

Games Design & Asset Creation

1 - Written Review Shaun

Tierney

by Shaun Tierney

Submission date: 13-Dec-2022 09:35AM (UTC+0000)

Submission ID: 192126951

File name: 27251_Shaun_Tierney_Games_Design__Asset_Creation_1_-_Written_Review_Shaun_Tierney_472322_437676560.docx (23.66K)

Word count: 1706

Character count: 7952

Shaun Tierney (2004667)

University of Wales Trinity Saint David

BA Computer Games Design

Games Design and Asset Creation 1 - Course Work 2

Our original idea went through a lot of planning phases. In the beginning we agreed on making an analogue horror game, however the setting of said game was not decided upon for about two lessons. In our attempts to shave down our ideas on the setting for the game we ended up with a submarine or some sort of mall store or standalone store.

Depending on what we chose for the setting we planned for the game to either follow a worker on the submarine waking up and finding it had become infested with flesh and fleshy monsters that the player would have to avoid as they try and find their crewmates.

On the other hand, if we were to go with the mall or store idea we decided to go with the premise of a group of teenagers break into an abandoned store or mall, once inside they end up getting chased by a creature or humanoid monster.

In the end we ended up going with the Ice Cream parlor in the mall, later changing it to just a standalone store. The idea of the group of teenagers was changed to just a single teenager. In the game you would walk around the abandoned parlor, interacting with items such as a flashlight you find, a moving teddy and many more items. The player would also have to avoid the roaming 'monster', Mr Scream, as you attempt to find your way out of the building. This was the premise of the game during the mall phase, meaning that you would be chased around the whole mall, not just the ice cream parlor. When we moved the game to the standalone building

As a horror game the game's rating would likely fall under the PEGI 18 or, at least, PEGI 15. However, as the internet has proved, many horror games in this kind of style often get picked up by a younger audience due to the internet which could be a possibility.

Games like Five Night at Freddy's, SCP Foundation, Backrooms and other such games, even going as far back as Slender and other Creepypasta games in the early 2010s. This could easily happen to our game so, even if we design the game for late teens to early twenties the game will likely spread to other age groups. While this is true we decided to simply focus on the late teens to early twenties age range while welcoming anyone outside of that age group too.

With our target audience being that of people in their late teens and early twenties, the main character being of a similar age would allow said players to find themselves more easily immersed in the game thanks for the similar age range for the main character. For anyone else picking up the game that perhaps isn't in that age range, anyone above could put themselves in the shoes of a younger them and quite easily understand the need for exploration a teen from the early 2000s could feel.

While the game is set in the early 2000s, the abandoned parlor is from a time in the 1800s or 1900s. This is the reasoning behind any concept art of the parlor looking so worn down as well as having a much more 'classic' vibe to it. The large photo found behind the counter in the main area is also coloured in a way to make it look older, a small filter added on top of it too just to sell the idea a little more. Some concept art I did also lends itself to this time period though most of the ideas for the flooring and painted walls were scrapped due to either looking too similar to Five Nights at Freddy's or due to time constraints.

As far as the items go most are fitting for the time period the parlor was active in. As mentioned previously, the ice cream themed stools along with the small ice cream tubs are obvious indicators of what the building was used for if it was not already obvious. The more modern flashlight found in the main area seems out of place in comparison to the older, dirtier items. I believe this to be the flashlight of the last person to break into this building, their fate left intentionally unknown.

A lot of my learning was self-directed during this project. I attempted to learn the program of Zbrush from scratch during this project. To do this I used many YouTube videos and tutorials on how to do certain things. For example I used a YouTube video [3] in order to learn how to make a model with hair or another [2] to learn what brushes to use to create a good looking head for my models.

I learnt a lot through trial and error also. I attempted to use the brushes suggested in the videos I used as tutorials and simply played around with them on a random sphere object before using them on my actual models. This allowed me to gain a decent understanding of how to use each brush before applying it to my model and helped make my models look a little better than they would have if I had just followed the tutorials straight away.

In terms of research, I helped in pulling references from the internet on several objects and items in the game. I helped in researching different designs for the stools and tables, the ice cream machine and tubs as well as providing real life references in terms of the freezer shelves and air conditioner as I have firsthand experience oh how they look and the size of them compared to a regular person thanks to my real-life job. I often gave second opinions on references the other members of my group used as well as giving a second opinion on the models which they produced.

In terms of my own research, I used a lot of different YouTube videos and websites on Google, most of which I did not document while searching through them but some of which lay in the bibliography below. Instead, I will go over a few of the issues I encountered during my time on the project.

Firstly, was my inexperience with Zbrush. As my bibliography below implies, I had no idea how to use the program and needed to use a lot of tutorials in order to grasp the basics. For example, the different brushes, how to use them, and how to use them together. Doing this in my first model made me more confident when approaching my second model, which I believe turned out better than the first. While I still do not fully understand the program, using it during the project has made me determined to grasp a better understanding of the program in future projects.

Second were my issues with maya and rigging the model. Lining up the skeleton was fine and easy enough for me to do. However, skin weights were something I wasn't prepared for. In order to figure out how they worked I had to look up a tutorial online via YouTube once again. I needed to apply skin weights to the model since, if I simply moved the head side to side then part of the character's hoodie would also contort slightly. Adding skin weights fixes this problem though the tutorial on rigging I was following [5] did not explain how to do this. In order to learn I watched another video [4] purely focused on skin weights and how to apply them.

While previous issues were fixed with me following online tutorials and videos the next few I unfortunately failed to find an answer for. I encountered issues with unreal in terms of my models. While I had properly rigged the models in maya it would not import the skeleton for some reason, despite attempting to import the model multiple times after I still could not fix the issue, even when looking for solutions online and among my group. Another similar issue was my textures for said models. While attempting to import my textures a lot of them did not carry over into unreal engine. I attempted to import them a couple of times, even going back to substance painter and exporting them again, but nothing seemed to work. Again, I attempted to use the internet to answer my question via Google and YouTube, but again I come up short in terms of results.

Unfortunately, these problems left my side of the project rather unfinished compared to my teammates' which I regret. I had clearly spent far too much time learning Zbrush and not testing the models sooner was a large mistake that fully falls on me.

Taking away from this experience I have made it clear to myself that I want to try and become far faster working and more efficient in Zbrush than I am now. I hope to be able to create far more impressive and functioning models compared to the two I made for this project. In future I also wish to create a far more elaborate workflow system as the three of us in a group largely did our own thing throughout. Lastly, I need to work faster in general so I can have more time to get my work tested, peer assessed and be given any pointers in how to make my work better.

[1]. *AskZBrush: "How can I mask one side of a model without effecting the other side?"*, Accessed Via YouTube 28/10/2022 - 15/11/2022
(<https://www.youtube.com/watch?v=CznX1Aek2vo&t=177s>)

[2]. *Sculpting The Head in 15 Minutes*, Accessed Via YouTube 8/11/2022 - 15/11/2022
(<https://www.youtube.com/watch?v=Qk0CiHA5Vgs&t=678s>)

[3]. *Sculpting Hair? BEST Workflow*, Accessed Via YouTube 10/11/2022 - 15/11/2022
(<https://www.youtube.com/watch?v=8S5xKSoalw8>)

[4]. *Rigging for Beginners: Painting Weights in Maya*, Accessed Via YouTube 1/12/2022 - 5/12/2022
(<https://www.youtube.com/watch?v=IA5gVcLEZWk>)

[5]. *HOW TO MAKE EPIC SKELETON IN MAYA FOR UE4 WITHOUT PLUGIN*, Accessed Via YouTube 1/12/2022-5/12/2022 (<https://www.youtube.com/watch?v=JHM7tyRfCwY>)

[6]. *References for early 2000s fashion*, Accessed Via Pinterest 21/11/2022 - 23/11/2022 (<https://www.pinterest.co.uk/>)

[7]. *References for items and Icecream Parlors*, Accessed Via Pinterest and Google Images 21/11/2022 - 27/11/2022 (<https://www.pinterest.co.uk/>) (<https://www.google.co.uk/imghp?hl=en&tab=ri&authuser=0&ogbl>)

Games Design & Asset Creation 1 - Written Review Shaun Tierney

GRADEMARK REPORT

FINAL GRADE

60/100

GENERAL COMMENTS

Instructor

1. Engagement with Literature Skills - 15/25

There is a good amount of relevant research evident in the document with self-directed learning techniques reflected on. IEEE referencing used alongside a bibliography. Well done.

2. Knowledge and Understanding Skills - 17/25

There is a good level of knowledge and understanding displayed with breakdowns of work completed to design characters for the project. Use of orthographic drawings evidenced awareness of value of pre-production material.

3. Cognitive and Intellectual Skills - 16/25

There is a good amount of self-reflection in the document that looks into methods of research as well as areas of personal focus on the project. Mention of demographic is good as it helps give context to project aims.

4. Practical Application Skills - 5/10

Document is presented well but could benefit from images to break up large amounts of text. Headings could be used to do this also.

5. Transferable Skills for Life and Professional Practice - 7/15

The addition of a contents and title page would help with the professional presentation of the document.

There are good aims for future improvement in the conclusion of the work, but be careful not to be too harsh on yourself with these judgements. Self reflection is a great tool to help you improve your skills!

PAGE 1

PAGE 2

PAGE 3

PAGE 4

PAGE 5
