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Creative Practice 3
Production Diary

Week 1. 30/09

This week I began generating and developing my own ideas to pitch to the group. My idea, going by the title of "Isolation" is focused on the fear of being alone and the fear of running out of something crucial to your survival.

Synopsis

You wake up in a broken down and apparently abandoned space research station, light years away from the nearest planet. It looks like its been impacted by something. You manage to rummage together a device to contact someone, but the device must stay active for the duration of time it takes them to get to you. But you only have so much power, and it's slowly running out.

Target Market: 18 - 25 year olds

POV: First Person

Visual Inspiration 1



Click to add text

Week 2. 07/11

I pitched my initial idea and received feedback. Following that feedback I adjusted the pitch itself to remove elements that distract from the core theme of the idea, such as the monster. I also began work on my Games Development Document (GDD) while developing this idea further.

Gameplay

Starting out / Opening Screens / Main Menu

Setup / Options Menu (Homescreen)

- Play / Resume
- Scoreboard?

In Game HUD & Menus

- Resource Levels (ie. Oxygen, Energy etc). Make it as much a part of the game universe as possible. - Linked to items etc. this way the player isn't always looking at them, which can cause further anxiety

Level Selection

- Currently there is only one level intended for the game so far. Because of this, a level selection screen isn't necessary.

Characters & POV

No other characters but the player exists. The game is played from a first person perspective so as to enhance the feeling of being personal and isolating.

Story Modes

Levels

One Level, built to last for 7-10 minutes

Collectables & Scoring

Initial Gameplay

Information Gathering, Learning objectives etc.

Mid Gameplay

Gathering Resources, Choosing what systems to prioritise keeping powered & maintained.

Gameplay Objectives

- Maintain Characters Life Support Systems (ie, Oxygen)
- Keep Communication Device (Lifeline) active for the duration of the game
- Travel to a Pickup Point

Win Condition

- Surviving until the end of the game

Game Over / End Level

- Character Dies. Black Screen with a restart option.

Mechanics

Basic/Functional

- Walk
- Crawl
- Climb
- Jump
- Pickup Item

Additional Ideas

- Alternate Gravity (maybe linked to power mechanics)
 - This may need alternate modes of movement to work in
- Projectile Movement (Action = Opposite Reaction)

How Player interacts with Environment

- Pickup Items & Manipulate them

Week 3. 14/10

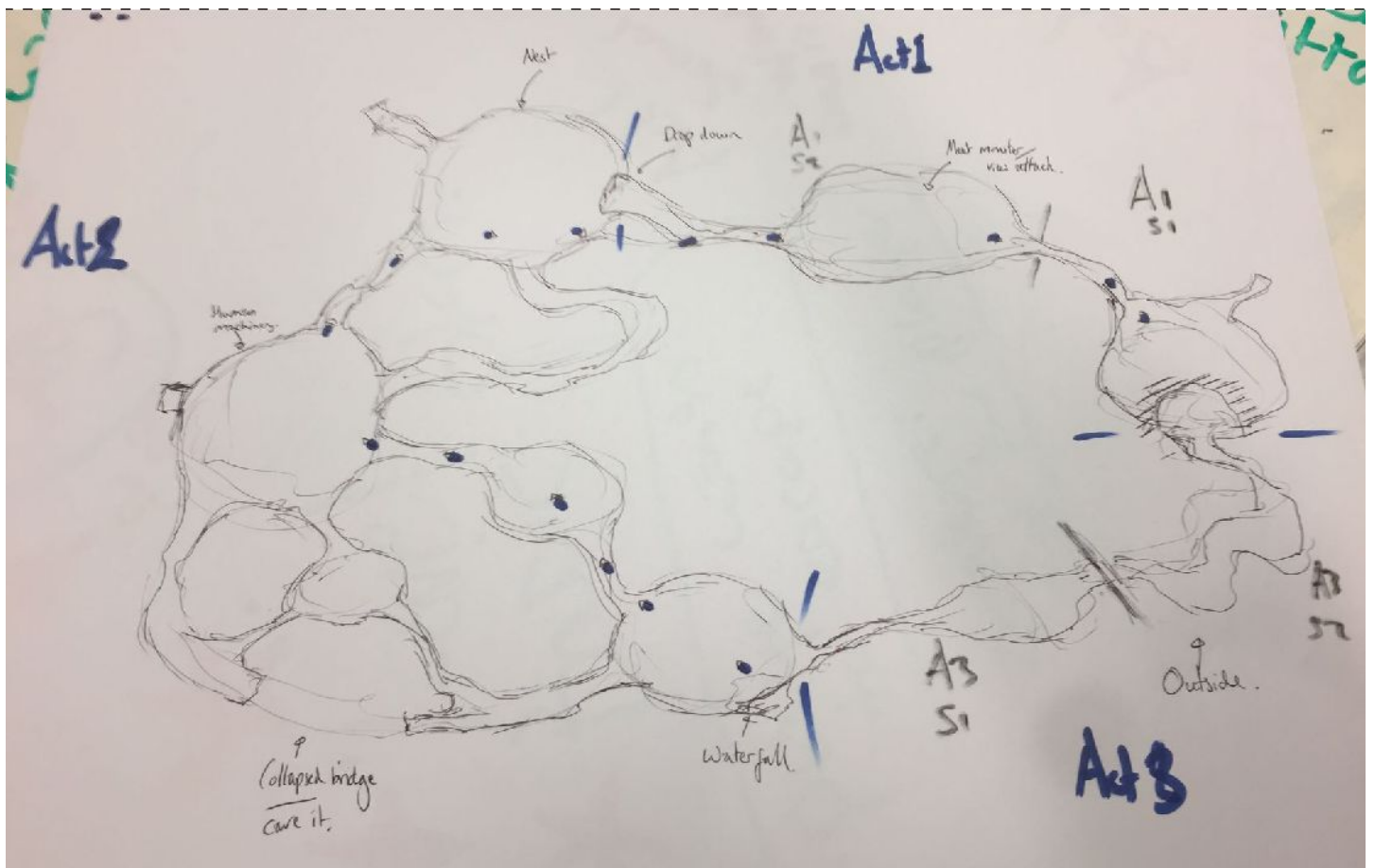
This week I further developed my GDD with additional information. For my Pitch Document I created a visual moodboard, thumbnailed concept pieces for the game, and drew a basic map of the level itself. From that map I also decided to venture into Unreal Engine to make a basic Whitebox of the level.



Week 4. 21/10

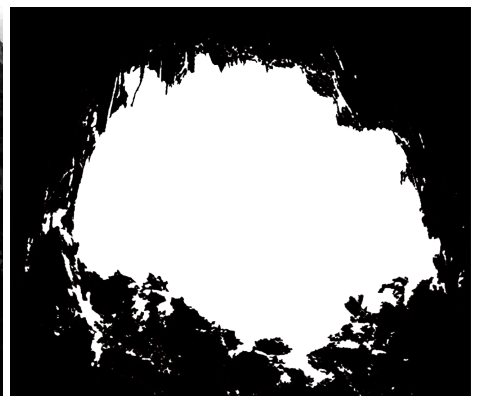
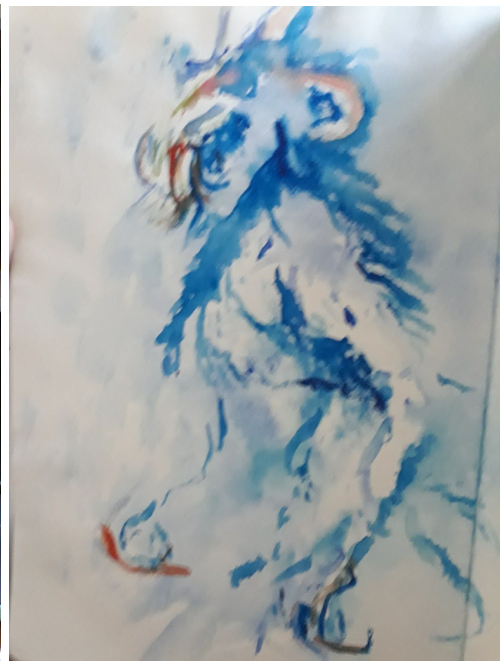
The second pitch of my idea was given to the class. It was not the project decided on by the group so my work will shift direction towards the idea pitched by Fen and Ellie (Submerged).

As a class, The level layout was decided upon.



Week 5. 28 / 10

Rough sketches of elements within the game were generated. This includes concepts relating to the design of the monster within this game as well as some rudimentary environment pieces.



Week 6. 04/11

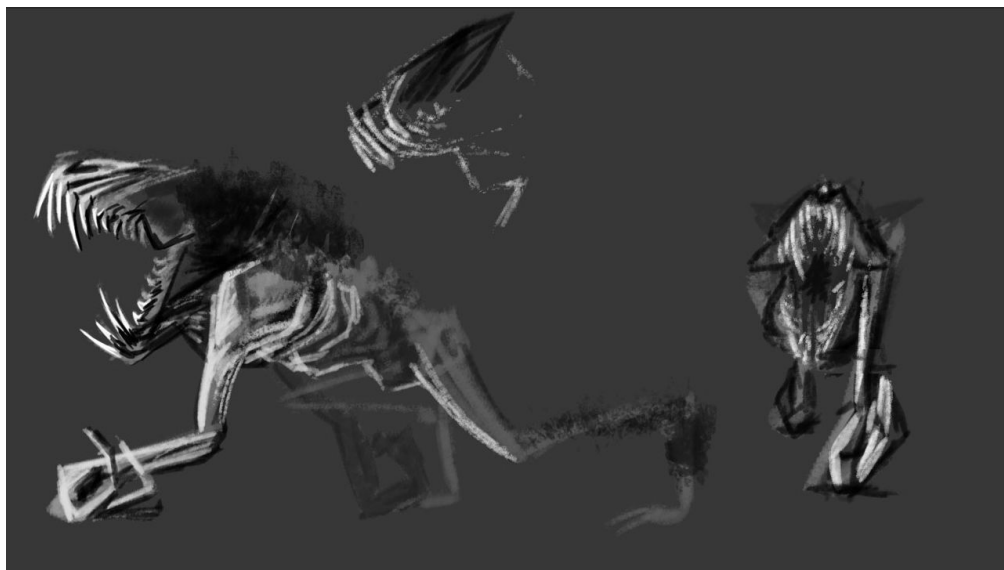
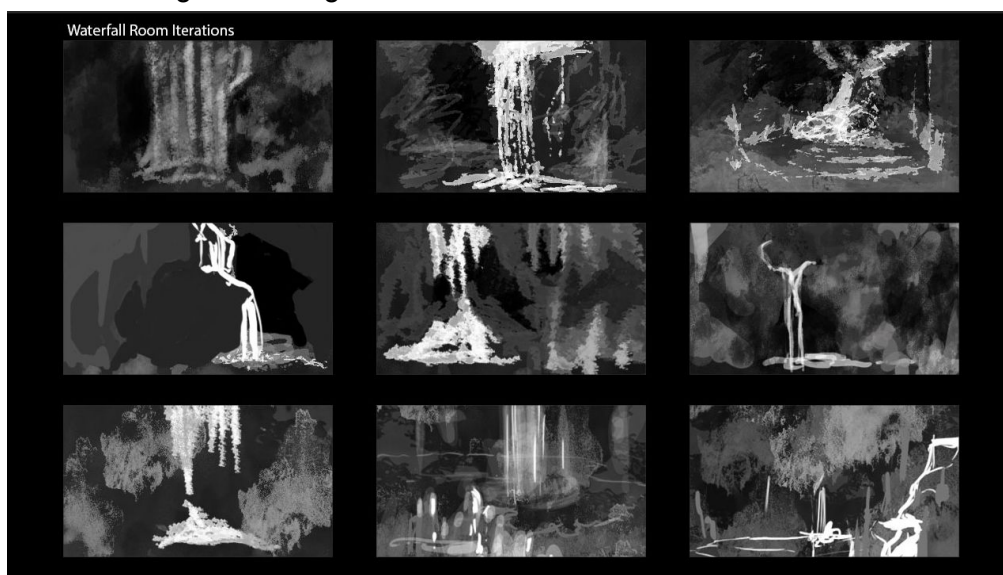
This week the design of the monster was further iterated based on some feedback.

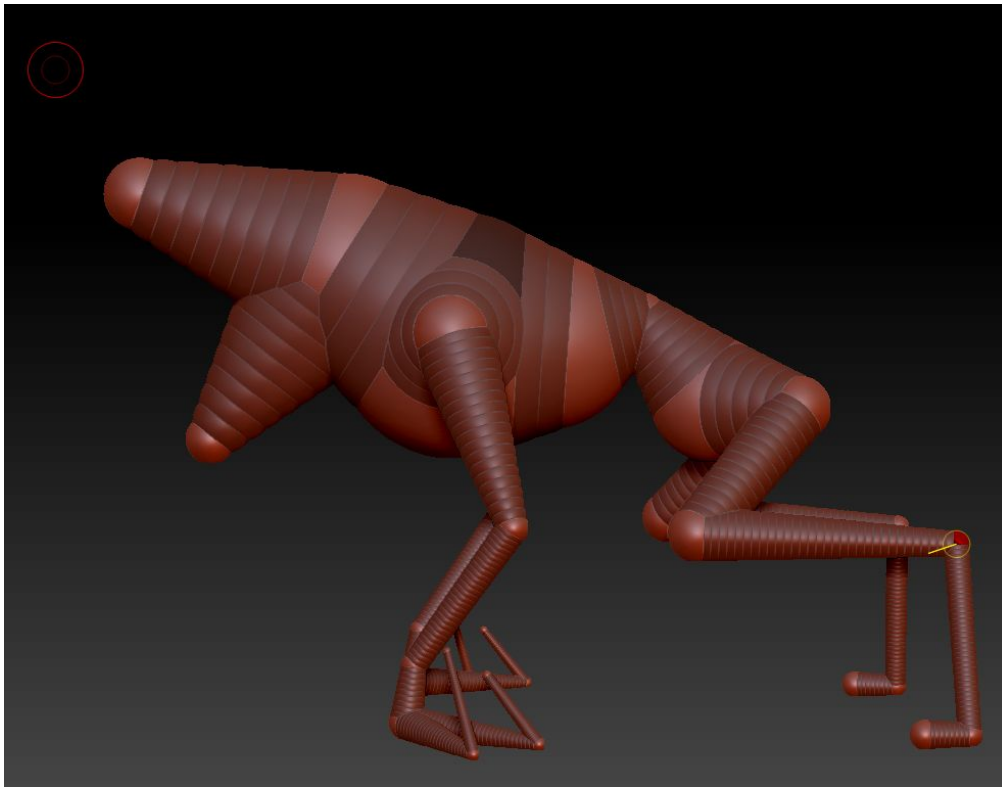




Week 7. 11/11

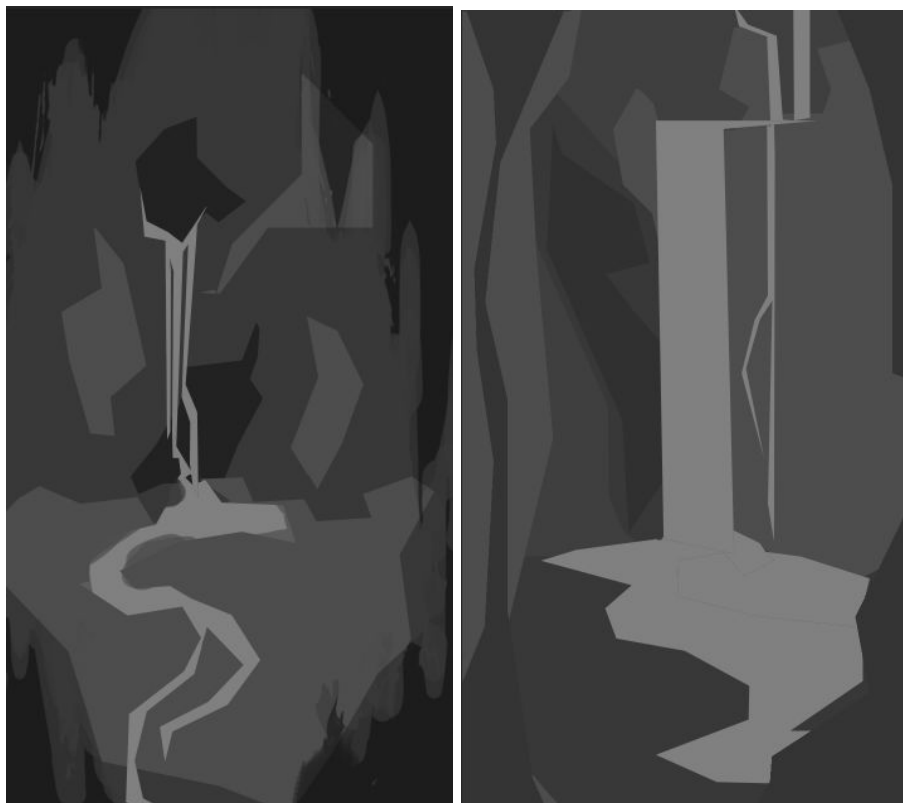
Iterative design continues. Began blocking monster in 3D





Week 8. 18/11

Attempted to develop some environment pieces further. Decided to focus on the 3D model of the monster going forward. Had some feedback from cohort on how to improve the scariness of it's silhouette. I did struggle with Zbrush's adaptive skin tool this week, and attempts to try block the monster out in Maya instead also caused me some difficulty.



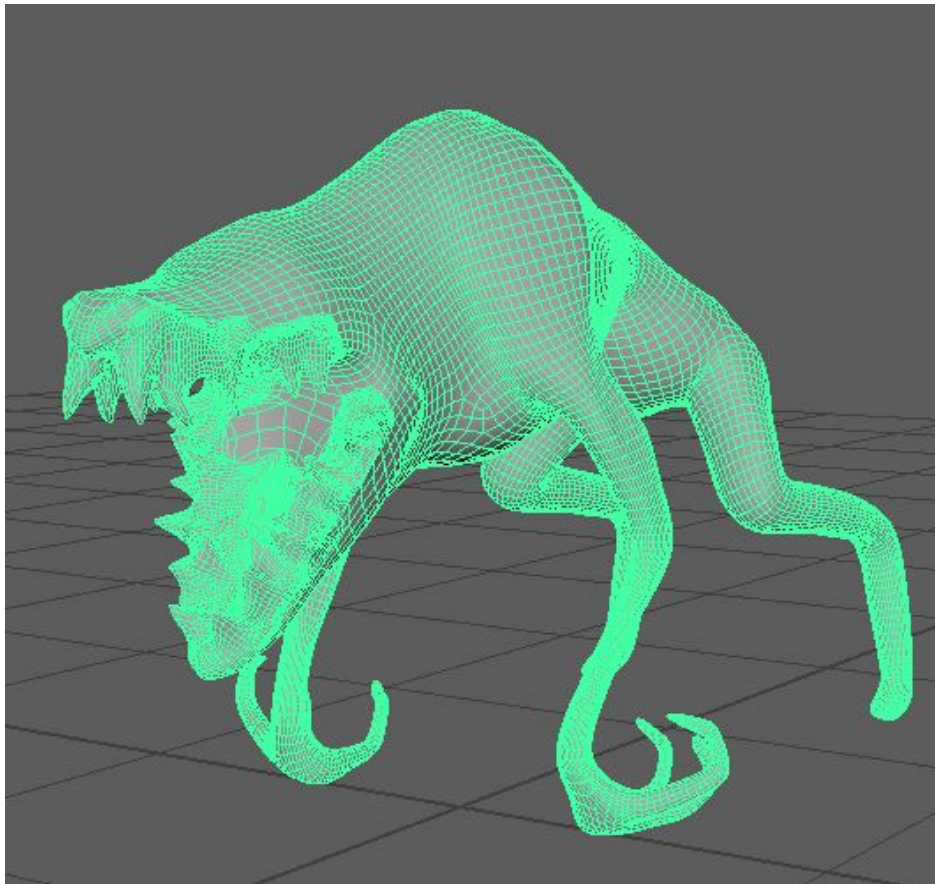
Waterfall Room Development



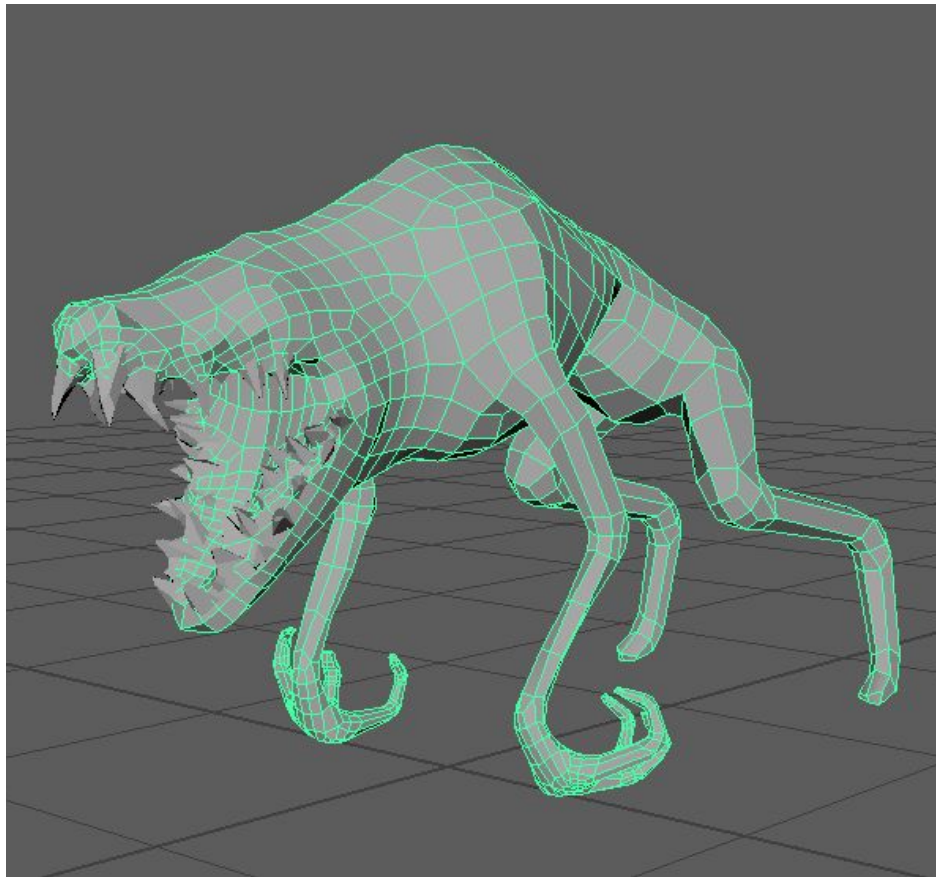
Monster Development

Week 9. 25/11

I spent my time this week focused on retopologizing the monster using Maya. I had initially only planned to spend one or two days working on this, however I underestimated how long it take due to my inexperience with this tool. I did manage to create a piece with good edge flow on the most part.



Pre-Retopologizing



Retopologized Monster

Week 10. 02/12 & Week 11. 09/12

Over the course of these weeks my time has been spent working on paperwork such as the Critical Analysis. No new pieces have been created or developed on this week to ensure work is finalised for the deadline.

Bibliography

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