

PRODUCTION DIARY FOR THIS SEMESTER

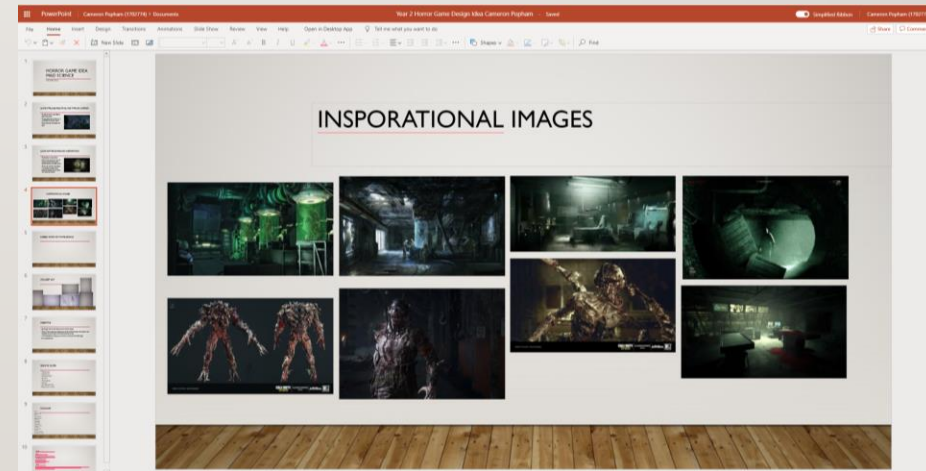
FOR STUDENT CAMERON POPHAM (1702774)



WEEK 1

FORM THURSDAY 3/10/19 TO FRIDAY 4/10/19

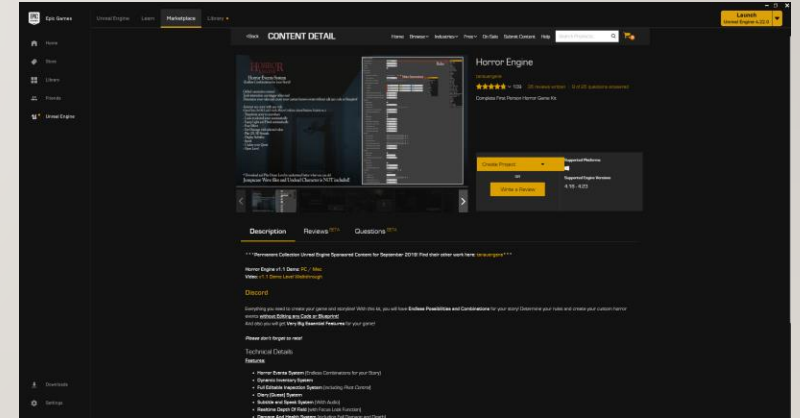
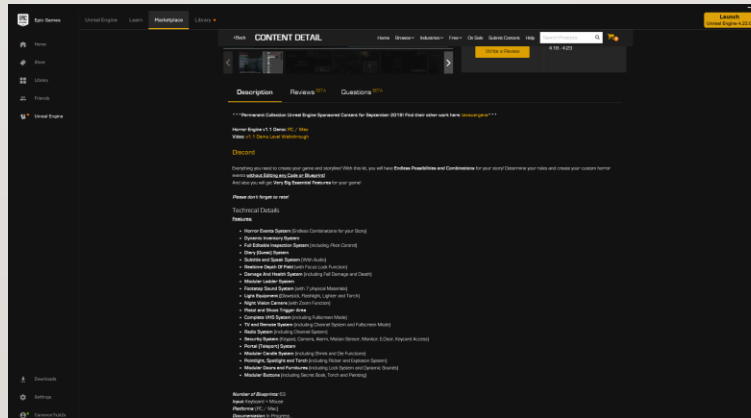
- Week one we the class was given the project we are to present an idea for a horror game so from Thursday to Friday founding ideas and concepts for a horror game be looking at what care to me and looking at images most relating to body horror,Russian sleeping experiments (creepy pastas) and games like outlast and call of duty ww2's (2017) zombie mod



WEEK 2

FORM THURSDAY 10/10/19 TO FRIDAY 11/10/19

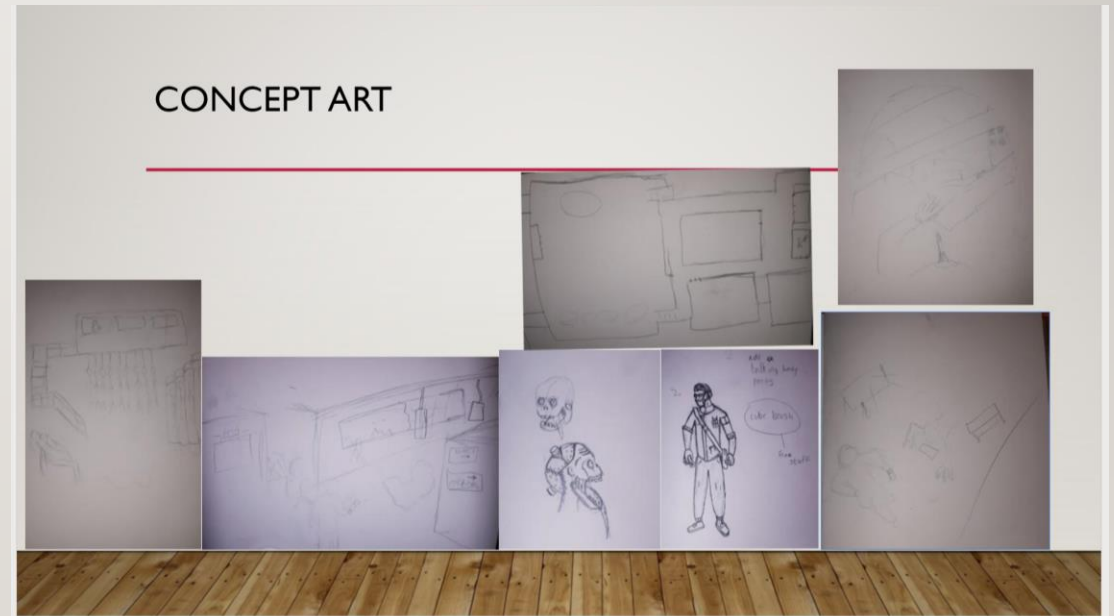
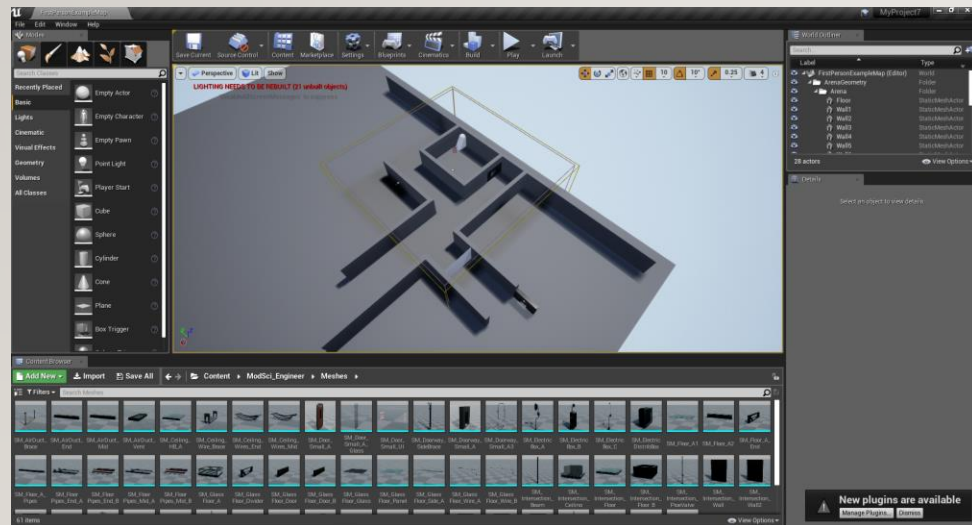
- After finding inspiration I started beginning on a PowerPoint for the presentation after describing my idea to the class and started white boxing out the level for my example and testing free assets from the unreal engine store mainly assets packs and the horror engine project.



WEEK 3

FORM THURSDAY 17/10/19 TO FRIDAY 17/10/19

- This week I was rebuilding the white box using new assets as I couldn't get exes to the pc I was using and caring on with the PowerPoint and having a idea for the story for the game and a concept for the monster.



WEEK 4

FORM THURSDAY 24/10/19 TO FRIDAY 25/10/19

- This week we are to I did as much as I can for this idea so I could present them to the class after doing that the class and I decided to work on Elly and Fenn's idea witch the project was called submerged.

HORROR GAME IDEA MAD SCIENCE

BY CAMERON POTHAM

GAME TYPE, AGE RATING AND TYPE OF HORROR

- To make the horror more effective make it first person
- The age rating to be 18 to 24 as it would affect the younger ordains
- To type of horror are isolation and death

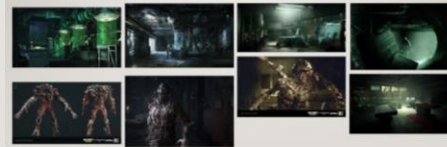


LOOK OF THE GAME AND INSPIRATION

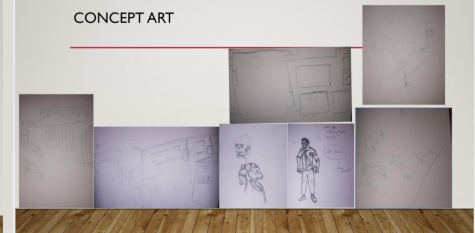
- To take place in science facility
- There is to be one enemy npc with hit being a zombie franking stein monster idea but more body horror
- Game to be inspired by dead space in art direction, outlast art and mechanics direction and until down with mechanics direction



INSPIRATIONAL IMAGES



CONCEPT ART



ADJECTIVE

- Go through room to room finding answers and then escape.
- There will be two exits one leading to out side the building through a cave system or one that takes you to the higher levels of the building to the exit.
- Will find battery's to keep you alive and clew to the plot threw Easter eggs.
- Survive and don't die.

IDEAS TO SCARE

- Talking dead people
- disembodied voices
- Randomly moving props
- Light flickering
- Malfunctioning doors
- Radio signal
- Water dripping from ceiling
- Overgrown plants and rodents

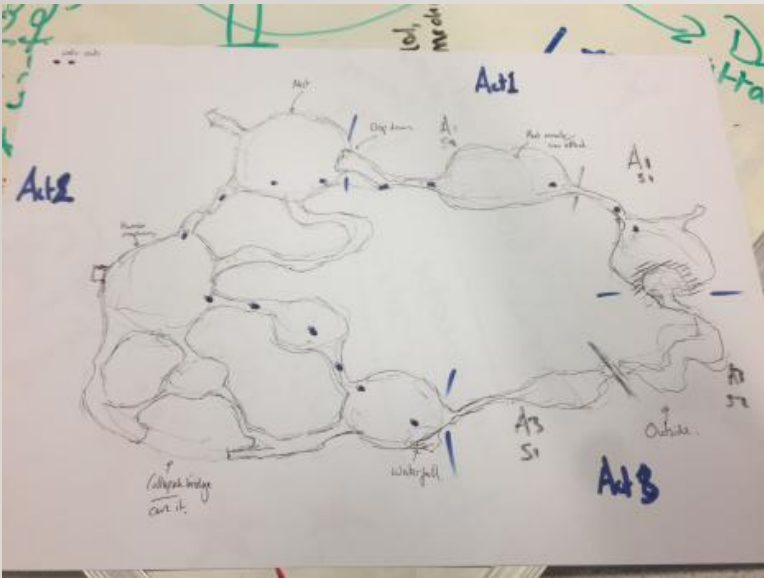
MCHANICS

- Backlog
- Interacting with props
- Shooting
- Interacting with enemies
- Opening / closing doors
- Attacking bodies
- Check and mark
- Taking that path
- Disembodied voices
- Randomly moving props
- Light flickering
- Malfunctioning doors
- Radio signal
- Water dripping from ceiling
- Overgrown plants and rodents

WEEK 5

FORM THURSDAY 31/10/19 TO FRIDAY 1/11/19

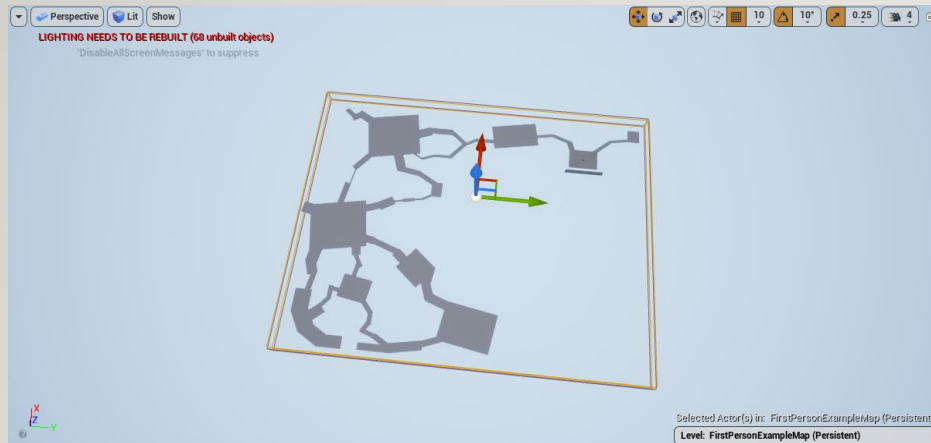
- This week we the class with the help of Jules started making the lay out of the map then after that we started on white boxing out the level.



WEEK 6

FROM THURSDAY 7/11/19 TO FRIDAY 8/11/19

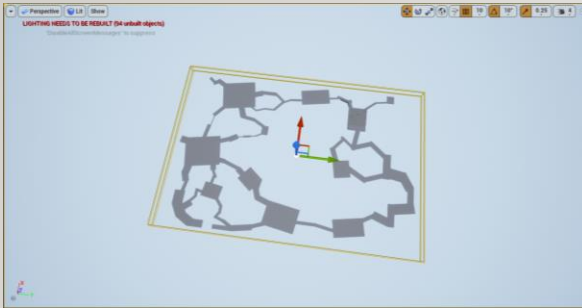
- This week I carried on with the white boxing out the level mainly atting the flawrs while learning how to make a tunal on maya but giving up on that idea after realizing the deadline and the tutorial was to confusing.



WEEK 7

FORM TUESDAY 12/11/19 TO FRIDAY 15/11/19

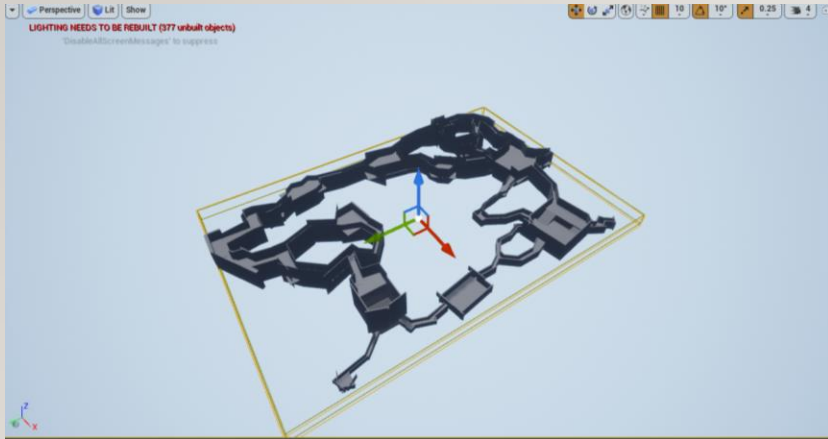
- This week I finally finished the floor and started adding walls and editing the walkways to add complexity and difficulty also we have lessons on tuesday and friday instead of thursday.



WEEK 8

FROM TUESDAY 19/11/19 TO FRIDAY 22/11/19

- This week I added more walls and fenn added the props the level and added the throwing mechanic for the rock props and placed props around the staging area for me as he wanted to do it.



WEEK 9

FORM TUESDAY 26/11/19 TO FRIDAY 29/11/19

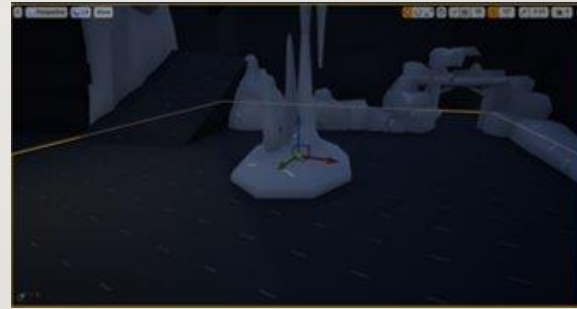
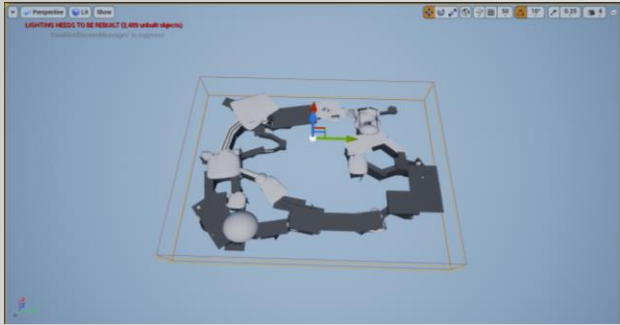
- This week I finished the walls and started added props the areas aswell as adding a roofs and added lighting.



WEEK 10

FROM TUESDAY 3/12/19 TO FRIDAY 6/12/19

- This week i did as much as I can then i started on essay.



WEEK 11

FROM TUESDAY 10/12/19 TO FRIDAY 12/12/19

- This week I finished the essay as the deadline is this week.

