

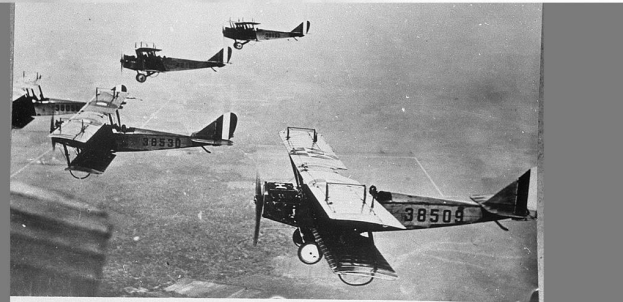
Deserter Production Diary

Fenn Ingram - 1806379

Research:

I began by using a simple google image search and examining and selecting images of specific pieces of equipment and environments I may want to include within the game.

WW1 ARTILLERY AND AIRCRAFT

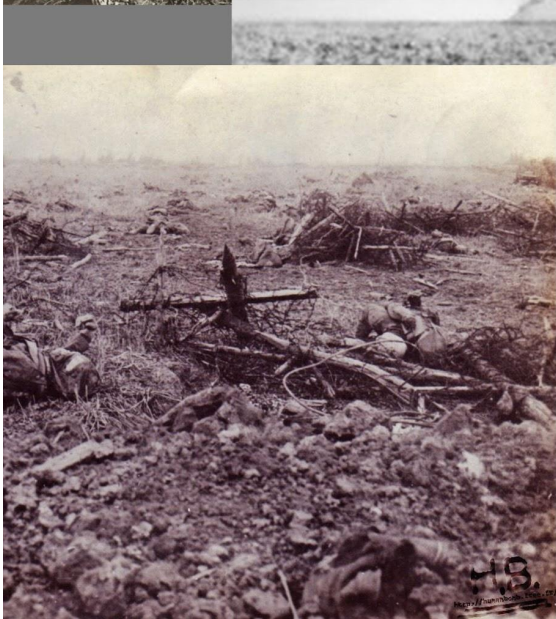


WW1 CAVALRY AND

GAS WARFARE



WW1 NO MANS LAND AND TRENCH LINES





Games:

I also looked at pre-existing games set within the first world war. The most notable of which I could find were Verdun, Tannenberg, Valiant Hearts. These all present a chaotic environment by having lots of noise and by making it very easy to die. I intend to implement these into the final game.

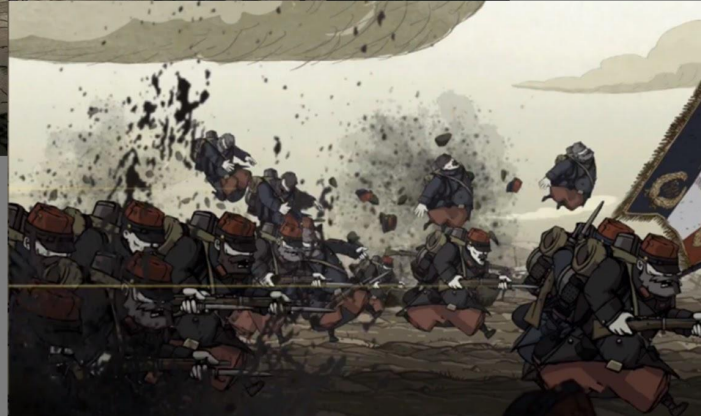
GAMES SET IN WW1



THE
GREAT



VERDUN
1914 - 1918



Museum:

I went to a Museum dedicated to the Second World War. I took images of anything I thought could be useful for the project. The museum also had a section designed to look like a Great War trench.

I have provided a link to a dropbox of all the photos I took. However, a few examples are shown on the following slides.

https://www.dropbox.com/sh/l6aqqra2632gm2d/AACy1ZCW6saKLteC_TDKFYzVa?dl=0







AIR RAID STATUS
DAILY PASSWORD
WEEKLY PASSWORD

AMBER
RICE PUDDING
APPLE PIE

DUTY CLERK
Cpl Williams
Cpl Jones
Cpl Smith
Cpl Brown
Cpl White
Cpl Black
Cpl Grey
Cpl Gold
Cpl Silver
Cpl Bronze
Cpl Iron
Cpl Lead
Cpl Tin
Cpl Copper
Cpl Nickel
Cpl Zinc
Cpl Cadmium
Cpl Arsenic
Cpl Antimony
Cpl Bismuth
Cpl Tellurium
Cpl Selenium
Cpl Manganese
Cpl Magnesium
Cpl Calcium
Cpl Strontium
Cpl Barium
Cpl Radium
Cpl Actinium
Cpl Thorium
Cpl Uranium
Cpl Plutonium
Cpl Neptunium
Cpl Americium
Cpl Curium
Cpl Berkelium
Cpl Californium
Cpl Einsteinium
Cpl Fermium
Cpl Mendelevium
Cpl Nobelium
Cpl Lawrencium
Cpl Rutherfordium
Cpl Dubnium
Cpl Seaborgium
Cpl Bohrium
Cpl Hassium
Cpl Meitnerium
Cpl Darmstadtium
Cpl Roentgenium
Cpl Copernicium
Cpl Nihonium
Cpl Flerovium
Cpl Tennessine
Cpl Oganesson





Videos:

I had been watching this in depth series on the first World War before the beginning of the project, so I finished watching the series to get a sense of historical elements to add to the game. This series led to the decision to base the game in 1916 during the battles of Verdun and the Somme.





GDD:

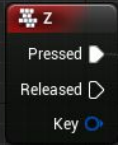
Having amassed information on the historical and visual elements of World War One, I created a draft GDD to begin creating ideas for the game's mechanics. Once I had a list of mechanics I gathered images of the specific equipment assets I would need for the complete game. (These can be seen alongside the mechanic descriptions in the GDD)

Coding:

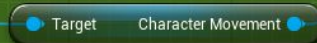
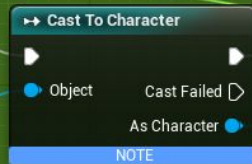
Using the Top-Down Character template in Unreal Engine I began to code in the specific movement controls and environmental hazards.

After finishing the basic hazards I added the fundamental equipment into the game, (e.g. weapon pickups)

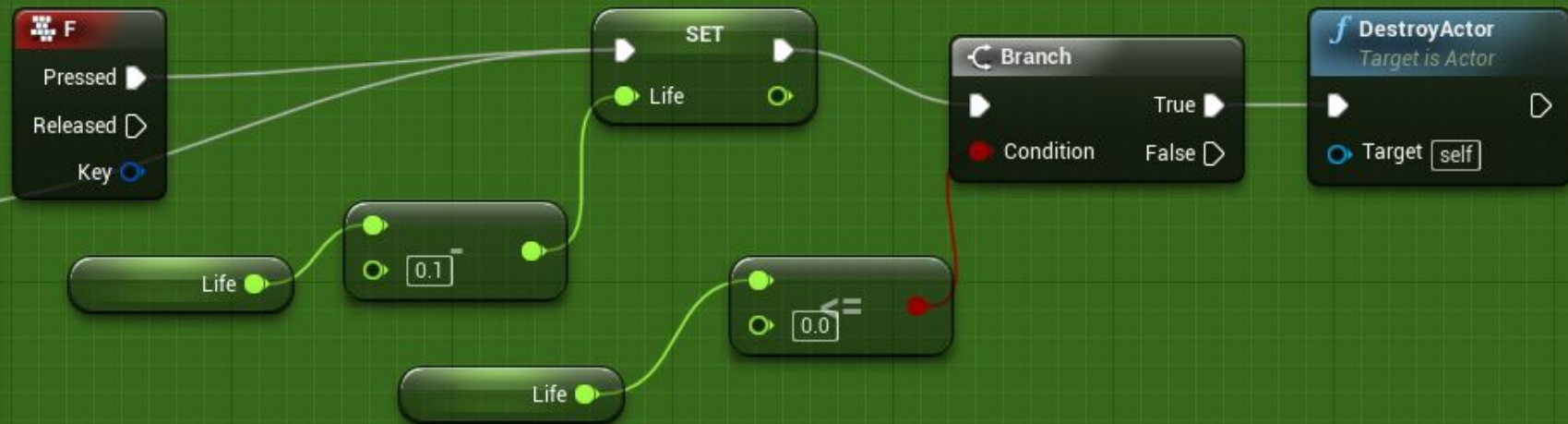
Below are screenshots of a large portion of the code I created for the game. There was more code, but the blueprints not shown here are very similar or identical to the other images.



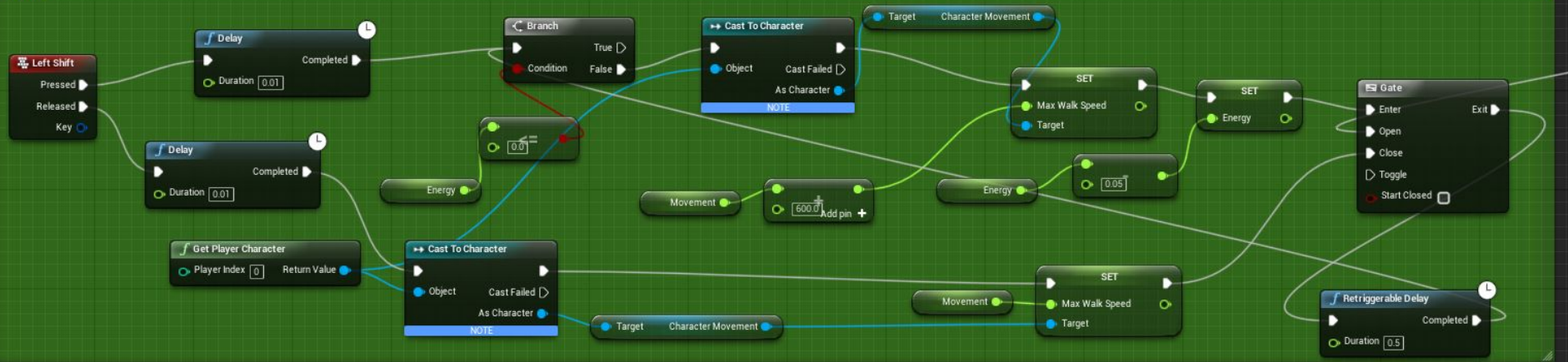
Damage System



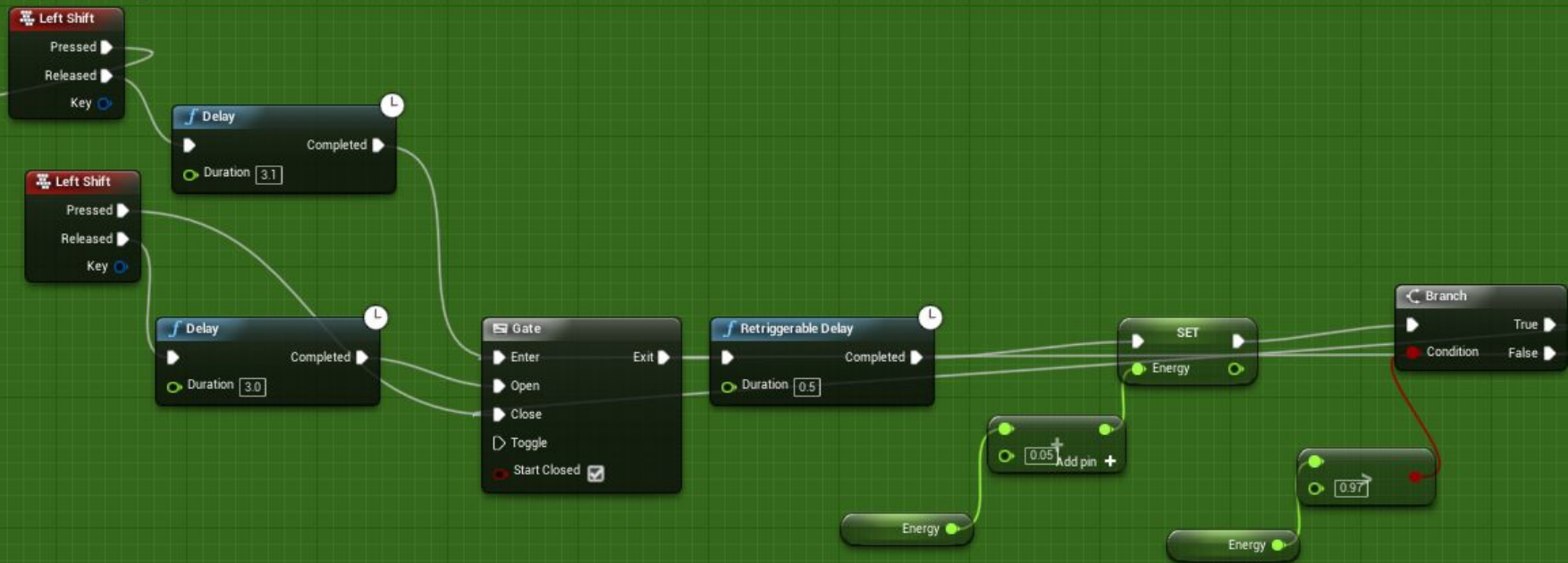
Health System



Sprint



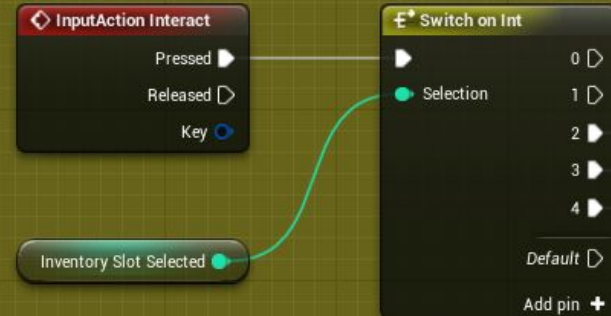
Energy Recharge



Select Inventory Slot

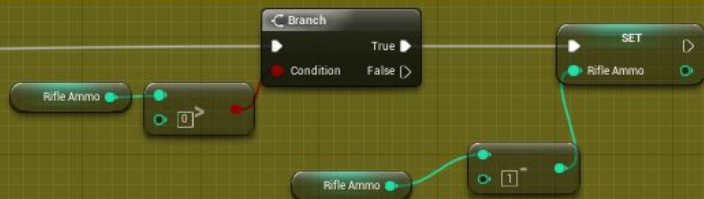


Comment



Use Ammo

Use Ammo



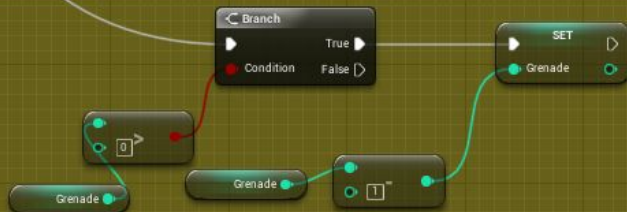
Use Field Dressing

Use Field Dressing

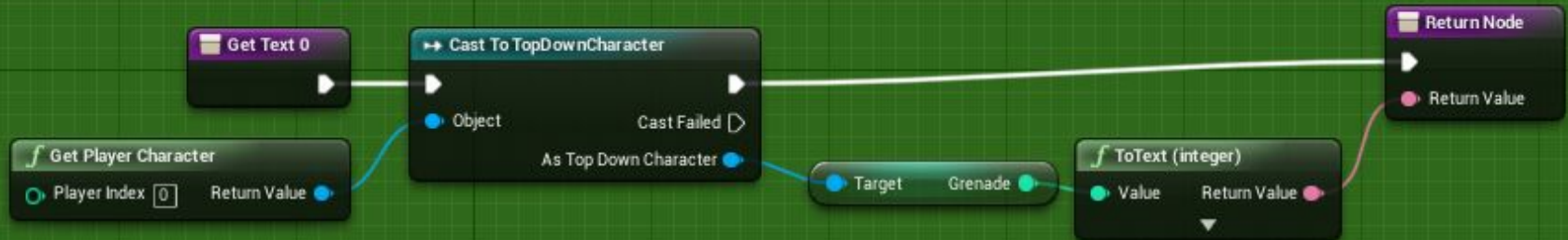


Use Grenade

Use Grenade

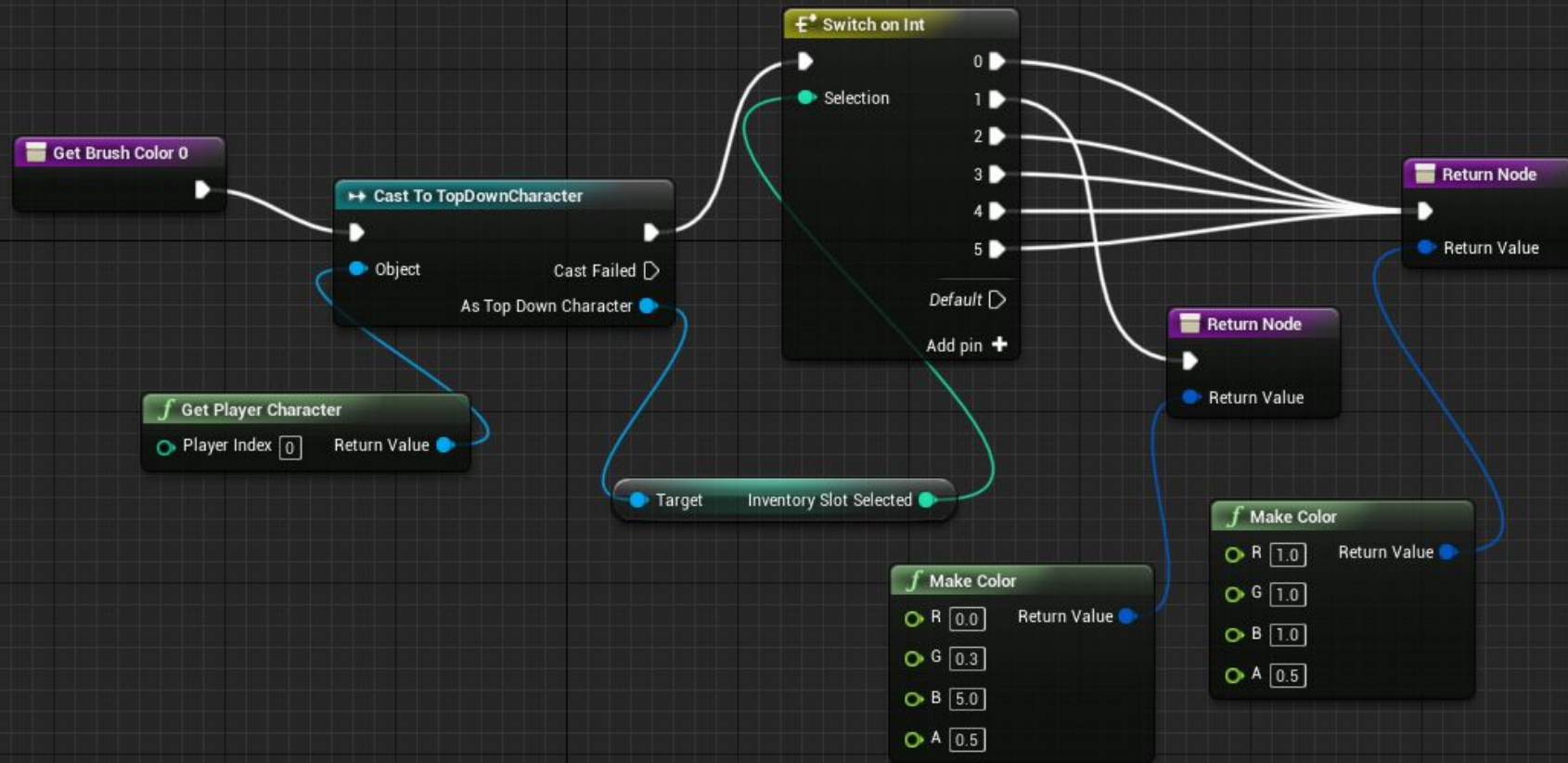


Grenade Number Change



Energy Bar Drain





Level Complete

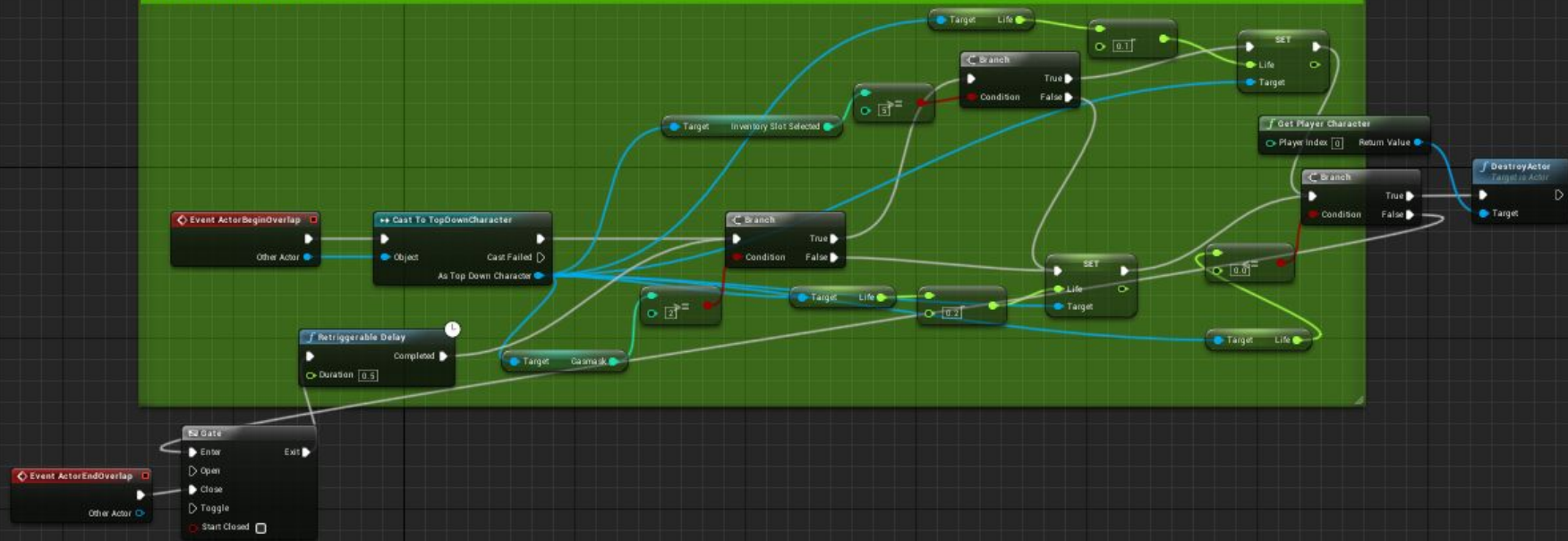


Landmine Kill



MUSTARD GAS KILL

MUSTARD GAS KILL

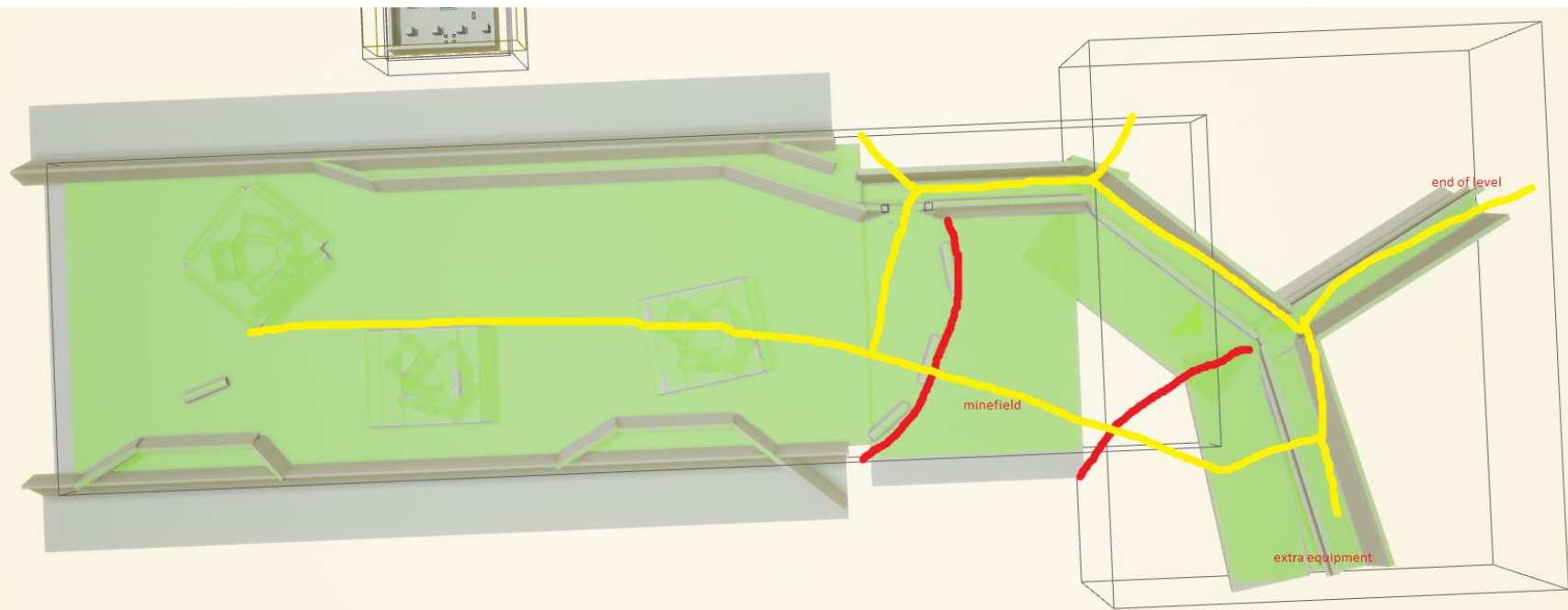


For this project I decided to try and code everything myself, without the assistance of video tutorials. The only outside assistance I received was information on singular nodes.

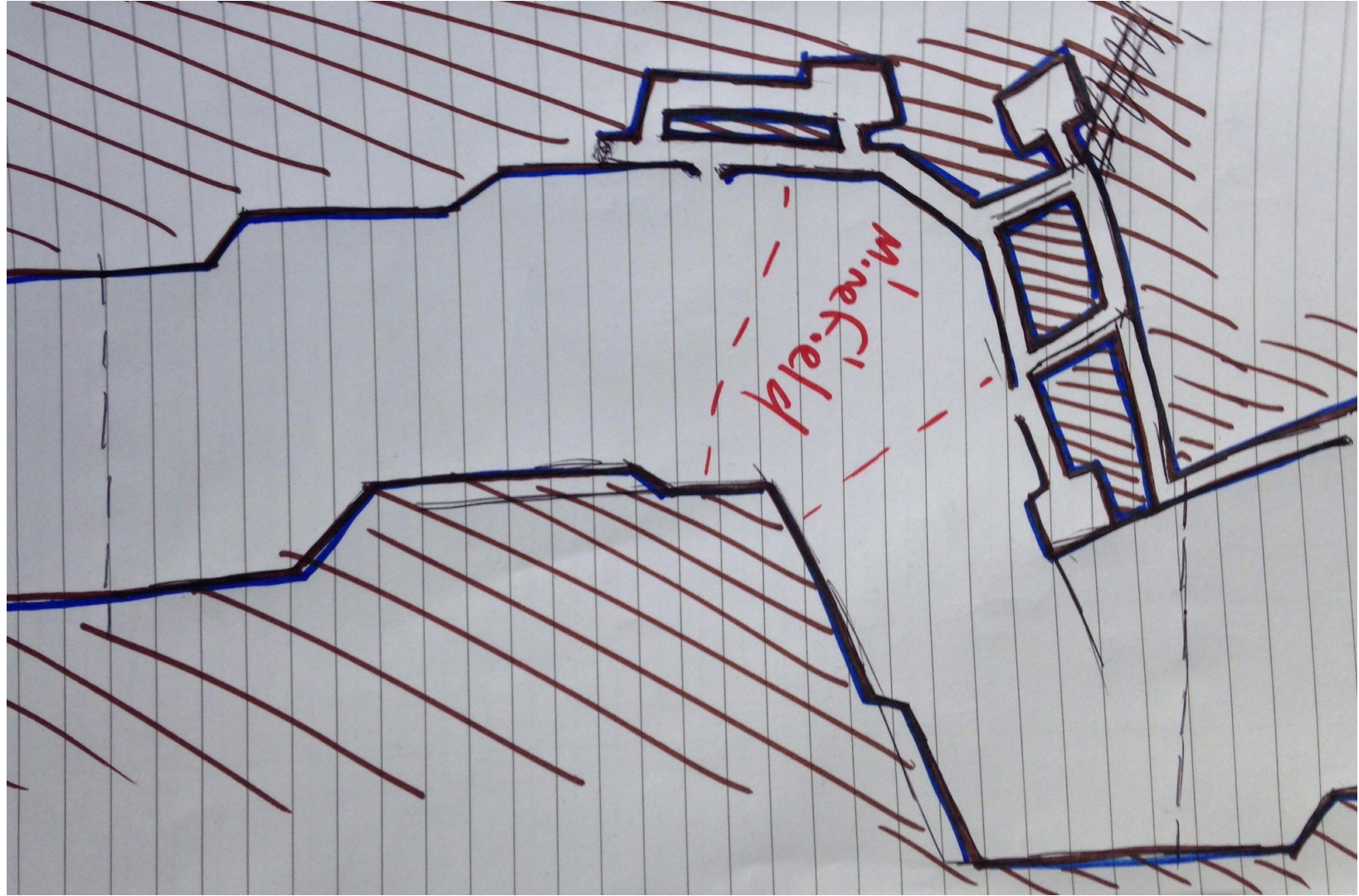
Because of this a lot of my code is messy and I imagine could be streamlined significantly.

First Level

I began by whiteboxing a simple design. A large open area of No Man's Land and a small Trench line, providing the player with a couple of choices for their path through the level. I took a top-down screenshot of that design and used it to plot out the pickups and hazards.



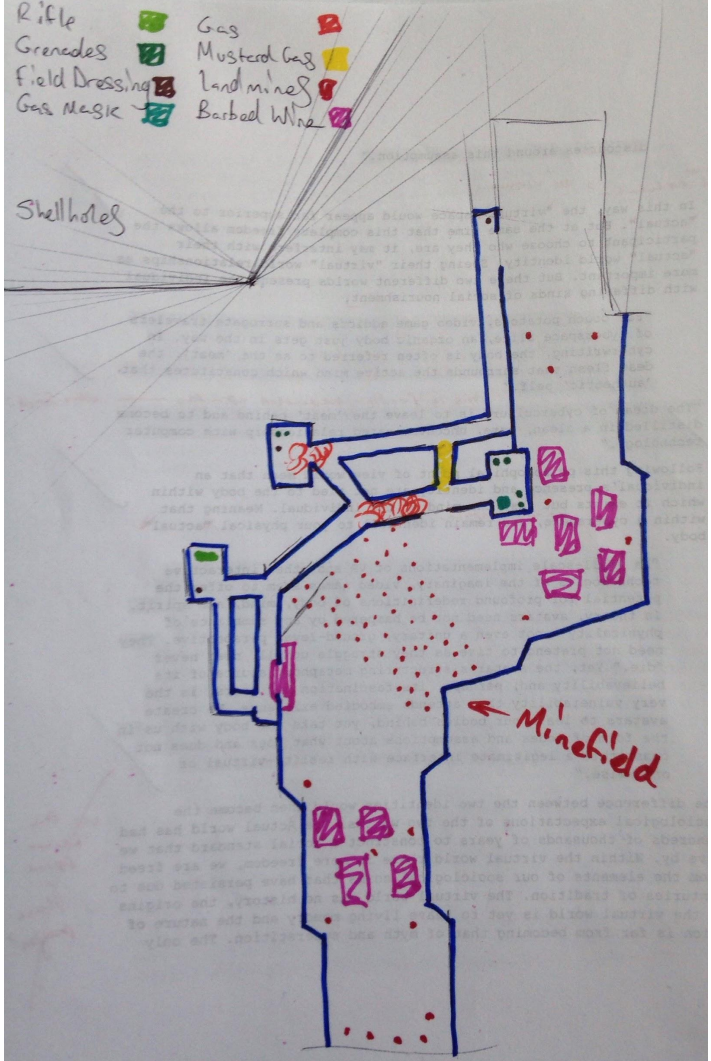
Once I placed the controllable character within the level I realised that the scale of the level was much too big, even for what needed to feel like a wide open space. So I created a second version that was smaller and more suited to the movement controls I had created.



With the layout almost complete I began to add the pickups and hazards I had created to the level. I began this process alongside another draft of the map.

- Rifle
- Grenades
- Field Dressing
- Gas Mask
- Gas
- Mustard Gas
- Land Mines
- Barbed Wire

Shellholes



I then followed the drawings I had created and finished designing the level.

