

Project Title: CHEIMAPHOBIA



Name: FENN INGRAM

Date: 6/1/2019

Week No:

Research:

I have begun visual research into potential aesthetics for the game. I have settled on a mixture of fantasy with sparse areas of sci-fi. I also have an idea about using tunnels for the player to traverse.



I intend to use these reference images and create an initial concept around them.

I have created an initial sketch detailing my idea. I have decided upon the games objective and from that objective I have created the concept for the player's starting position.

ADD SKETCH

The player is the survivor of a crashed vehicle of some kind. They now have limited time to reach the city before they die of hypothermia.

To this end I have decided the game will have a time limit, forever reminding the player they are at risk of death.

ADD SKETCH

WEEK 2

Based off of the sketch I have developed a list of interesting locations to include within the game:

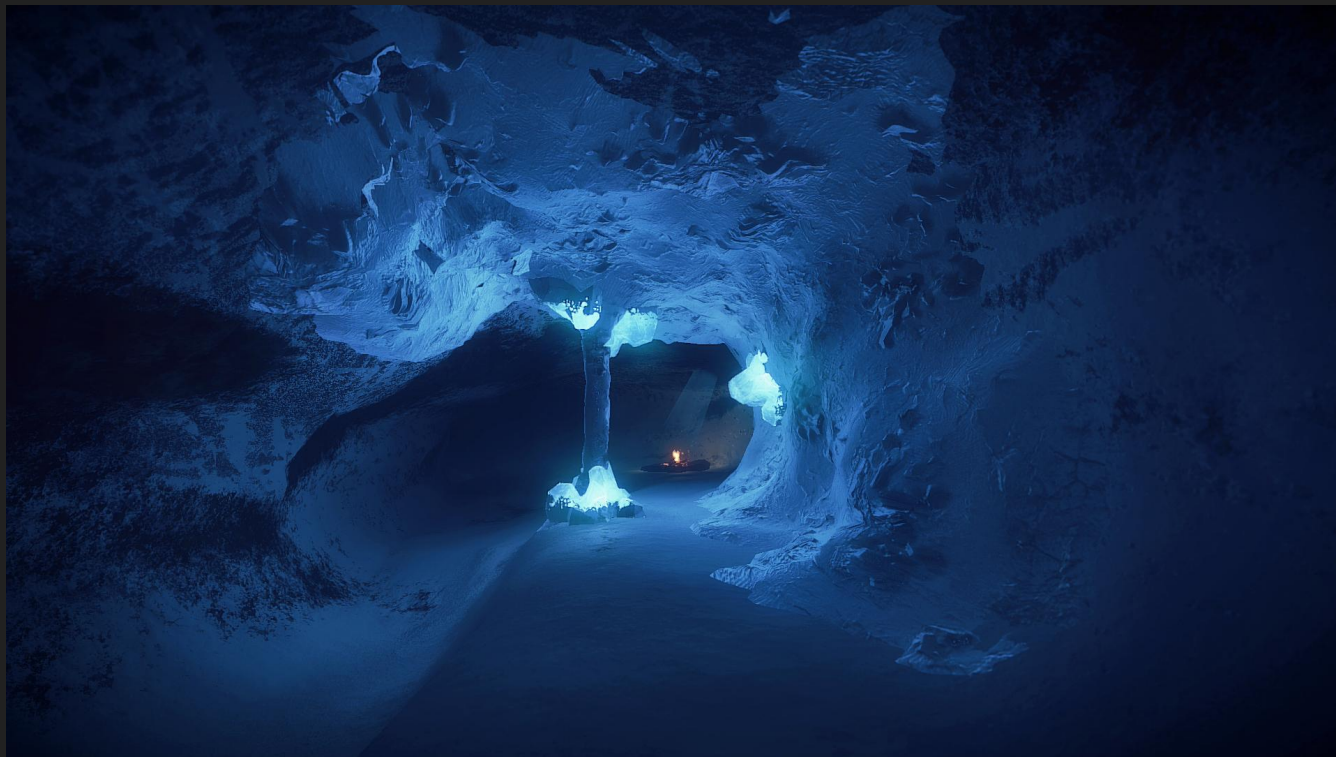
- Crash Site.
- City.
- Research Facility.
- Ruined Shrine.
- Caves.
- Frozen Lake.
- Cabin.
- Abandoned Town.
- Tunnels.

I also created a list of items and objects to be found within the game world.

- Snow-Sled
- Fuel Canister
- Generators
- Clothes
- Knife
- Pistol
- Ammunition
- Shotgun
- Engine Parts
- Bandages
- Map
- Flashlight
- Batteries
- Snowshoes
- Compass

I intend to assess the need for each of these items and locations and create a priority list of what the game needs to be able to function.

I have looked at some of the locations from the game Kona. It shares similar concepts with my idea and very similar locations.



THE REVENANT:



Watching the revenant gave me some additional ideas for the game.

- Could the player use the dead monsters for warmth?
- What if there was other people in the game world?
- Would they be friendly? Hostile?

TUTORIALS:

<https://www.youtube.com/watch?v=sw1HAmAnYFQ> - Snow Particle Effects Tutorial

<https://www.youtube.com/watch?v=GNjpkQpN6HE&list=PLL0cLF8qiBpo3EUz0KAwdZrDYr6FzfLGG> - Unreal Engine 4 Basics series (Episodes 1-8)

<https://www.youtube.com/watch?v=-ynXyliuDqs> - Tips and Tricks

https://www.youtube.com/watch?annotation_id=annotation_12574295&feature=iv&src_vid=x98nZ64NAUQ&v=er0kF608iFI - Timer Blueprints

<https://www.youtube.com/watch?v=XVU5vNnhgxo> - UI Basics

<https://www.youtube.com/watch?v=ulUO4EN8BG8> - Main Menu Creation

<https://www.youtube.com/watch?v=urlCZy9qj5E> - Health System

<https://api.unrealengine.com/INT/Engine/UMG/QuickStart/index.html> - UI guides

<https://www.youtube.com/watch?v=SOF3tvxifyU> - Health Pickup

<https://www.youtube.com/watch?v=7BSc-1dk4tY> - Health Pickup

https://api.unrealengine.com/INT/Videos/PLZlv_N0_O1gZg3dTMetmsfm_s4lb4-Tg0/8bqM7k4aI0/index.html - Pickup

<https://www.youtube.com/watch?v=l1tpeVlcaGI> - AI Tutorial

EVIL MR. FRANK: VIDEOS I WATCHED

<https://www.youtube.com/watch?v=MlgvfEicdwU>

<https://www.youtube.com/watch?v=FRxnKYy62KE>

<https://www.youtube.com/watch?v=67NToSkW2vs>

<https://www.youtube.com/watch?v=SEa52ONQuR0>

<https://www.youtube.com/watch?v=bJHu4aOv0sU>

https://www.youtube.com/watch?v=8z1H5DRQ_L8

<https://www.youtube.com/watch?v=gI99go-1Zbg&>

<https://www.youtube.com/watch?v=9MxkAnrYnP0>

<https://www.youtube.com/watch?v=mDFUBMbrMZg&>

https://www.youtube.com/watch?v=fRNlc9H_8tE

OTHER LEVEL DESIGN VIDEOS:

<https://www.youtube.com/watch?v=XvRdzG5Fy2I>

AESTHETIC DESIGN:

I create a couple of example levels to find the visual design I wanted for the game.

FACILITY DESIGN:

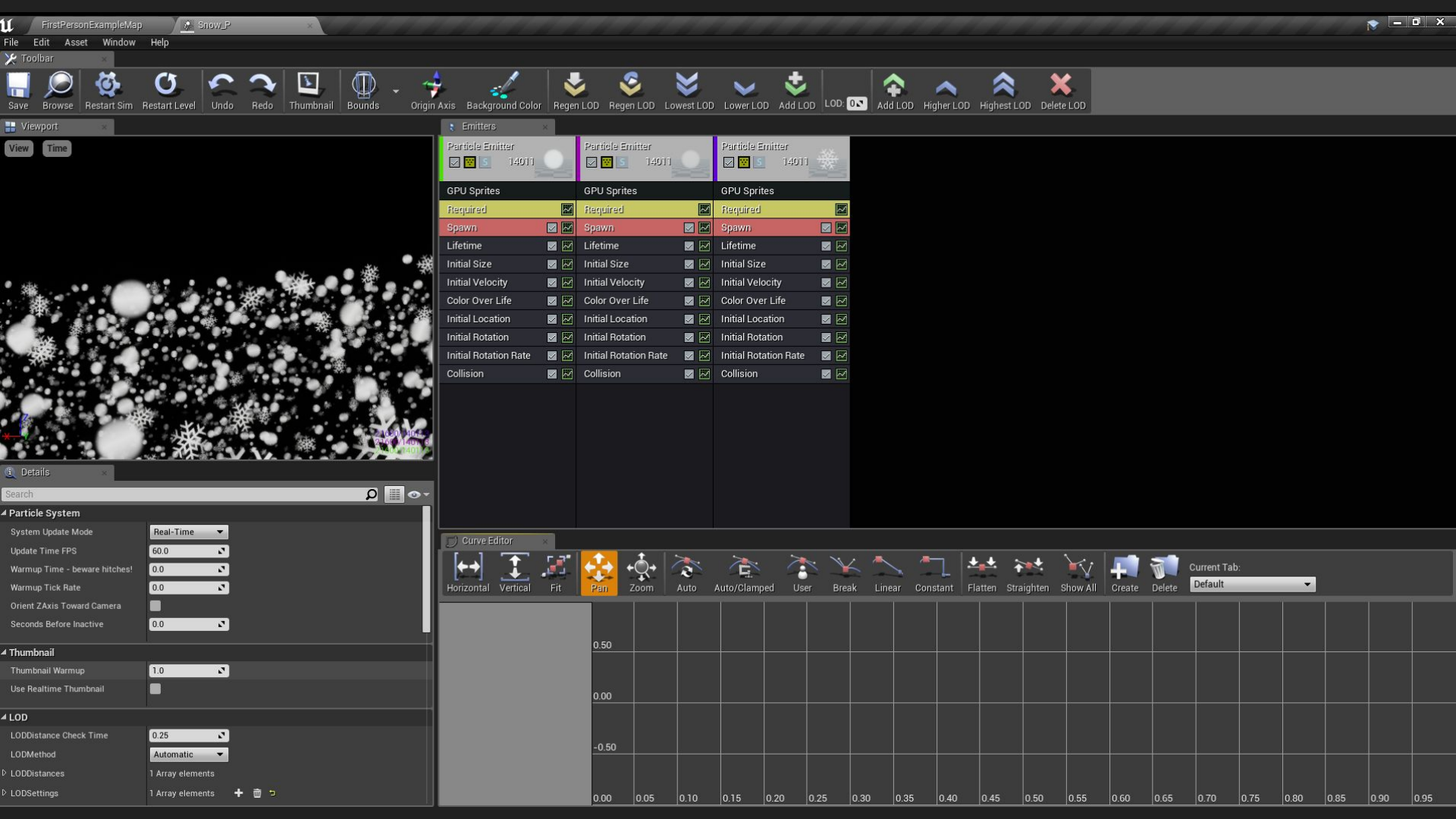


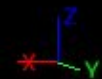
SHRINE DESIGN:



SNOWSTORM EFFECTS:

By following the snow particle effects and altering the speed, direction and density of the effect I was able to create a thicker and faster snowfall. However, this caused a significant decrease in performance. I intend to amend the code by adding a proximity to the character so the snowstorm is only visible within a certain radius. Instead I will endeavor to create a thicker fog in the distance to inhibit visibility.

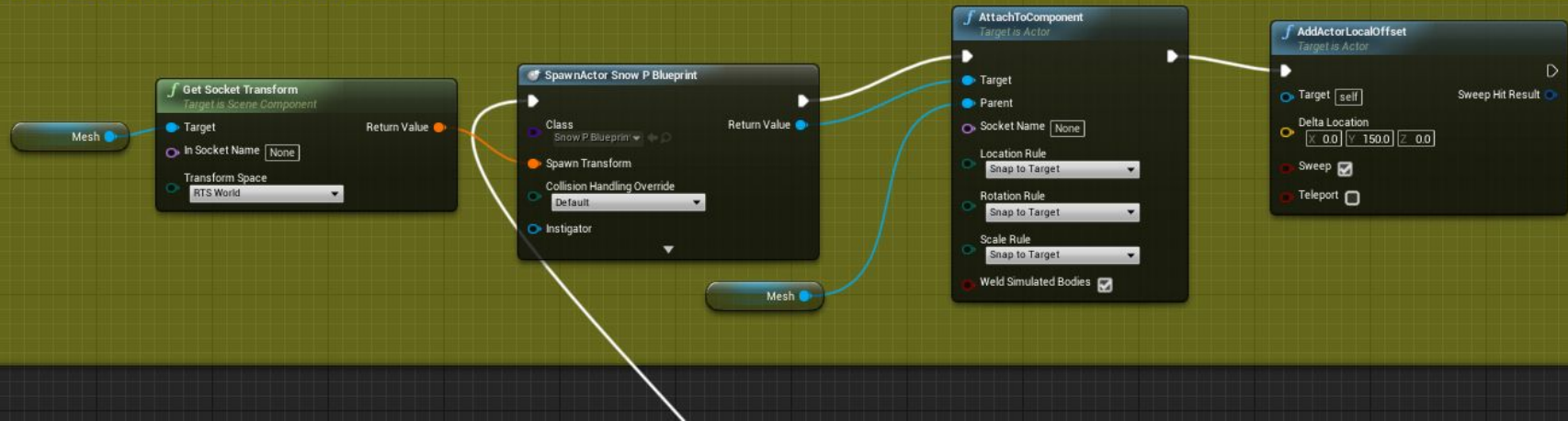






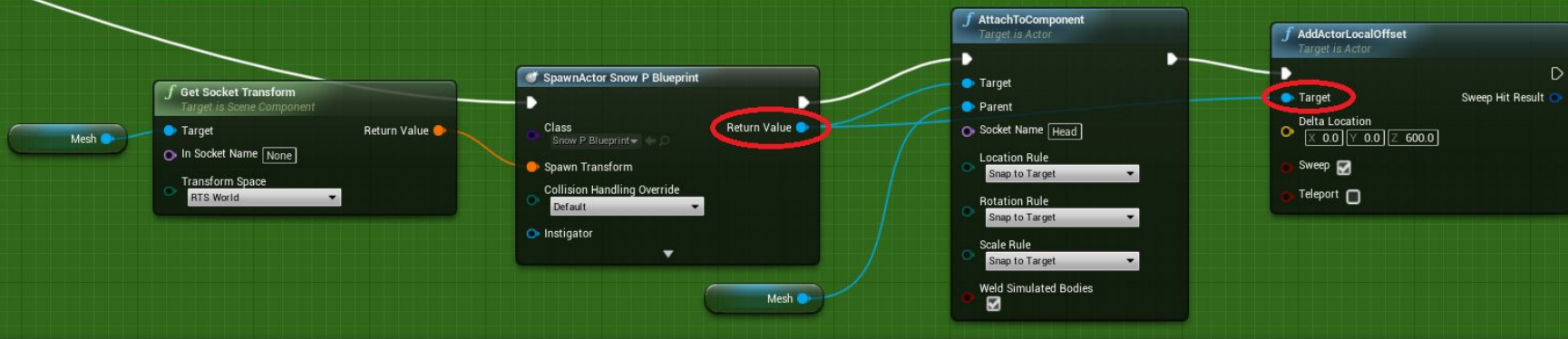
Following on from my alterations to the snow particle effect I attached the particle effect to the character with blueprints and made it so the snow follows the character throughout the world, making it appear as though it is snowing everywhere. At the moment there is still an issue. I need to find a way to offset the particle effect since it is currently below the character's head height. Right now the snow appears at waist height.

SNOW FALL ATTACH TO CHARACTER



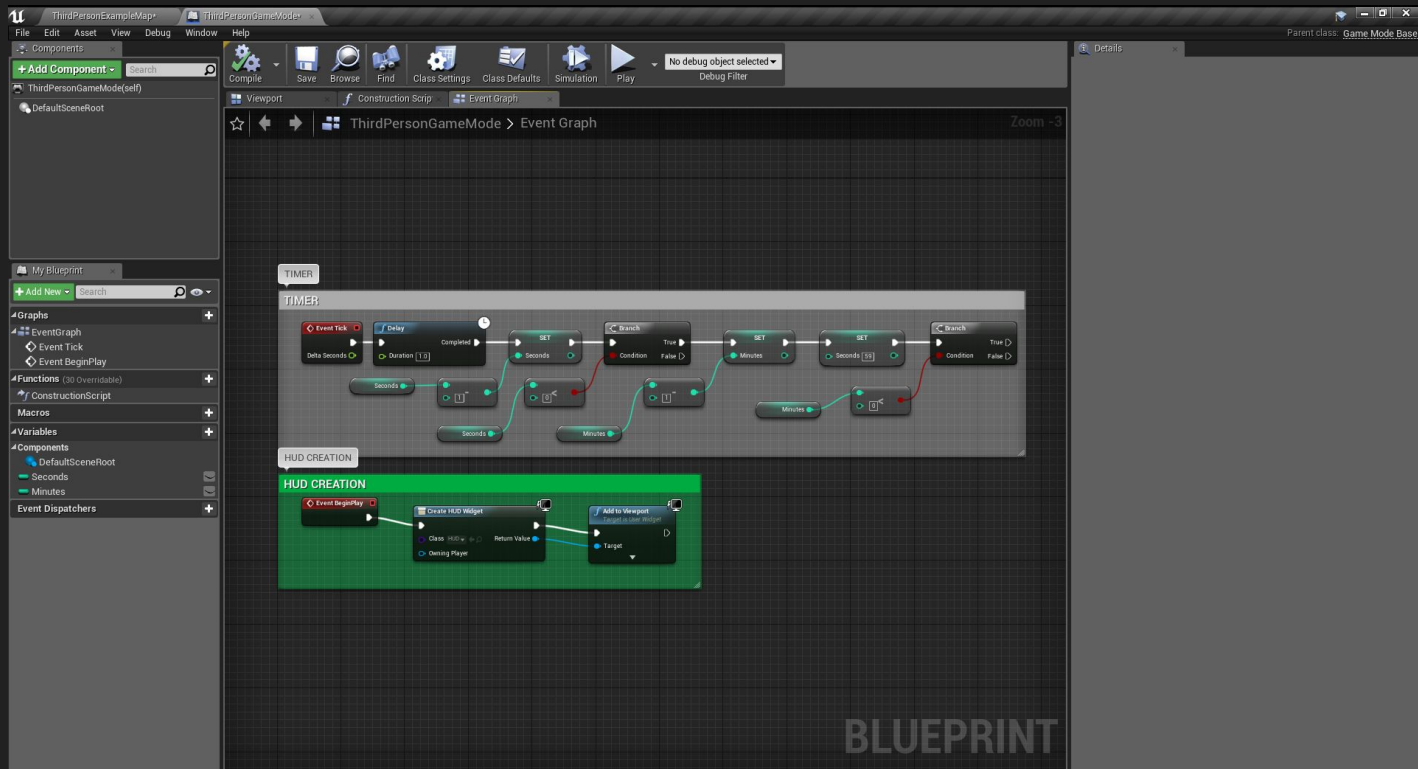
I managed to find a slight error in my code. Fixing this has fixed the issues with the emitter's height.

SNOW FALL ATTACH TO CHARACTER



I managed to create a countdown timer that ends the game when it runs out.

TIMER

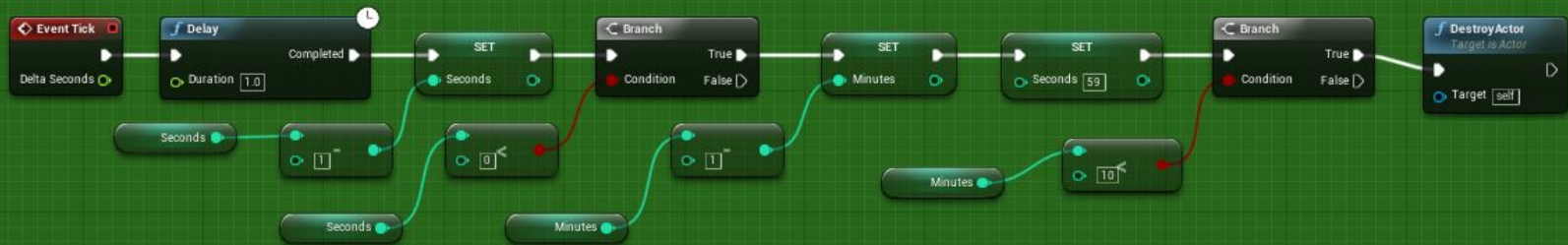


9 :51
UNTIL DEATH

BLUEPRINT

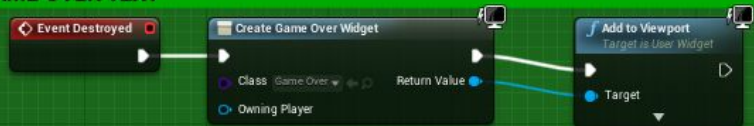
TIMER

TIMER



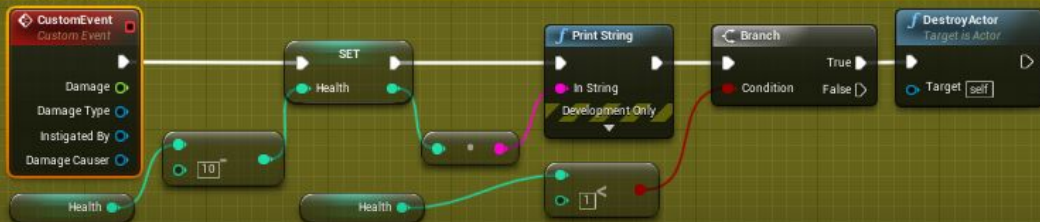
GAME OVER TEXT

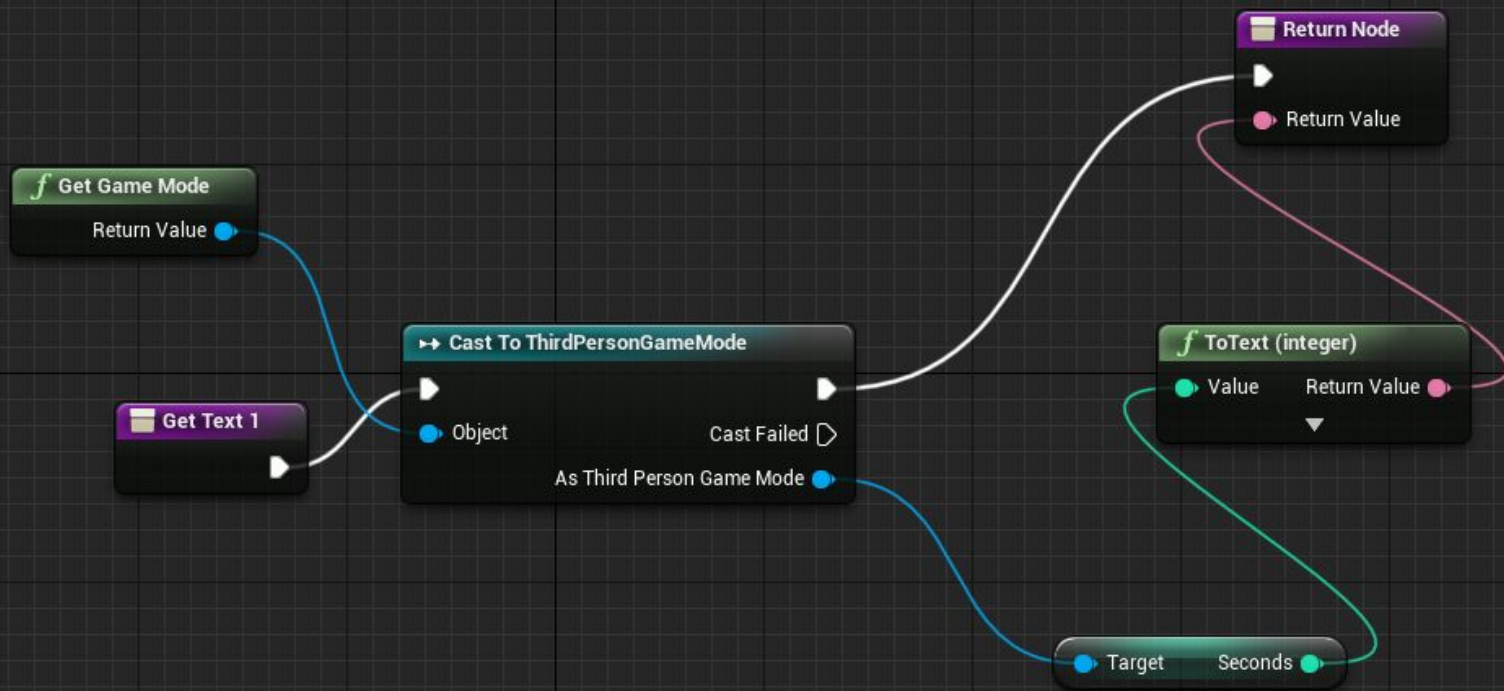
GAME OVER TEXT



HEALTH SYSTEM

HEALTH SYSTEM



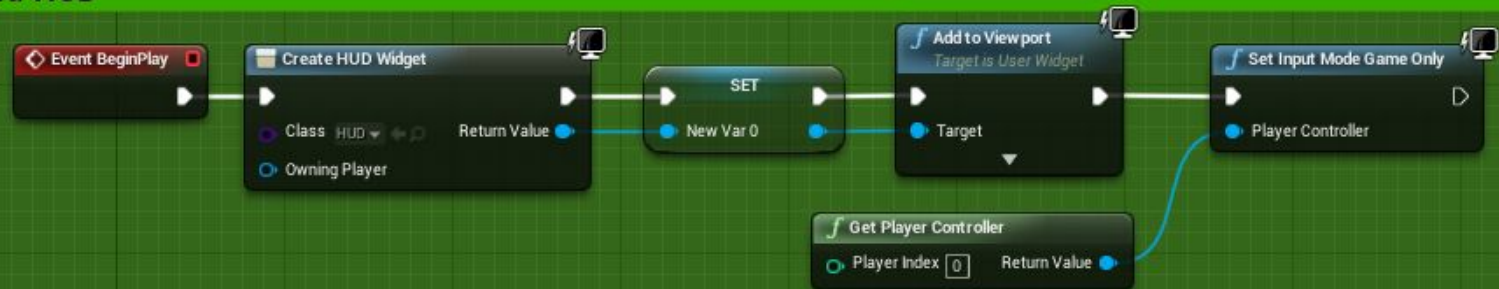


MENUS:

I have managed to create a Main Menu with an Options Menu as well as a Game Over Screen and a HUD.

I also create a map that the player can look at by pressing the 'M' key.

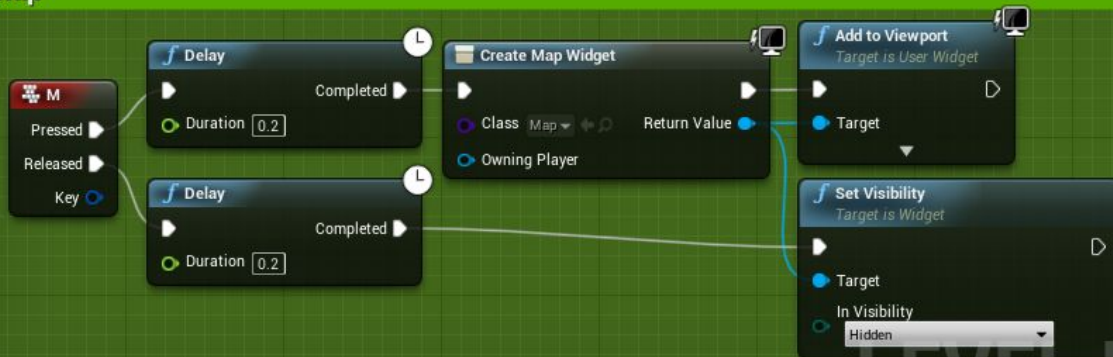
Add HUD



Menu Start-up



Map



LEVEL BLUEPRINT

CLICK PLAY

CLICK PLAY



CLICK QUIT

CLICK QUIT



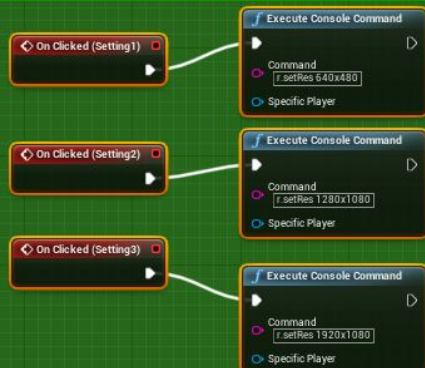
CLICK SETTINGS

CLICK SETTINGS



RESOLUTION SETTINGS

RESOLUTION SETTINGS



Return

Return



WIDGET BLUEPRINT



CHEIMAPHOBIA

PLAY GAME

OPTIONS

QUIT GAME

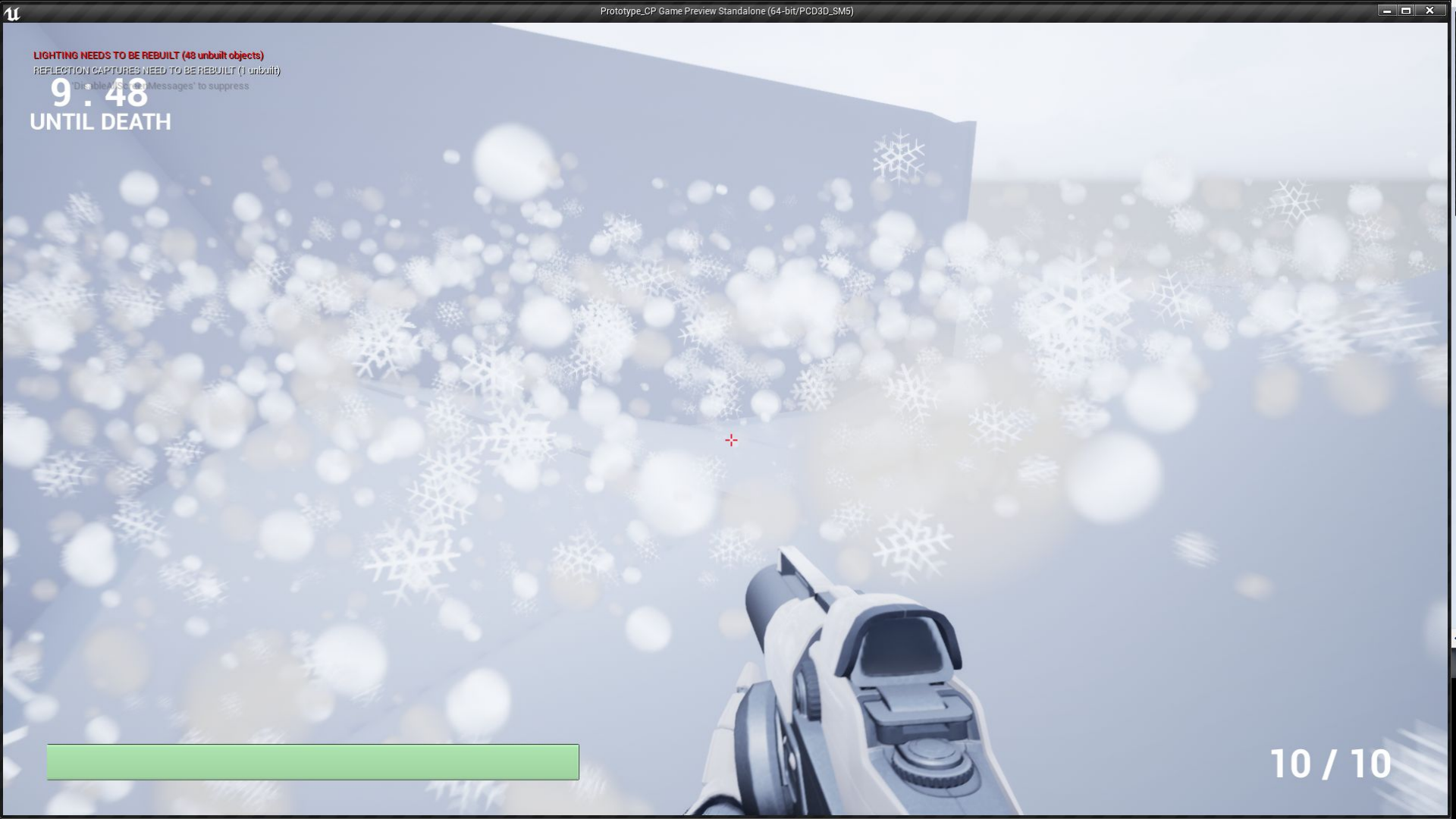
CHEIMAPHOBIA

640x480

1280x720

1920x1080

MAIN MENU



LIGHTING NEEDS TO BE REBUILT (48 unbuilt objects)

REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)

Disable 'Messages' to suppress

9.48
UNTIL DEATH

10 / 10



LIGHTING NEEDS TO BE REBUILT (48 unbuilt objects)

REFLECTION CAPTURES NEED TO BE REBUILT (1 unbuilt)

'DisableAllScreenMessages' to suppress

You are so tired.
You decide to lie down, just for a moment.
You never get up.

QUIT

Game Over Click Quit

On Clicked (Button_156)

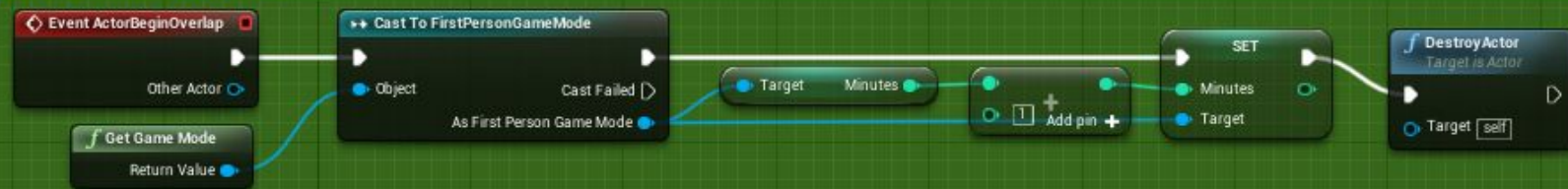
Execute Console Command

Command `quit`

Specific Player

ADD TO TIMER PICKUP

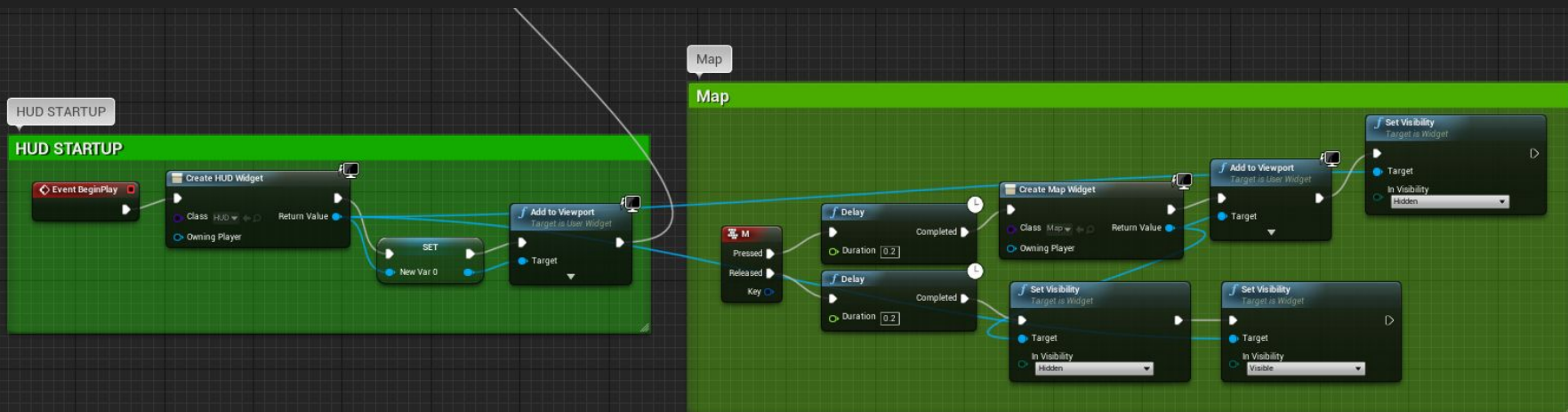
ADD TO TIMER PICKUP



SNOWSHOES

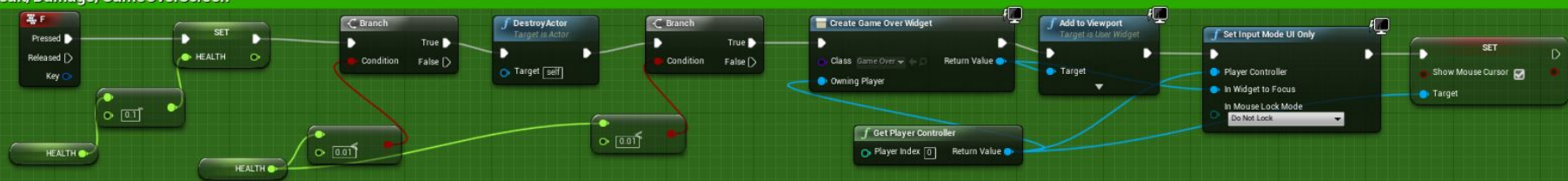


I have improved the code for a number of mechanics.



Healt/Damage/GameOverScreen

Healt/Damage/GameOverScreen



TIMER/END OF TIMER DEATH

TIMER/END OF TIMER DEATH



BEGIN TIMER

BEGIN TIMER

