

## Submerged

We started this courses by a presentation of what we must had to do. The goal was to create an horror game. We must worked different ideas. The project must be achieve and think on different point of view. This work is a group work, it is necessary that everyone participates according to their skills. We must realised different presentation in order to climb what we did.

To start the project we had to think about the subject survival horror. We had to look for different ideas on this theme. I successfully found two different ones but I had difficulties to describe what I wanted to do with these ideas, because I didn't have all the ideas to describe my project. So I described my two ideas with the subject (robots and clowns).

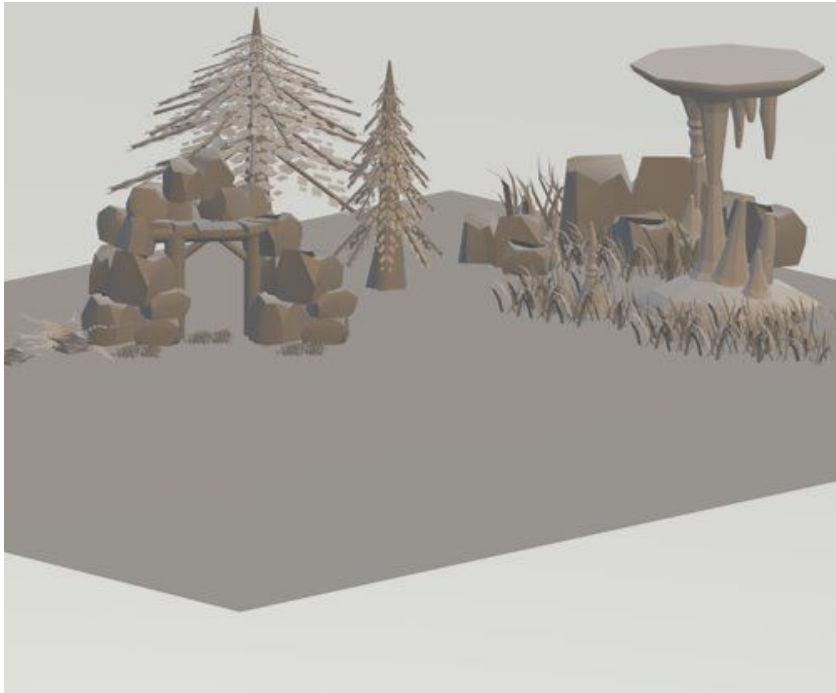


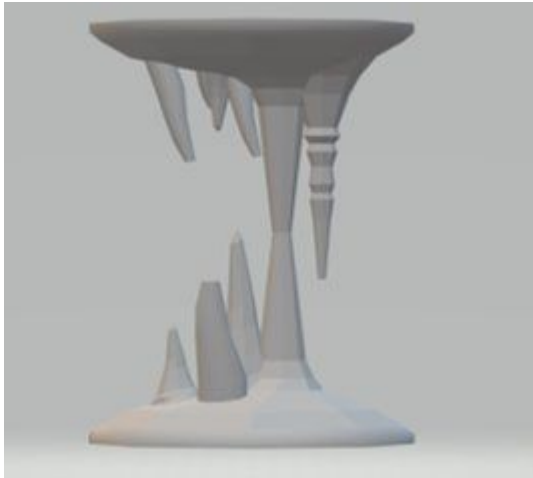
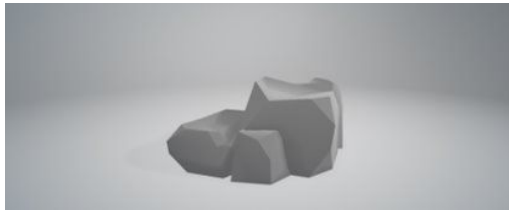
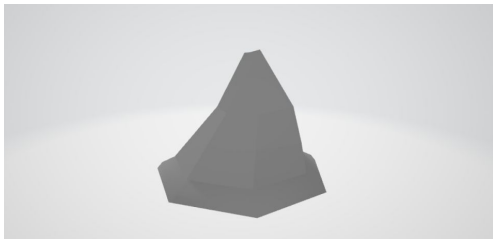
The hardest was to explain to everyone what I wanted to do on these two projects. My favorite subject was the robots because I had a story which worked. I thought about where the scene took place (office). I thought about what the story was , what the main character had to do. So the game was more like an escape game, the main character had to escape, but different robots came to life in the office and searched to kill him. The main caractère Mad to find solution to solve some puzzles (like finding a key in the office to unlock the door to save himself). So I found different solutions in the story but I think I did not explain them well. So with the clown project I didn't have all the description of the project, I just had some parts like: the place was in the circus, the enemies were robots who wanted to kill you (the player of the game).. So you had to save yourself and get away from the circus to find help.

Finally my projects were not selected.

With the class we chose the project about the mine. We made a vote to elect which project was the best . So I voted for the mine because the group of two who were working on it explained well what they wanted to do. We had a large presentation about the details (where the scene takes place, who the main character is, who the enemies are etc..). So the group searched for a name which could describe well the project and we have decided to call it *Submerged*.

Concerning my involvement in the team project I first tried to understand the description of the project but I had difficulties to understand the details because the group had different ideas about it. I also had difficulties to find ideas at the beginning so I did not manage to help the group in the game play part and in the level design. So the group described different details on a keyboard but I did not understand all the different places in the mine. They presented several places or rooms in the mine but I couldn't find ideas to help us in this part. I had to try to understand what the group wanted to do. So I asked them to explain me the different points of this project because I needed to understand where the group wanted to go. When I understood the project, then we had to think about the assets and the map construction. Just before the construction I tried to know what the group needed first, if it was more assets or maybe scripting etc. Well, I chose to work on the assets because I had already worked on a similar project. I explained to the group what my best skills were , so they agreed to give me the role of the asset creation. We didn't have a lot of time to create the assets so we focused on the main assets like rocks, wall...etc





The assets construction was quite easy but I think I needed to use maya because the group used maya and it's maybe easier to modify some assets. The tree shape was very hard and I didn't realise them. I think I must progress to use 3DS max because I don't fully understand the layout of the program yet. The rocks were easy to create but it was too low poly. With the rope I made mistakes with the rotation because I began with a cylinder and I had to edit it but the rotation around a central point was very long and not easy to do. So I decided to use another structure. I tried to do the rope with torus (donut) and with this shape it was easier to create the rope because I just had to copy the torus in different sizes and to modify the scale and the rotation.



Then the rope skin was more like what we wanted. In the same time I tried to improve my knowledge to have a better result. I had difficulties to create different grass because we need to have two faces for one grass.



When I managed to create my grass I duplicated it many times but the software doesn't support many polygons. I tried to create the skin for the grass. I think it's easier to create the different textures. ...Another part which was difficult was the construction of trees because you create different assets just to create a branch. Moreover the group wanted to realise realistic asset so I had to do different deformation to realise the tree.



For this project I wanted to improve my way of thinking because I needed to adapt myself to another culture so I needed to know different points like the video games, different landscapes, that I didn't know before. I tried to participate in the exchange in the group to give my point of view. I wanted to participate for the integration and for the different assets but I didn't have the time for that. I would have liked to see more details in the map because we couldn't add all the assets as it's just a prototype about the video games. I think I could have been more useful for my team with their difficulties. In France we help each other as soon as we have to face a problem. To finish this project was really interesting thanks to the different exchanges in the team. I also really appreciated to discover the way the British think and work compared to the French. For me the most difficult I think it was to explain my ideas and realised different documents in english because it is not my first language. So I tried to do my best during this semester. I learned lot of thing during this traineeship about the video games. I hope my work has been accepted by the class and the teachers. Finally I had a lot of fun working on this project.

