

LDD Word Report, Justin Brighton, 2306759

by Justin Brighton

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The game idea is a robbery game that the player is a robber that would break into a jewellery shop and steal the items inside while avoiding the guards as they will roam the store. They will also have a chance to open the vault that's at the very back of the building too.

The target audience that the game would lean towards is 12 and higher. I think this is suitable since it had guns, breaking in, shooting and possibly killing as well since it wouldn't be suitable for the younger ages then as I don't think knowing how to break in and shoot people and stealing at a young age would appeal to their parents if they saw their kid playing this. The game's mature themes—such as the use of firearms, covert break-ins, and the potential for violent encounters—are particularly aimed at an audience of 12 years and older. This age group is generally seen to be more equipped to understand the complexities and consequences of such behaviour in a fictional scenario. Incorporating elements like shooting and potentially lethal repercussions requires a level of maturity and critical thought suitable for an older audience. The moral implications of these actions will also be explored in the game's plot and gameplay elements, encouraging players to carefully consider their choices and how they impact the game world.

The choice for the design would have some of the assets to be a bit low poly. An example would be the gun asset. For example, this strategy greatly benefited the gun. Compared to generating a photorealistic counterpart, modelling was significantly faster and required fewer resources because to its simplified polygon count. The other assets were not low poly. This is because before the idea of the gun being low poly, the models were normal design since it would help the player know which items they will be able to steal from the store. Because of the enhanced authenticity of these assets, players will be able to tell one thing from another with ease. This then made recognising that the stealable objects were clear and simple. By creating a purposeful visual contrast between the low-poly gun and the higher-poly store objects, the player's objective was gently highlighted, and the gameplay experience gained visual interest. A balance between optimal performance and unambiguous visual communication within the game environment was made possible by this method.

I have learned while making the chosen models that when combining the different models with their UV's unwrapped, they get all mixed up and won't be able to be textured right in Substance Painter 3D, so I had to go back in the UV editor and layout the combined models so that it's able to be textured properly. When I just merged models with their UVs already unwrapped, Substance Painter 3D gave me major issues during the model-combining process. The UV maps get completely entangled, making proper texturing impossible. This forced me to return to the UV editor to meticulously rearrange and arrange the UV layouts for the combined models in order to ensure smooth and accurate texturing in Substance Painter. The process involved carefully separating overlapping UV islands, optimising packing density for efficient texture memory use, and verifying that each UV island was aligned correctly in order to prevent mirroring or stretching errors in the finished texture. This careful UV layout modification was necessary to get a high-quality, consistent texture across all merged model components. Another thing I have learnt

about, although the small, was how to choose multiple points of a model instead of clicking each one individually. I found this was helpful since it saved some time highlighting individual ones instead of clicking each one. The ability to choose many model points at once rather than clicking on each one individually offers a significant efficiency increase. The time and effort required for tasks like identifying, evaluating, or changing data points is greatly reduced by this functionality. Tools like lasso selection and rectangular marquee selection are commonly used to do this. Instead of tediously clicking each point, users can quickly define a region surrounding the desired points and pick them all at once. This is particularly useful when dealing with large datasets or complex models, where selecting individual points by hand would be very time-consuming and exhausting. Because more time can be spent on data analysis and interpretation, workflow is streamlined and production is increased.

The research I did was looking at how different games did their style of play. An example would be payday 2. This game has the same design being sneak around, avoid guards if possible and stealing items for the mission objective. I also looked at some of their in game items and how they look in game too. Understanding the design decisions made for these assets was made possible thanks in large part to this analysis. The modelling of commonplace items like counters, seats, and stools, for example, provided information about how the game's aesthetic influences the overall mood and user experience. This helped with some of the models and how it looks and modelled. An example would be the stools/chairs and counters. I examined how the forms, textures, and overall aesthetic of common environmental components such as counters, seats, and stools improved the game's visual aesthetic and immersive experience. Important information regarding the game's overall design concept and how it impacts the player experience was uncovered by this thorough examination of the gameplay and visual elements. The game feels more realistic and immersive because even seemingly insignificant objects like these have a lot of detail. Realistic object rendering can enhance the player's sense of immersion and tactical decision-making in the game world, according to my investigation into the connection between these models' visual quality and the overall gameplay dynamics.

The core principles in this project would be:

- For rules, it would be to be avoided, steal, and incapacitate/kill enemies.
- For mechanics, shoot, break glass, they would also be able to hide as well
- For goals, the player would have to steal without being caught and escape
- For challenge and skill, there would be how silently the glass could be opened without breaking it and guards patrolling would increase more
- The element of the game is stealing without getting caught, the vault in the back is able to be opened for a bigger reward
- For interactions, the player would be able to interact with certain cases of items that can be broken and taken

Some Ludo logical concept would be:

- For player Agency, the player can collect a certain amount of items but can collect more items if they stayed longer

- For immersion, the player can interact with the guards by knocking them out, making the mission easier but the guard could be woken up
- For replay ability, the player is able to choose different paths on how they want to hide or go loud and kill the guards.

Some Ludo logical concept would also be like Payday 2, this game has avoiding guards, steal items as well as open excessive vaults and making sure no guard could hear the opening process. Also, when taking down guards, the player would have a certain amount of time to answer a pager to avoid being caught suspicious. Another could be GTA Heists. They have the concept of killing guards or avoiding them if possible, stealing the items inside the mission area and escaping under notice. Both of these games have resource management. Players control equipment, health, and ammunition in Payday 2. To accomplish their goals in Grand Theft Auto: Heists, players must get vehicles, firearms, and other items. This is similar to the necessity of efficiently allocating resources and setting priorities in order to accomplish an end goal.

When researching for my bit in the team, I was in charge of creating lights, items to steal, some furniture and the weapon that the character will use. I did some research about how similar games that are similar, were able to pull off this genre of robbery and heists. I found it was easier to have certain assets done across the team, this made the work easier to do and manage as well. Since the genre is a stealth, stealing and first person shooter type game, I made the weapon that the player will be using for the game. It was low Poly since it was easier to make and simpler for the programmers to work around. The actual weapon is a customised silenced handgun with a smooth, dark grey metallic finish and faint, nearly undetectable engraved patterns running the length of the grip. Its design, which reflects the stealth-oriented gameplay, puts functionality over ostentation. The low poly count guarantees minimal lag and fluid animations, even on less powerful systems. Under order to protect the player's concealment under low light conditions, the textures are intentionally realistic and subdued, eliminating any materials that are too shiny or reflective. In order to enhance the weapon's realism and gritty appearance, it also incorporates subtle wear and tear elements that allude to the player's prior missions and experiences. Additionally, the low poly nature makes it simpler to integrate future improvements and adjustments, like extended mag and various sights. With the other assets that I made, the team wanted some chairs that fit as break room chairs for workers to use when they go on break. I looked at some places that have break rooms and saw some that were high stools, high chairs or comfort chairs. Using this, I was able to make these models and fitting it into the project that the team wanted for the room that is being added. I also looked at countertops and seeing different styles of countertops. Some were a high table which the stools/highchairs can fit under while others were countertops that can be changed to fit shelves underneath. I also made another model which would add along one of the items that the player can steal. I've looked at different designs of a Ring and seeing which would be easier

and what the team would prefer as well. One of the other models was creating a chandelier that the player could steal or as a lighting source. Some of the Chandeliers that I saw were a lot of complicated designs that would take a bit of time to create but I found one that would be great to the level. The Chandlier I had found had a glass panes around a base of a glass but steel base. The model wasn't hard but wasn't easy to create as I had to angle the panes around the holder, adding another model asset to look like it's added to support. In substance painter 3D, although the UV wasn't layout right, I was able to salvage it and make it look like it has a steel base and having the panes being glass. The scale of the Chandlier would be kind of big since it would be sticking from the ceiling of the room but compact.

Doing the practical side, I think the research I conducted was enough to compliment my contribution towards the project but wasn't enough. I think this because I felt like I wasn't given enough to work on and I could've worked on more of the assets and do more research as well. My potential didn't seem to be realised. This was not because I didn't work hard enough, but rather because the tasks I was assigned were too limited. I believe that I could have significantly enhanced the project's content with more research and real-world experience. My potential didn't seem to be realised. This wasn't because I didn't try hard enough, but rather because the tasks I was assigned weren't enough. I believe that I could have significantly enhanced the project's content with more research and real-world experience. I can't wait to use what I've learnt from this experience to other projects and strive for a greater and more meaningful impact.

reference	Where its from
Payday	Starbreeze Studios
GTA	Rockstar Studios

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GRADEMARK REPORT

FINAL GRADE

47/100

GENERAL COMMENTS

Thanks for the submission Justin. Overall a good effort with a look at your personal practice throughout the project. There is a breakdown of the overall game idea given with your role explained. There is sadly a lack of formalised references in the work with no IEEE referencing or bibliography present. There are also formatting and grammar issues that make some of the report difficult to process.

 A voice comment was left for this paper.

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