

Platform: Pc

Engine: Unreal Engine

Visual Style & Inspiration

Aesthetically, the game will take place in a swampland ruins in the evening. The ruins themselves will sit on the waterline or half-submerged within it with mangroves and similar trees engulfing the structures. Within the ruins will be the remains of stain glass which will project crystalline colours across the water and above ground regions.



Level Style

Gameplay: Explorative but linier

So,

Assets Needed to be Built:

Walls & Doorway (Maya)

Stain-Glass Windows: Unbroken & Broken

Pillars (Maya)

Tree (Zbrush)

Foliage (Alpha Texture)

Water

Story Modes

Single Player - Default Character only (for now)

Gradual implementation of Mechanics

Mechanics:

Walk
Run
Jump
Climb
Swim
Fight

Scores/Goals/Achievements/Win State:

Collecting items (Information)

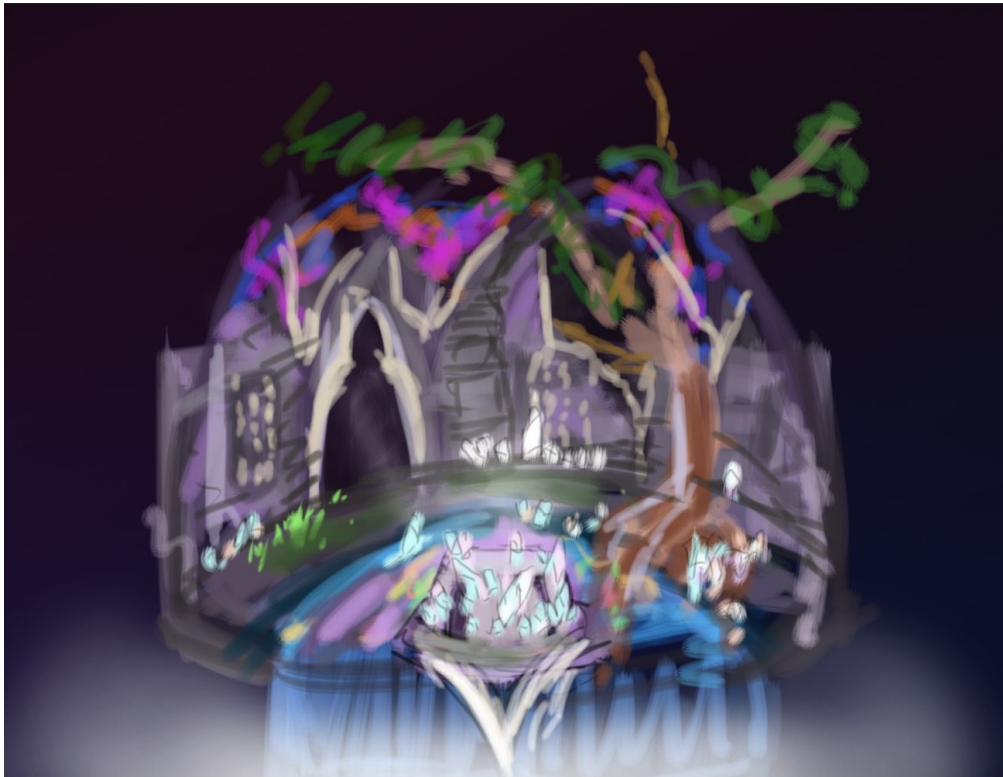
Not Dying

Project Milestone Schedule - Project due May

Week 1 (4th March)	Concepting (Art), Planning
Week 2 (11th March)	Whiteboxing,
Week 3 (18th March)	Whiteboxing, Testing Lights, Colours etc.
Week 4 (25th March)	Asset Creation
Week 5 (1st April)	Asset Creation
Week 6 (8th April)	Asset Creation
Week 7 (15th April)	Asset Creation, Beginning to put Level Together
Week 8 (22nd April)	Putting Level together
DEADLINE WEEK	Final Touches

Production diary.

- Concepting - 20/03/2019



Asset Creation - Hannah Guichard

- Tree - completed 08/04/2019
 - Issues here were mostly minor and texturing based
- Water - completed 01/04/2019
 1. Modelling: went well, only issues were needing to reshape it to fit the base asset after said asset was remade.
 2. Texturing: No issues creating the texture.
 - Decided to use Substance Painter in texturing due to how bump, normal and metallic maps could all be seen while texturing. This ensured I got the effect I wanted.
 - Moving into Unreal Engine - Wanted the water to look slightly more realistic
 - Idea 1: Transparency - Didn't look as I wanted
 - Idea 2: Increasing the reflectivity/metallicness by blending a colour burn. This created the effect I wanted.
- Base - completed 08/04/2019
 1. Issue: Bad geometry. (fixed by remaking asset)
 2. Issue: struggled to cleanly unwrap asset (fixed by finding and removing hidden geometry) - 23/03/2019
- Alphas
 1. Issue: Making Transparency in UE (fixed with tutor support through using an opacity mask, Also taught how to make the textures move)
 2. Issue: Transparency fade. Trying to make water spray at the base of the waterfall. Not currently resolved
 - Idea 1: Use a particle effect instead

- Idea 2: Use fog maps (fog sheet?) instead

- Lighting

Not any issues setting up basic lighting f

Other issues:

- Teamwork: Slow to show progress or discuss ideas. Over a month of no contact within the project timeframe
 - This has made it difficult to progress, as it has left me unsure as to what to make in addition to the assets I've previously done

Level Production

