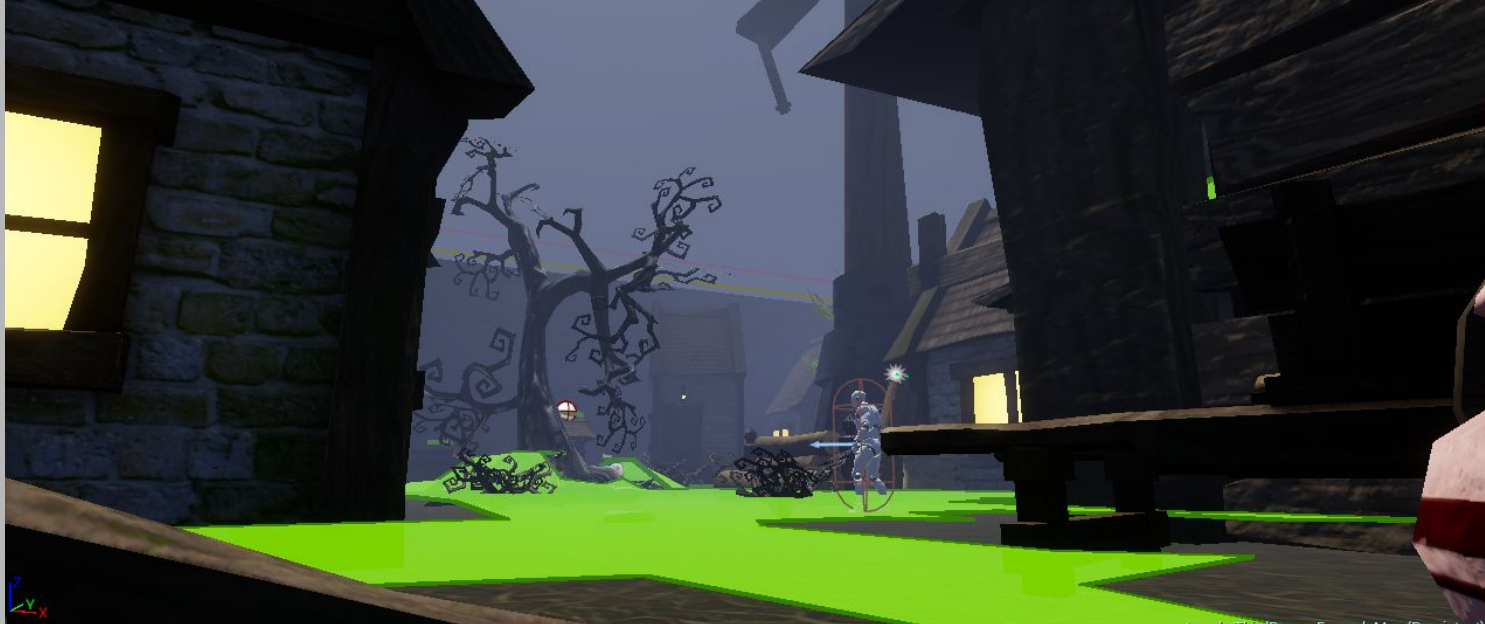


Project: Halloween Horde Shooter



Name: Thomas Woodvine

Student No: 1800835



PANTONE®
166 C

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Moodboard References

Village Picture- <https://www.trover.com/d/nJrl-rothenburg-germany>

Nightmare Before Christmas Set- <https://www.pinterest.co.uk/pin/556476097685937554/>

Skyrim screenshot- The Elder Scrolls V: Skyrim, Bethesda, 2011

Old Wooden Shed- <https://pxhere.com/en/photo/1033853>

Colour Samples- <https://www.pantone.com/color-finder>

Village at night- The Fellowship of the Ring, Peter Jackson, 2001

Mountain Village- <https://www.countryliving.com/uk/wildlife/countryside/news/a2795/corippo-village-switzerland-transformed-hotel/>

House from Psycho- http://www.retroweb.com/universal_psycho.html

Technique Research Links

Basic level construction intro (WorldofLevelDesign)- <https://www.youtube.com/watch?v=48Zz0rdvGo4>

Enemy Ai setup (Virtus Learning Hub / Creative Tutorials)- <https://www.youtube.com/watch?v=3GV6-4uhkYc>

Fire Effect (Pub Games)- <https://www.youtube.com/watch?v=hZLbGvtyS6g>

Ambient Sound (Tesla Dev)- <https://www.youtube.com/watch?v=qtgY7esjB6I>

Invisible Effect (Tesla Dev)- <https://www.youtube.com/watch?v=a40WAhmlKwo>

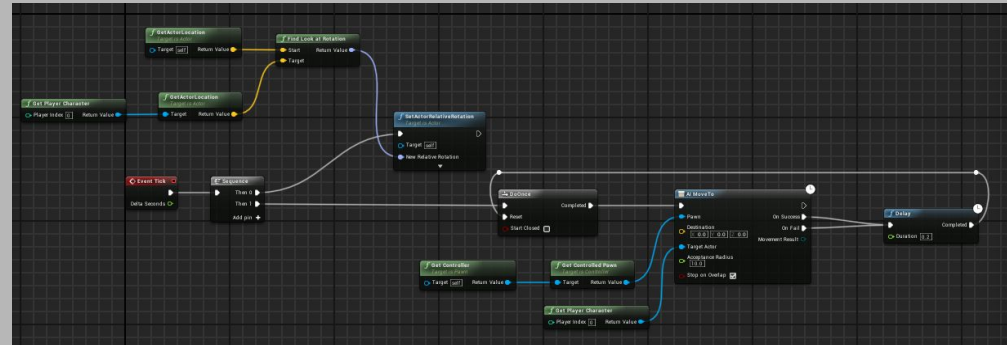
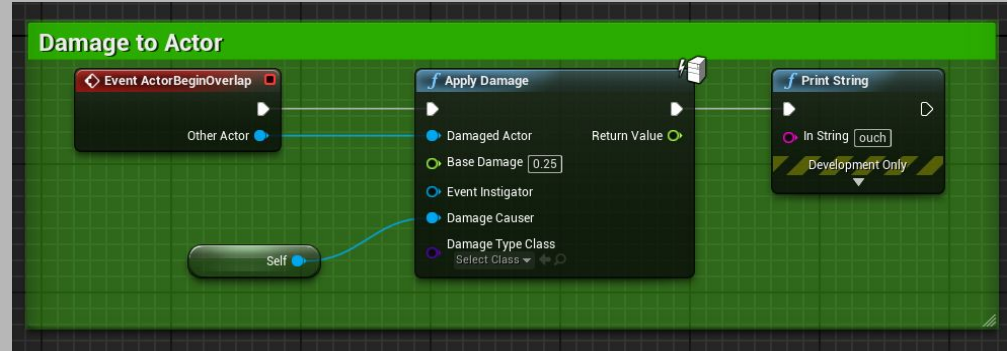
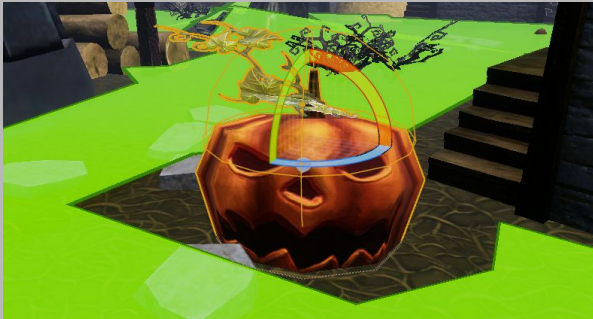
Overwatch Character Movement Abilities (Matthew Palaje)- <https://www.youtube.com/watch?v=L4xNap62ZxQ>

Development

- Create suitable map for (horde style) game mode (appropriate cover, layout construction, via asset use)
- Plan enemy/player spawns
- Test AI maneuverability on map (follow capabilities for enemies)
- Create interior segment of map, with higher and lower platforms and walls (compact, choke point for strategy gameplay)
- Implement some 'open space', for enemies to disperse through
- Decide on appropriate placement for health (ammo) pickups

Technique- Enemy Follow AI

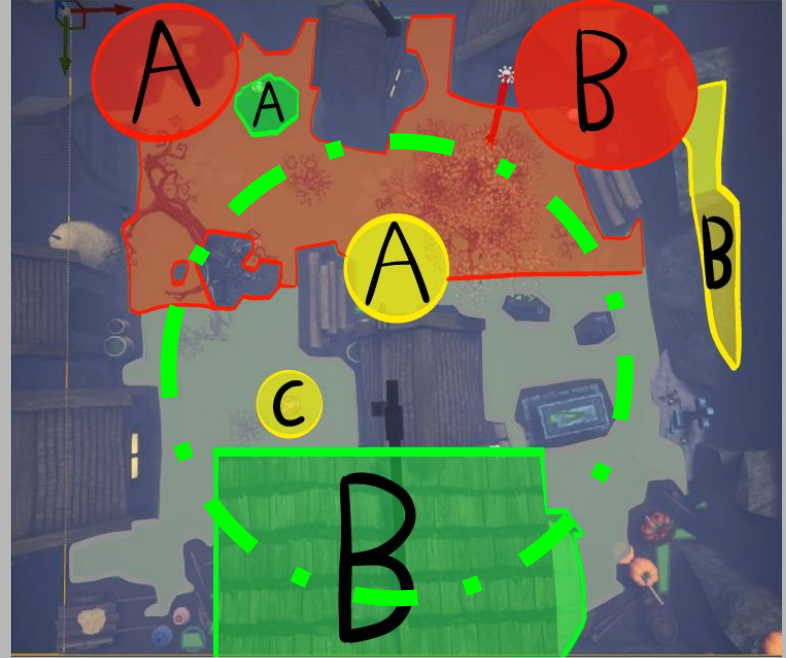
To test and plan enemy movement on the map, an AI was created to follow the player. To get an understanding of how an enemy AI could work, the rudimental (Pumpkin) AI would be able to damage player (AI movement speed and damage effect can be altered). AI movement and damage blueprints shown.

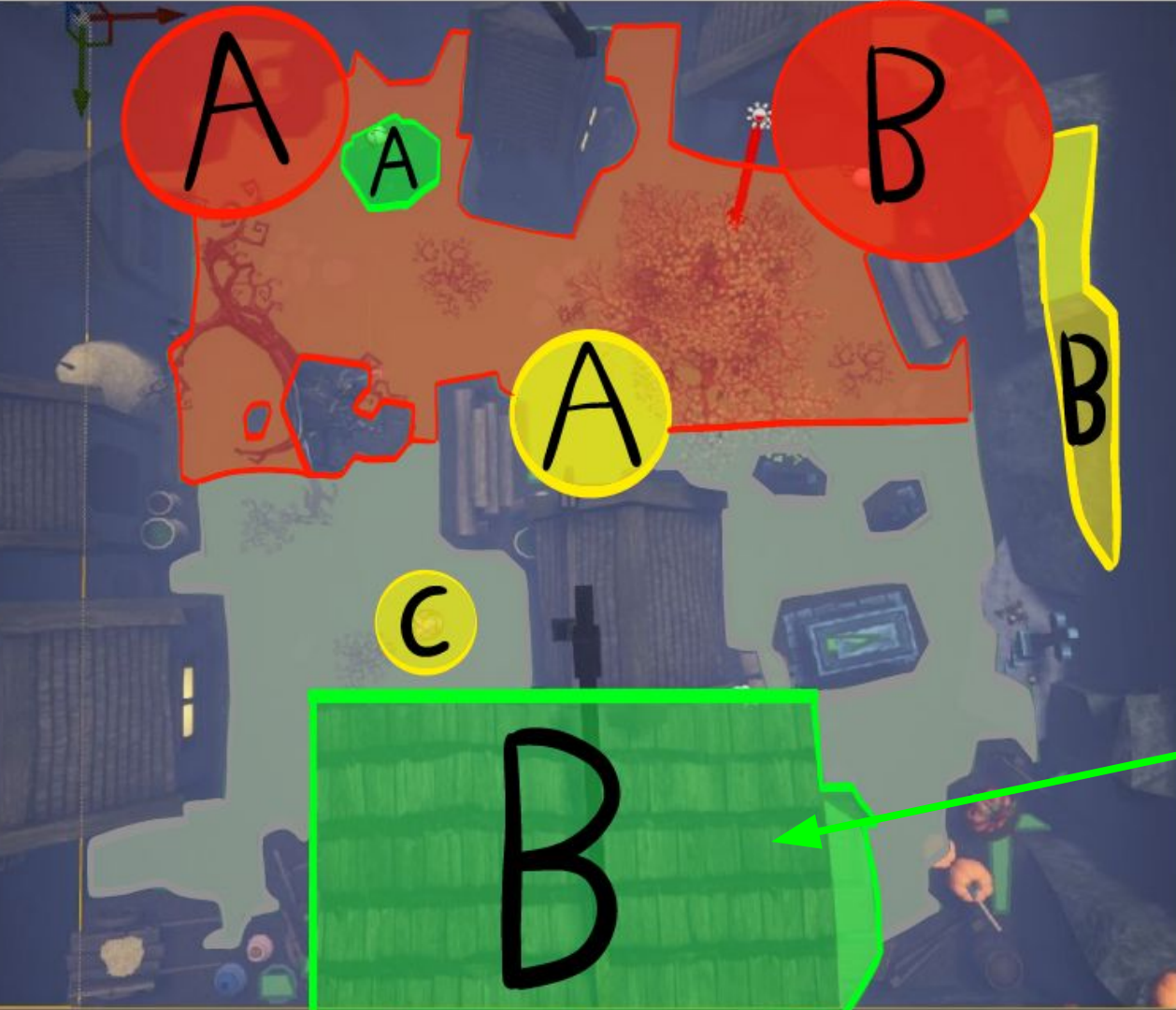


Technique- Map Layout

To introduce an engaging layout for the map, the best scheme would be a ring layout (Path shown by green circle on map). The player should be able to run circuits around the map (with obstacles/cover in the way).

The possibility of running circuits on the map, implies the player to use strategy. An example of this is to allow enemies to follow the player around the map, while avoiding dead ends, and looping behind the enemies.





Red

A & B- Enemy spawn areas

Red Area- Main convergence point

Yellow (Points of interest)

A- Tall center tower

B- Accessible raised ledge

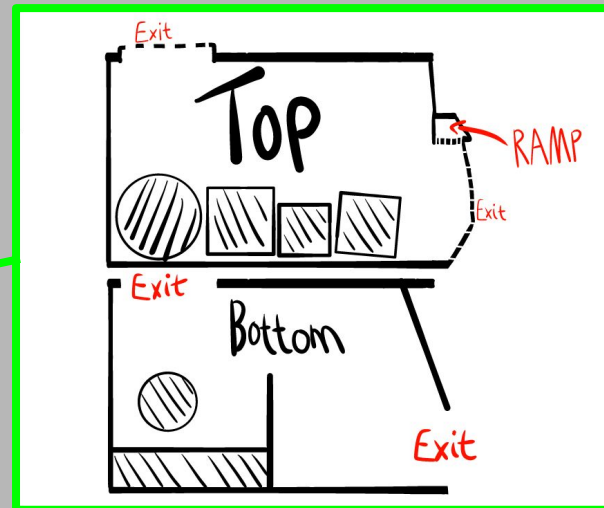
C- Player spawn area

Green

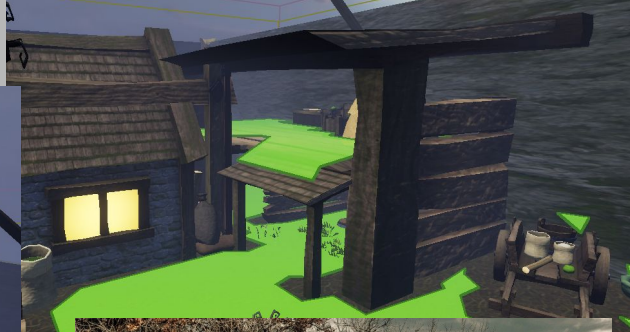
A- Health pickup

B- Structure (to hide)

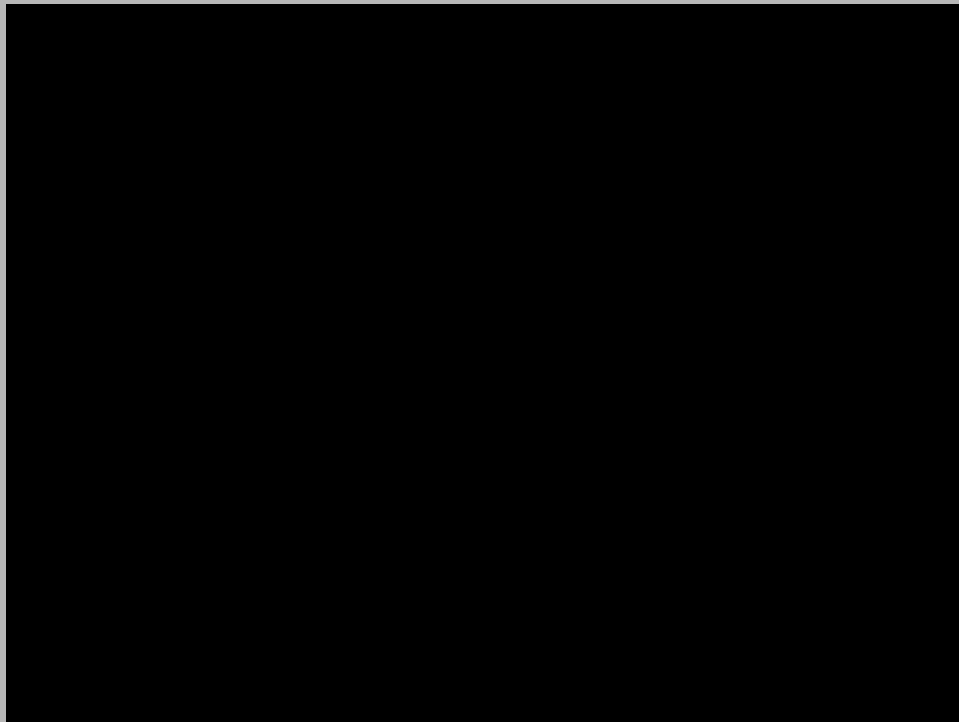
Structure Layout-



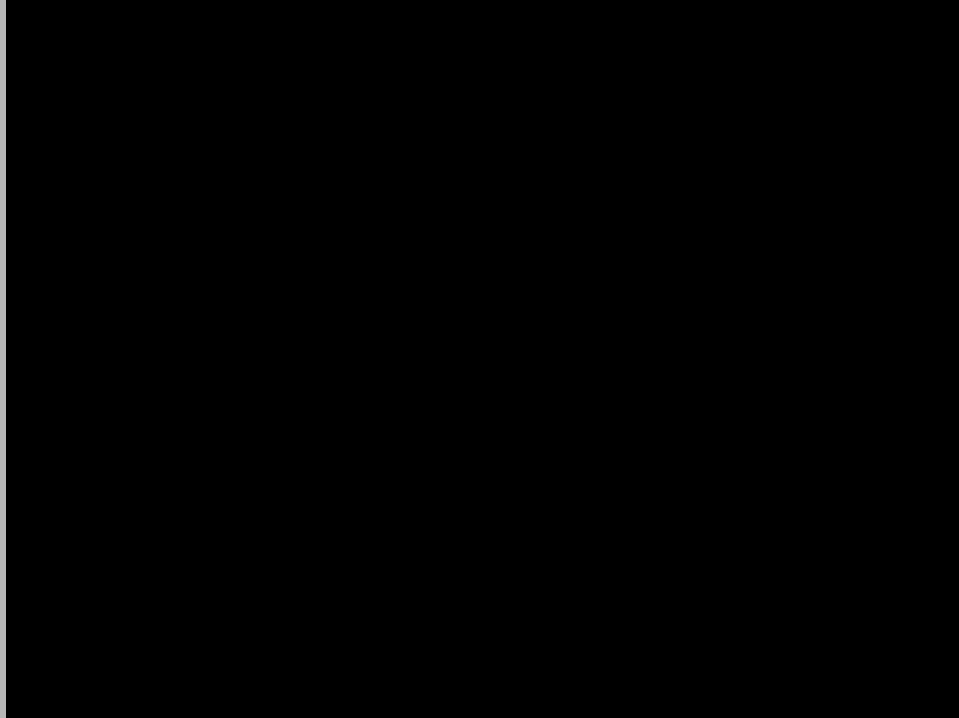
Aesthetic (assets) Development



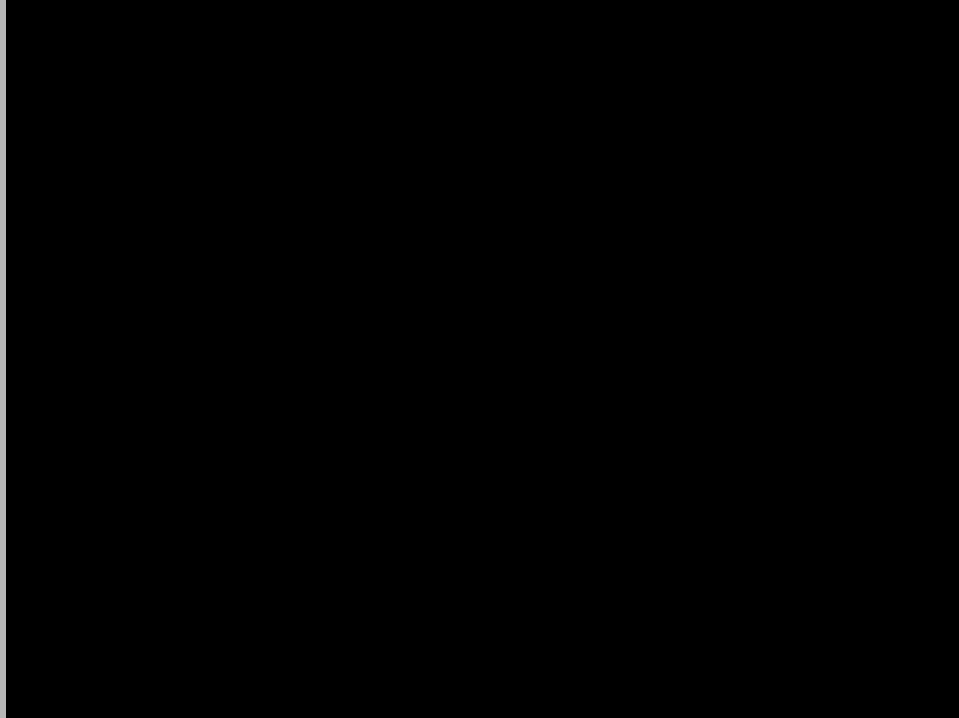
Enemy Spawns Location (Clip)



Points of Interest (Clip)



Structure and Health (Clip)



Analysis

Map- reasonably sized for gameplay, small areas (for compact fighting), elevated areas (to survey areas to attack/strategize). Possible problem- elevated rock (seen as Yellow point B, on map), players can access but enemies cannot (can be exploited, should be restricted to the player).

Aesthetics- assets were used that resembled (or fit in with) the theme (Halloween) and the source material (research- Skyrim, Psycho, etc.)

Placement- Risk/reward is created by the 'health restore' pickup (close to enemy spawn), if/when 'ammo restore' is implemented, it will be placed next to the secondary enemy spawn (right of map).