

Assignment 2 Game Report

by Alex Jenkins

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Game Design & Asset Creation 1

Written Evaluative Report

Alexander Jenkins (2103347)

Game Idea

"I Scream" is a horror game set in the 1980's in an abandoned ice cream parlour. The story is a teenage girl (around 19 years old) breaks into the ice cream parlour and unexpectedly finds something horrific. The player would be able to interact with objects in the environment (such as a teddy bear and paper ice cream cups).

There was another character to be in the game called Mr. Scream, this originally would be a horror figure that would roam around the building, the player would have to avoid Mr. Scream, if caught they would get jumpscared and need to start the game over.

Although, Mr. Scream developed into a character that the player would then interact with, this is for two main reasons. Firstly, the building was too small and linear to have a roaming enemy in, so it didn't make sense to have that feature. Then secondly, we wanted to make Mr. Scream the main plot for the game's story as we decided we could use him as a character the player interacts with.

The player would be able to interact with Mr. Scream in the freezer room to learn his story, the player's objective is then revealed to free Mr. Scream from the parlour. This is done by uncovering secrets of the parlour by interacting with items and collecting and using them accordingly.

Although, the final idea was different to the original one we had come up with, we had developed it to something we think would be better. The game would still have horror elements such as being dark and gloomy, as well as having some jumps from models like the teddy bear.

Final Game Overview

Due to scope and time management, our team quickly fell behind and realised we wouldn't have enough time to complete the characters as well as create the story for the I Scream game.

We still made a finished and complete game, with the building being fully textured and modelled, still having a dark and gloomy atmosphere to fit the horror aesthetic, and the player is able to walk around the environment and interact with the flashlight. But we ran out of time when it came to developing the story.

Target Audience

The target audience for I Scream is for enjoyers of the horror genre, as this game has the notable features of one having a dark atmosphere in the building. The age rating of the game would likely be 13+, as it does have a horror aesthetic to it, but there is no violence or gore, so it could be acceptable for older kids.

My Role

My role for this group project was asset creation, I made most assets to be found within the game of I Scream. I made a total of 25 assets that can all be found in the game. Many of these assets are colour variations, and some are made up of multiple objects such as the ice cream display counter.

After I had finished creating all the assets for I Scream, I imported my assets into the new level stage that had been created and modified the lighting settings.

Then finally, I laid out all the interior assets in the build, including assets that I didn't create.

Design Choices and Research

We decided to use a realistic graphics style for I Scream, not stylised in any way. We decided this as we all like this style for games and felt it fit the game well, being a horror game set in a dark building, horror games go well with realistic graphics, so it also made sense.

Below are two examples of horror games that use a realistic graphics style. I researched these styles of games (horror with realistic graphics) to get an idea of ways models and environments can be textured to create a horror aesthetic, researching examples such as Resident Evil Village [2] and the Quarry [3] gave me a good sense of how a horror game can look.



Before making an asset list, I researched the kind of objects you would find in an ice cream parlour, by looking at images of the inside of ice cream parlours, as well as some of the common rooms such as the freezer room and staff room.



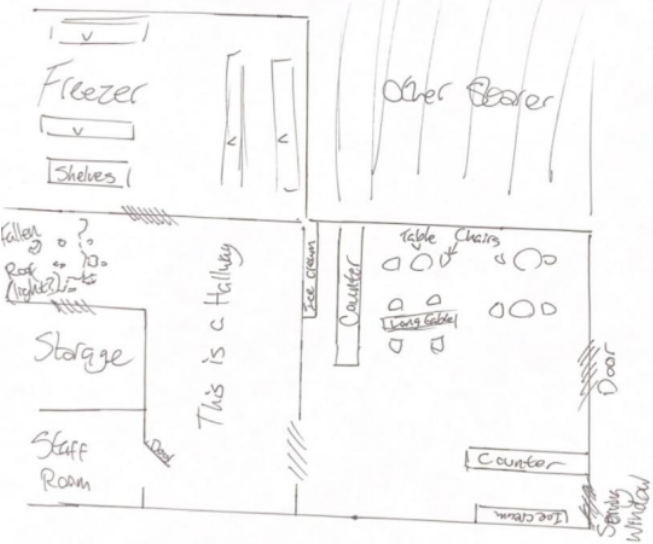
The image above [4] shows some elements to an ice cream parlour, the key object that seems to be in every parlour is the ice cream display counter, so I knew that would definitely be included. I thought about putting ice cream cones in there, but since the building is long abandoned, I figured all the cones would've been degraded and so opted to create ice cream cups instead, as most parlours tend to serve ice cream cones and cups.

Although, there is a lot of creative freedom when it came to making the ice cream parlour, as no two ones are the same, we could opt to have any design/layout we wanted for the building which didn't restrict us to a certain style/design.

For the other rooms, I researched them on google images to see what assets are commonly found within them and how they are designed. For example, with the freezer room, I found that the high majority of images contained steel shelves and a cold storage fan unit, so I noted the layout these rooms typically have, as well as the steel shelves and the cold storage fan. [5]



Doing this research was beneficial, as it was helping the team decide what assets to put on the list, as well as how the floor plan may look. Once we had looked at enough resources, we made a floor plan.



This is the floor plan we made for our ice cream parlour building design. This was vital for the design process, as this was able to have some small changes, but this drawing should show how our building layout would look, so each member knew exactly what was needed for the design, this layout never changed throughout the building process.

Once the floor plan had been made, we then created an asset list, so everyone knew what had to be made, this was ordered from important assets to not important. This was so the not important ones would be made at the end if we had extra times, whereas the important ones needed to be done first to make sure they were ready when we needed to export into Unreal.

Asset List						
Important Assets						
Parlour Room	Freezer Room	Staff Room	Storage room	Hallways	Outside Area	miscellaneous
Ice Cream Display Counter	Steel Shelves	Coffee Table	-	Lockers	Bench	Ice Cream Cups
Counter	Cold Storage Fan					Wooden Door
Parlour Stools	Steel Door					Light Bulbs
Revolving Door						Playable Character Model
						Mr. Scream Model
						Long Table
						Round Table
						Roof
						Walls
						Cracked Windows
						Company Logo
Unimportant Assets						
Parlour Room	Freezer Room	Staff Room	Storage room	Hallways	Outside Area	miscellaneous
Ice Cream Scooper	Ice Cream Tub	Chairs	-	Lanyard	Umbrella	Light Switch
High Stool		Coffee Cup		Debris	Barrier	Boxes
Tablet Menu		Mug				Wet Floor Signs
		Shelves				Wires
						Flashlight
						Cracked Wall

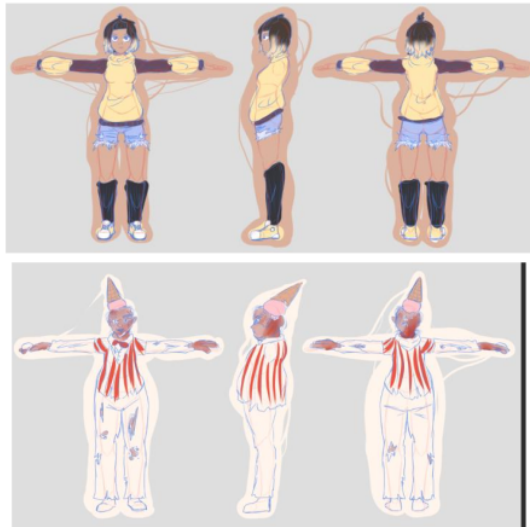
The image above is our asset list that we made we everyone in the team knew what models had to be made, this was vital as everyone could see what had to be done. Once a team member was working on a model, they would notify in the group that they were working on it to avoid two people making the same asset. Once an asset had been made, it would be coloured green on the asset list. The only change to this list was that the outside area was removed due to time restraints, minus the barrier which goes behind the front doors.

Hamza dealt with the design process of the company logo and name, although we all agreed on one design and name.

Shaun dealt with the character designs and models, but again we all agreed on the look via what he drew for the concept art.



Company name and logo



Concept art for main character and Mr. Scream



When texturing my models, I made sure to give them realistic textures in Adobe Substance Painter to stick to the theme. There are some design choices I made when texturing the models to make them look worn and old. The main ones were using rusty steel textures for the metal objects, as well as applying rust to them and then dirt to almost every texture I made, doing this gave an aged look to each asset I made, fitting the theme.

As you can see by the examples on the left, they have got rust/dirt applied to them. If they weren't covered in this, there would be no indication that they were decayed in any way and would look more out of place due to them looking new and clean.

Once everything had been imported into Unreal, I changed the skylight settings to change the atmospheric look to the level, giving it a slight blue tint, I did experiment with red, but I found it to be too dark. The blue light allowed the setting to not be too dark even when the flashlight is not in use, having it so the player needed to rely on the flashlight to see anything could've got annoying easily.

With the light sources that emitted from the bulbs, I modified them and gave them an orange hue to reflect what old lights from 1980 looked like to match the setting.



[1] This is an example of a light bulb from 1980, the bulb colours back then were more of an orange hue than the white we have today, so I took this design and made the light sources in the project orange to reflect the time it is set in.

My last job was laying out all the assets in the unreal project within the building, I was able to do this relatively easy (although taking a decent chunk of time) with the prior research I had done researching the rooms, as well as having the creative freedom of placing the objects where I seemed fit.

The place is abandoned, so I had to take note of that when laying everything out, I did this by making some objects thrown over such as some stools and ice cream cups. As well as this I placed stacks of boxes around and placed ice cream cups all over the floor to give the parlour a messy look, as it's not meant to look clean in the slightest.

Self-learning was a key part for this project, as I had to do this research all on my own accord to ensure I would create the assets to the best of my ability

Reflection

Everyone in the team researched via their own methods, we all researched our individual jobs and how to go about completing them, for me that was mainly the asset texturing process, how to make my textures look worn and dirty to fit the environment, as well as researching what assets to model that we would place in the environment to create the ice cream parlour.

I think the research conducted was incredibly good for the end project, as it helped me greatly to create models that would fit within the environment of an abandoned ice cream parlour and was especially Important for creating the textures for each of the models. With the research, I was able to see how textures from an abandoned place may look like, as well as some methods on how to use Adobe Substance Painter to create this effect. Researching design methods beforehand greatly helped me know what assets to create.

If I was to do this again in the future, I would continue to research on model and texture designs, depending on what the theme for the project is, and I will continue to better my skills using software such as Maya and Substance Painter. This is so I can constantly be improving and creating the best assets that I possibly can.

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Assignment 2 Game Report

GRADEMARK REPORT

FINAL GRADE

62/100

GENERAL COMMENTS

Instructor

1. Engagement with Literature Skills - 16/25

There is a good amount of research in this document with IEEE referencing used, accompanied by a bibliography. Well done. Good use of relevant media to inspire game idea.

2. Knowledge and Understanding Skills - 18/25

There is a good display of knowledge here, with consideration given for level structure and a top down design shown. There is clear application of 3D modelling and texturing skills with use of Maya and Substance painter.

3. Cognitive and Intellectual Skills - 14/25

Some decent reflection present in document with considerations given to project planning with asset list present. Some mentions of prioritisation in project work, well done. I'd liked to have seen more in-depth reflection on personal work practices as well as group communication. Especially relating to research. Deconstruct not just the research but how you research, and how this impacts your workflow.

4. Practical Application Skills - 6/10

Document is presented well but could benefit from additional formatting. Use of headings is good to give context to reader.

5. Transferable Skills for Life and Professional Practice - 8/15

Perhaps a cover page and contents page could improve the overall structure of the document.

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