

TESTIMONY

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ADN 460 | Jan 27

STORY

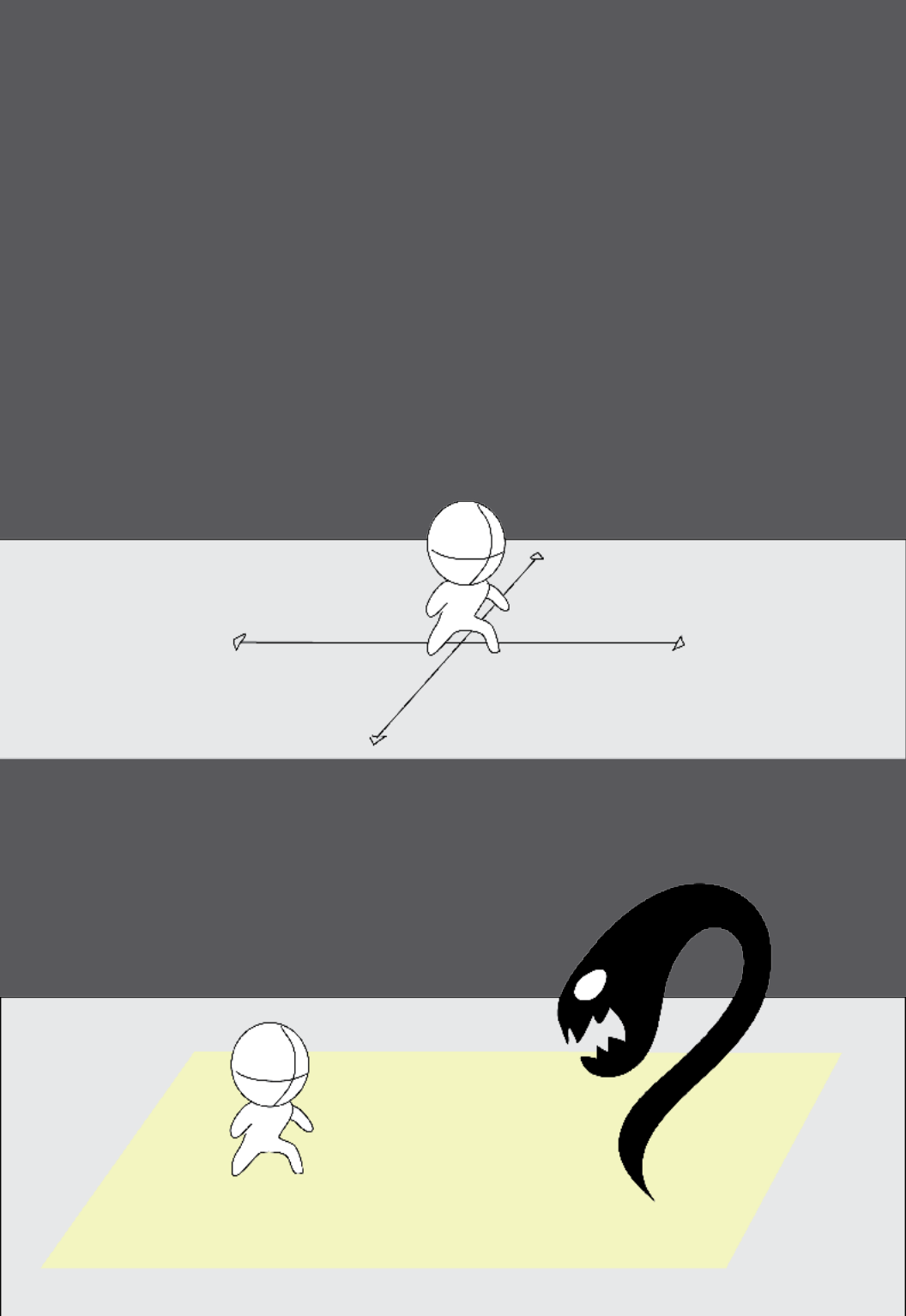
Story revolves around the retelling of a prior experience. A man tackles personal demons while he laments over the loss of a loved one. Story slowly is told through gameplay as the player progresses in what starts as an ordinary walk outside into a transforming mental scape. I built this game with a true story in mind. I wanted to tell a story of a man triumphing over depression and grappling with inner turmoil.

Schematics

A story based game with light strategy/rpg elements. Assets and animations are all 2D art created through Illustrator and animated through Animator. Unity was used as the platform.

Result

The final product is a series of compromises that are built around time constraints and affordances. I cut down the encounters to one boss battle with the overall story being very ambiguous and open to interpretation. This document goes over conceptualization and realization of ideas.

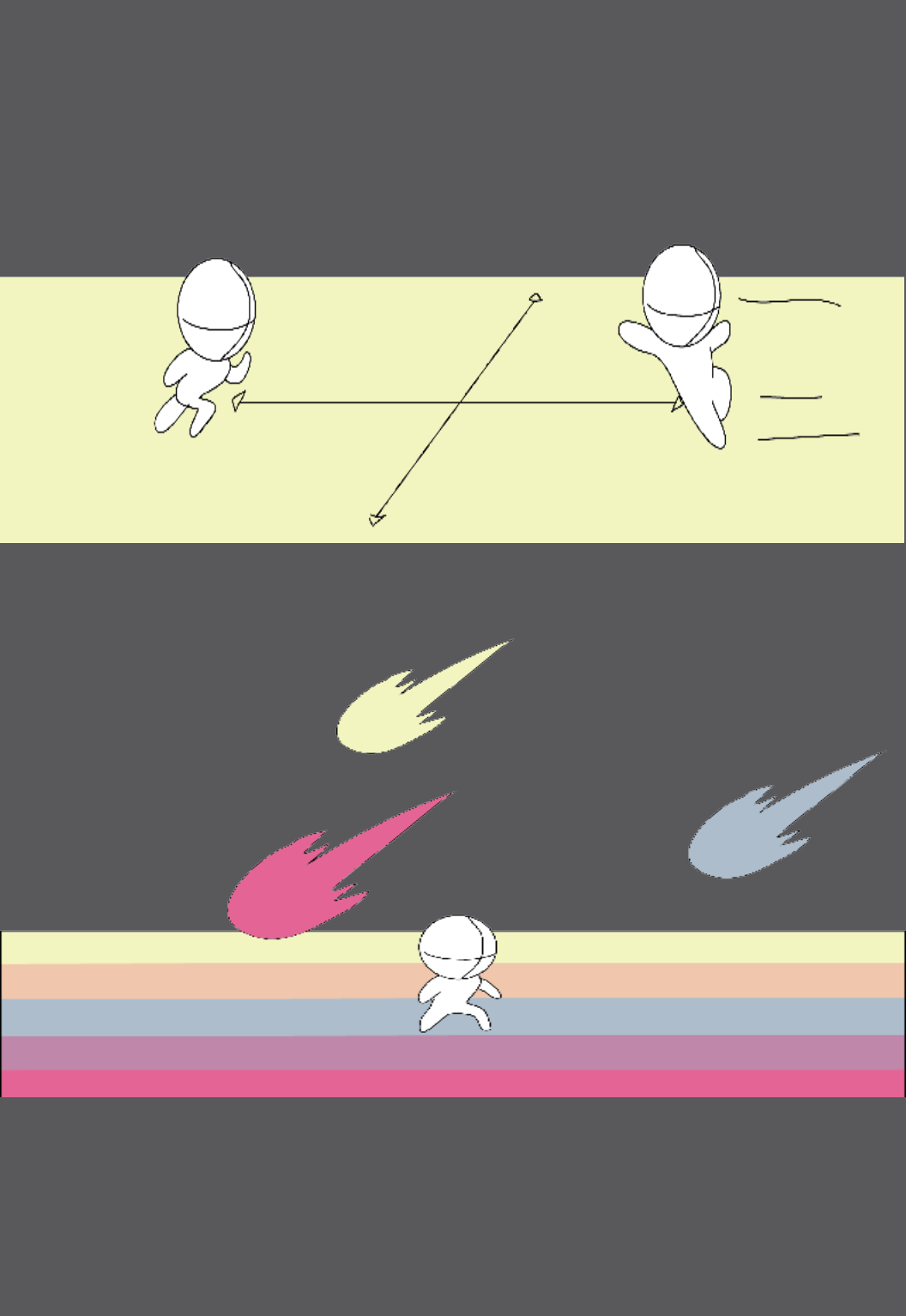


Ideal Gameplay

If I have the time I'd like the battles to allow free movement within a box where players can move, dodge, shield, and anchor. The player would wait for a break of the enemy move to deliver an attack with the players attacks having different attacks with different levels of lag. There may even be a charge mechanic to allow players charge more powerful attacks. Getting hit always cancels your attacks. The strategy then would be to dodge enemy attacks while waiting for an opportunity to strike back. May or may not include levels and equipment based on coding ability

basic movement will allow for player to move in four directions. left to right will have a different speed then up and down.

Battles will create a small battle space overlay over the overworld

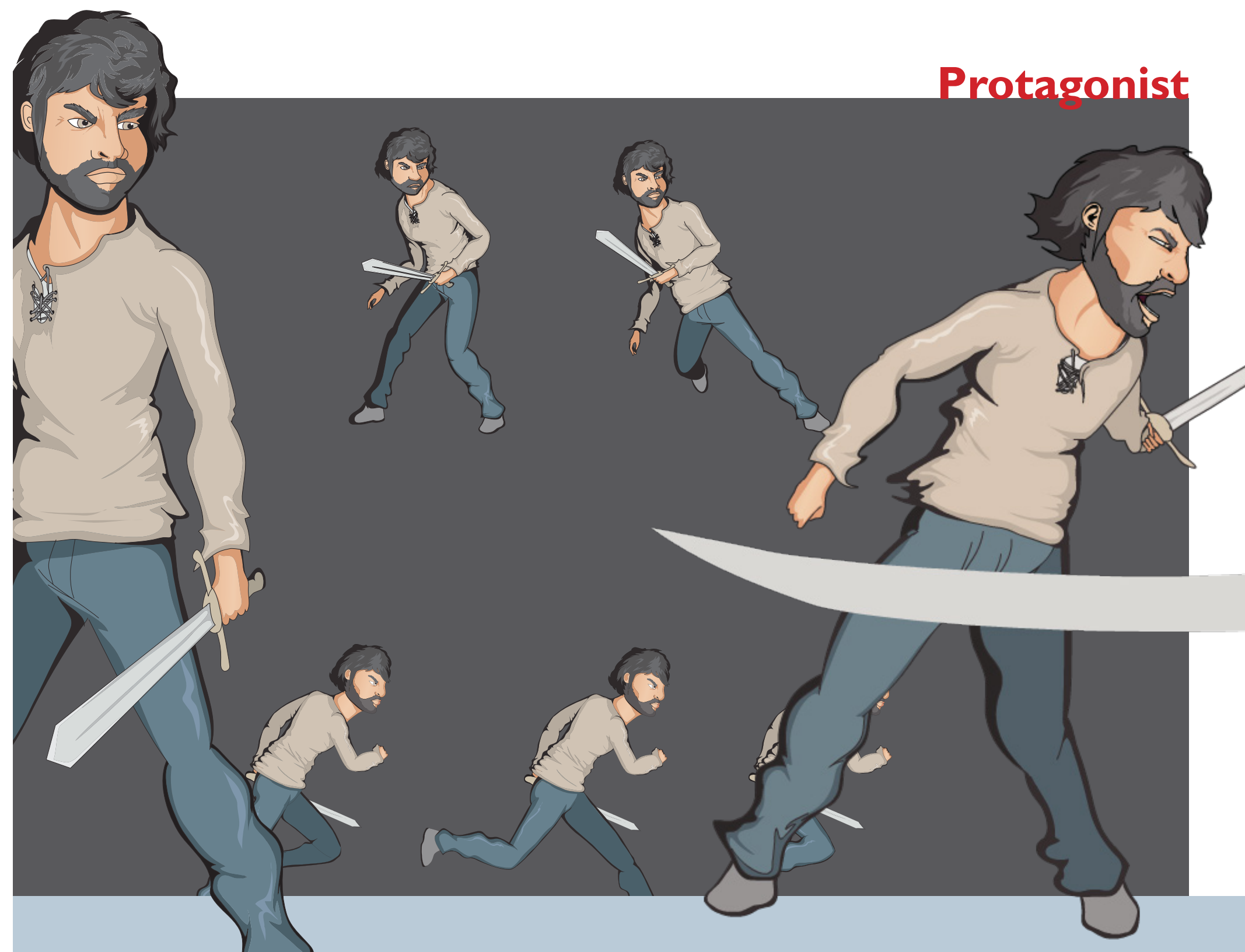
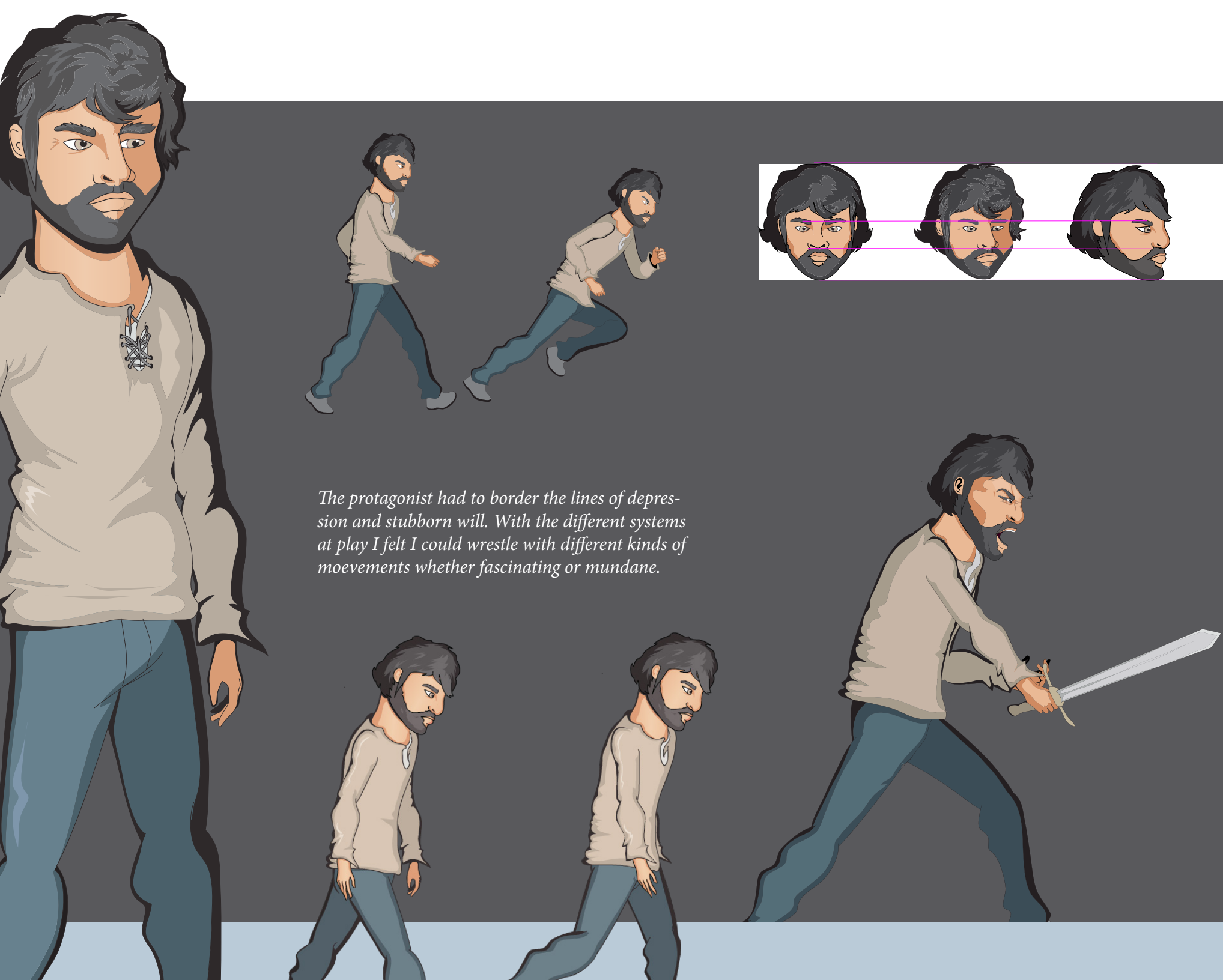


movement in battle allows for players to run or dodge. Each has strengths and weaknesses. Run is consistent but doesn't allow for split second movement. Dodge allows for a quick movementy option but has lag afterwards

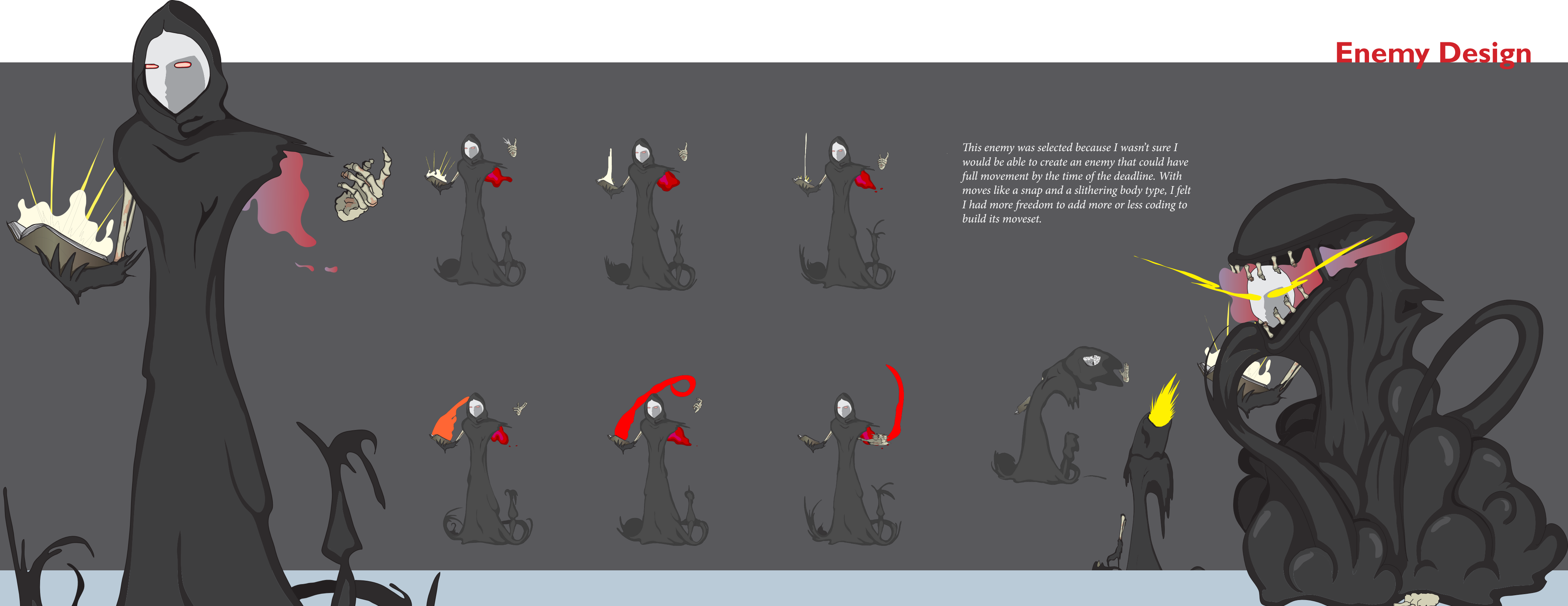
Battle space is set up in a grid with designated numbers each attack is designated a number or series of, If player contacts hitbox while in same number grid space, the player takes damage.

Considerations

- Art and levels will be hand animated in illustrator/photoshop (based on evolving art direction).
- Will use a combination of Unity's particle system and hand drawn art for smoke and fire effects.
- Look into binding Xbox 360 controller for control input, though keyboard controls will also be considered.
- possible different colorings of animations for different lighting environments.

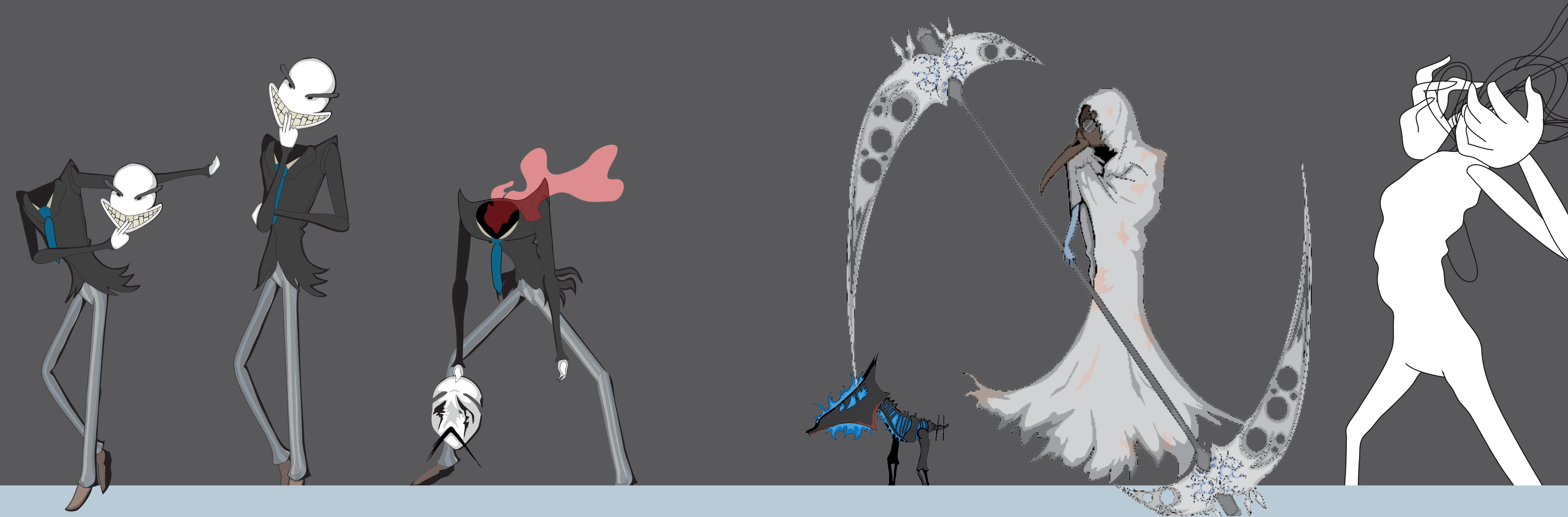


Enemy Design

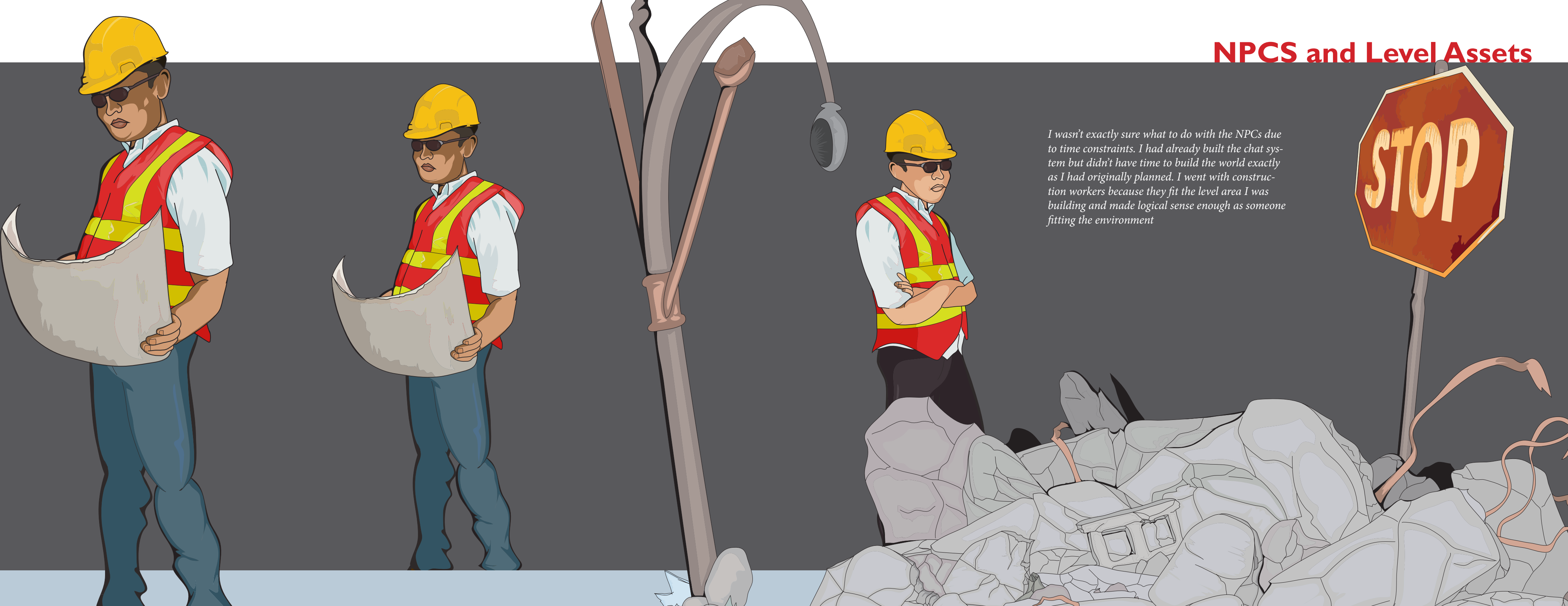


This enemy was selected because I wasn't sure I would be able to create an enemy that could have full movement by the time of the deadline. With moves like a snap and a slithering body type, I felt I had more freedom to add more or less coding to build its moveset.

Unused Enemies



NPCS and Level Assets



I wasn't exactly sure what to do with the NPCs due to time constraints. I had already built the chat system but didn't have time to build the world exactly as I had originally planned. I went with construction workers because they fit the level area I was building and made logical sense enough as someone fitting the environment

Level Concept



Title sequence

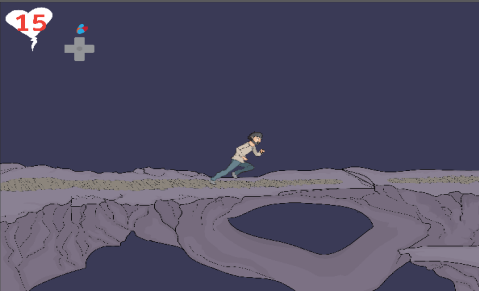


beginning part is mostly linear story progression with light interaction/puzzle elements. This part is short and built more so to set the stage for the story. It ends with a what next...cliffhanger before starting the next section.

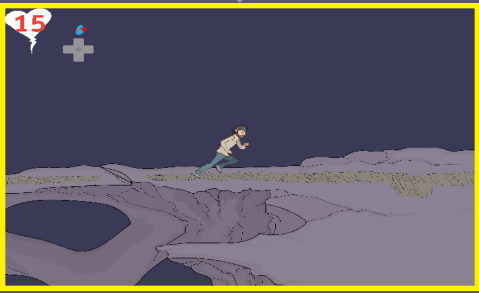
If the project turns out to be too massive for the timeframe than the second section will be scrapped and all focus will be on the first. The amount of content in the first section will depend on whether I drop the second section or not. If I drop the second section

early and find that I have time for polish but not enough time to implement the battle mechanics (which will be the catalyst) I may open up the first section a bit more for additional fetch quests and story beats.

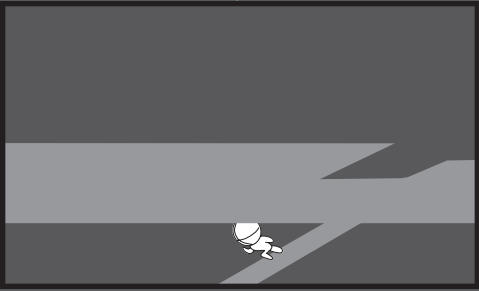
Puzzle elements strictly limited to glorified fetch quest, more story driven and built to get players used to the controls.



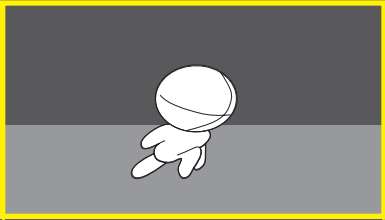
linear area to worldbuild possible camera zoom.



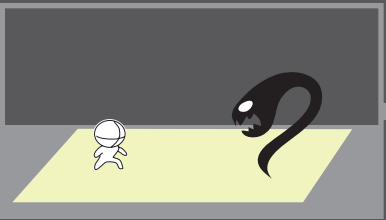
level opens up to exploration/ fetch quest



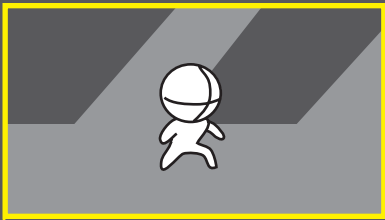
downward trek to death



wakeup spot



battles can now happen

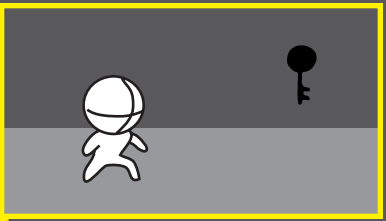


open area leading to multiple paths

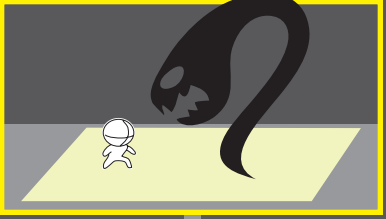


Player is teleported from section one to two after "cutscene" in section 1. Player is given new items and battles may now occur. Most of second section is open world with different beaten paths the player can go onto to get new

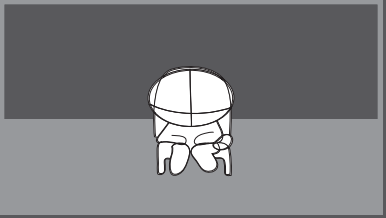
items (or keys) and mini stories that advance the main narrative. Player needs/will be strongly encouraged to get all mcguffins to reach final boss and conclusion. Amount of paths will be determined by time left in project.



different paths tell different connected stories each hiding a key or a possible upgrade



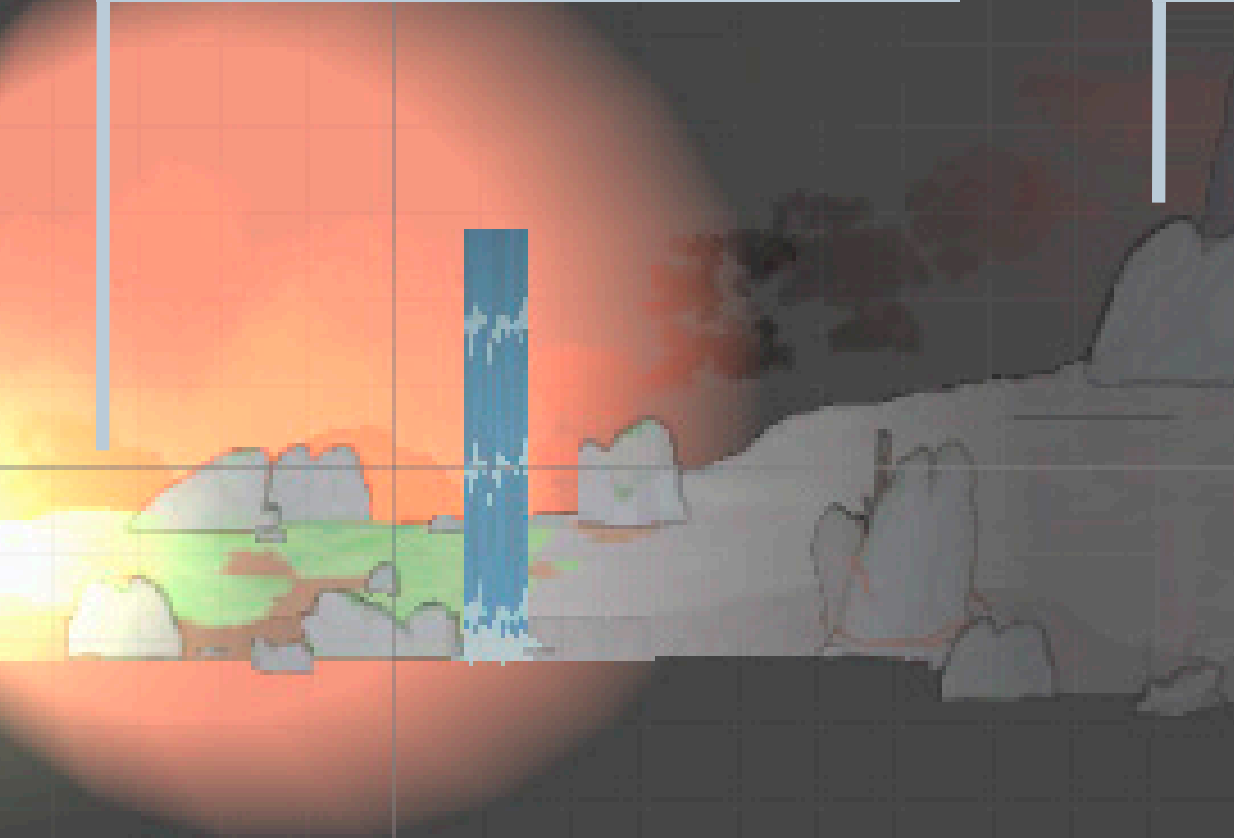
meant to be the final path. unencouraged to go through until you have gone down other paths



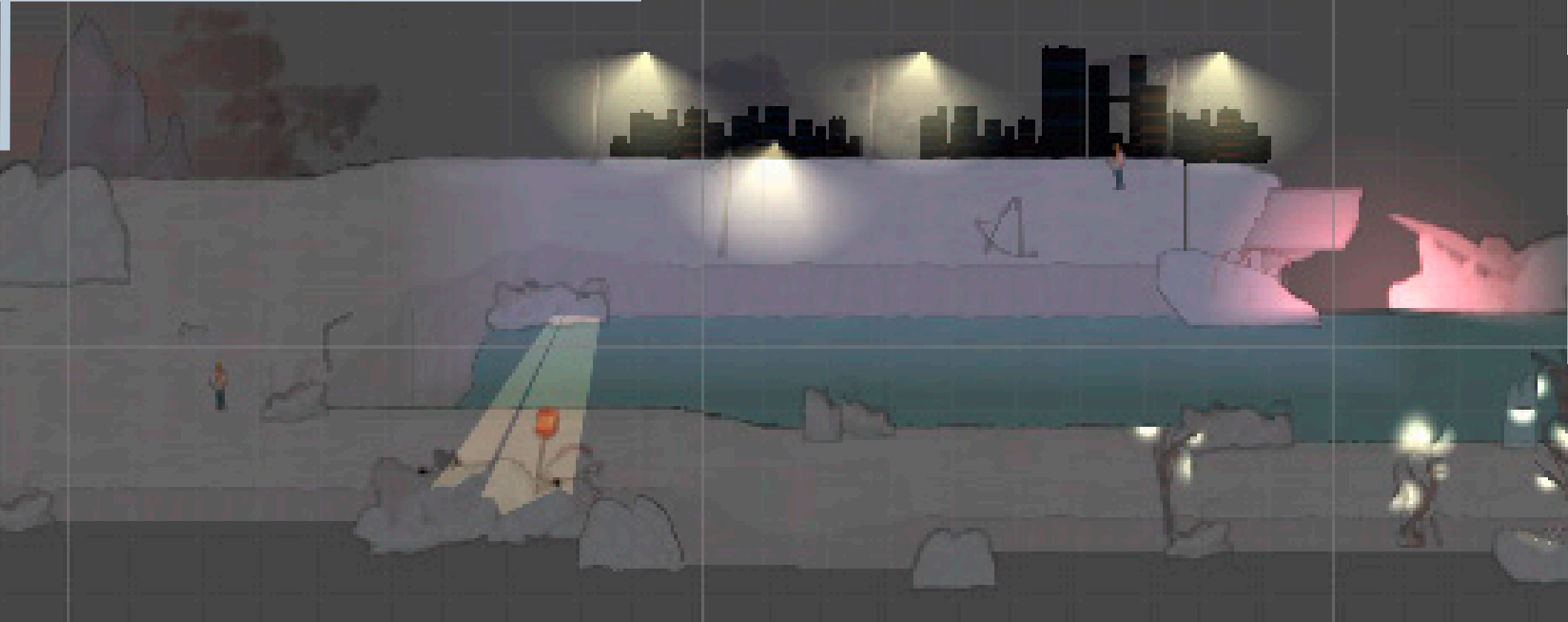
game conclusion

Finished Map

This first section is meant to create a sense of leaving a blissful area to create contrast with the remainder of the world

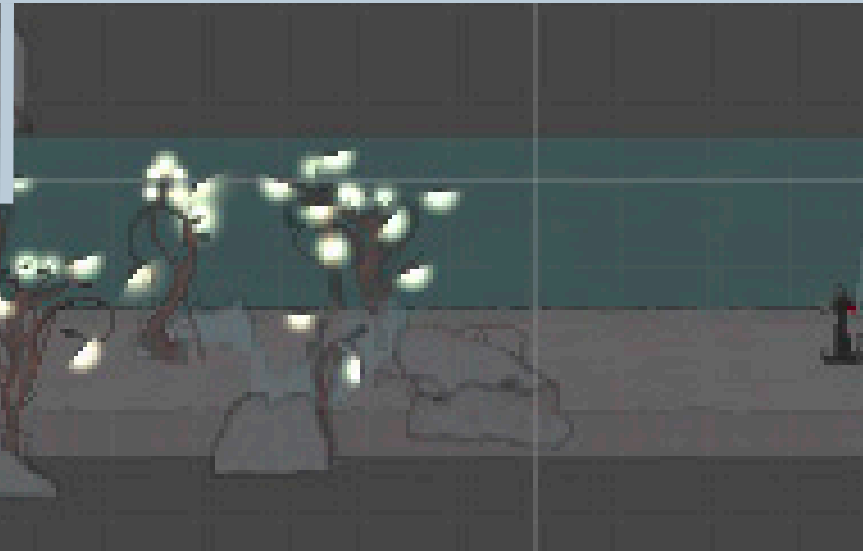


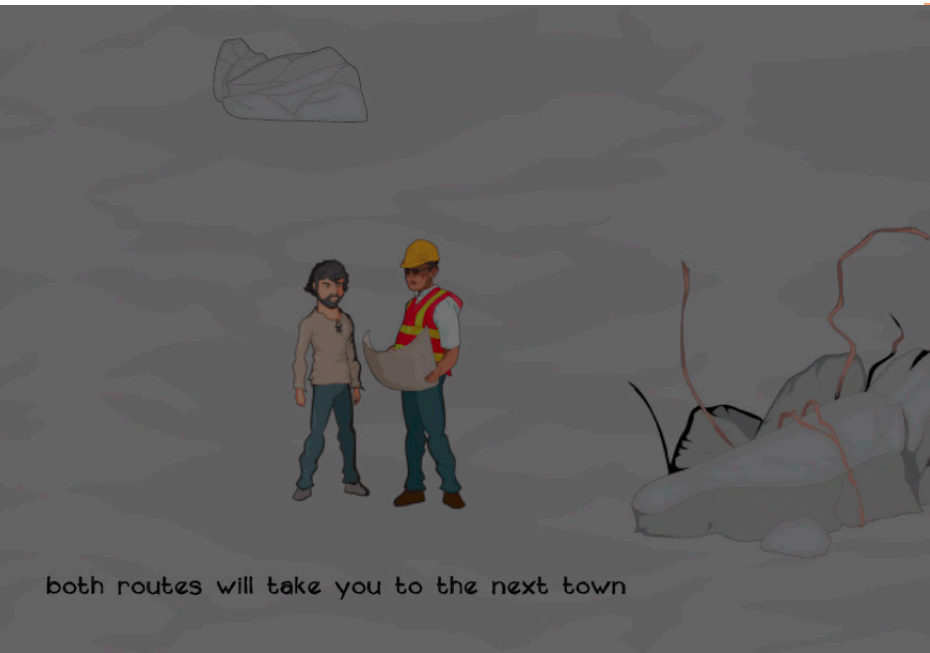
by adding this extra section of road, I felt like I could add a bit more to the world building aspect and keep the game from feeling like a linear affair



To fit with time constraints I decided to make a mostly linear experience that ended with a boss battle. This allowed me to ‘hint’ at a story while focusing on level design for a smaller section of the game.

This last section is meant to create a sense of uneasiness as if something is off and distorted. It leans more into the headspace part of the narrative while remain ambiguous.

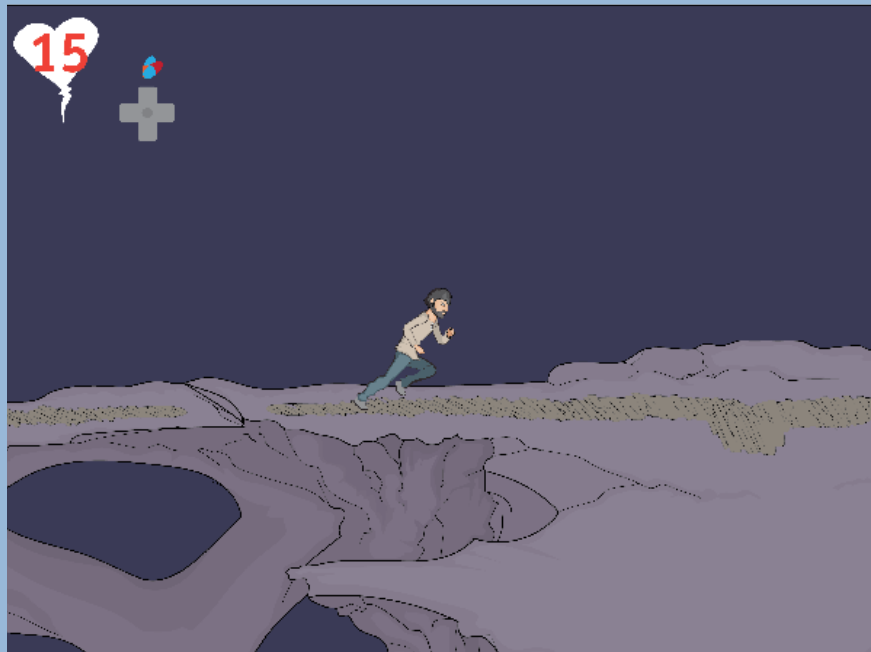




both routes will take you to the next town



Battle Mechanics



Move

Player should have full movement in X and Y axis but with different speeds based on movement Horizontal or Vertical. At this time movement is full implemented with working animator using Blend Tree.

Use Items

pressing button control pad should use item. Items can heal, remove enemies temporarily ect. Much lower on priority list

Chat

By moving in certain collider boxes Player can read books or talk to NPC. Interact code has implemented in basic form. Need to configure code to allow for additional lines of text and TMPPro features.

Pause Menu

Press Start to access pause. more info on page X.



On Items

Items use is available in and out of battle though usage changes whether BattleSystem=True or BattleSystem=False. Some items may do nothing in certain states

Starting a battle

All enemies are assigned two box collider triggers.
1) trigger in red denotes enemy spot radius. Code works similar to chat code [if player is in circle than battle system = true]
2) trigger to generate battle space. One slightly more complex, it basically creates a wall a barrier outside of square to keep player character from escaping. [If battle system=true than barrier = true // if battle system = false than barrier = false]

Abilities Display

abilities are laid out in relation to button layout. Charging spells will have a color move up until circle is filled [have to rech UI coding on this one//low priority]



Action Attributes

some flair effect will be used to denote battle arena (yellow box will not appear in game). [Research shaders//low priority]

Attacks and dodging not available, in battle system C# code. if BattleSystem=true than ChatSystem=False, AttackSystem=True]

All attacks will be attack colliders assigned to the animator with additional coding to register GetHit= - HealthPoints and Knockback = True.

Common Code Motifs

Area Triggers

If Player goes into Collider Box
X = True
If Player leaves Collider Box
X= False

BattleSystem
ChatSystem
Interact with Object
Attack Layers

State Changes

If Player is in Y state
X = True
If Player is not in Y state
X= False

BattleSystem
Action Commands
ChatSystem

Enemy Templates

1st enemy should have all basic properties of all enemies. This allows for simple multiplication

Move
Attack
Disjoints
Get Hit
Death
Colliders

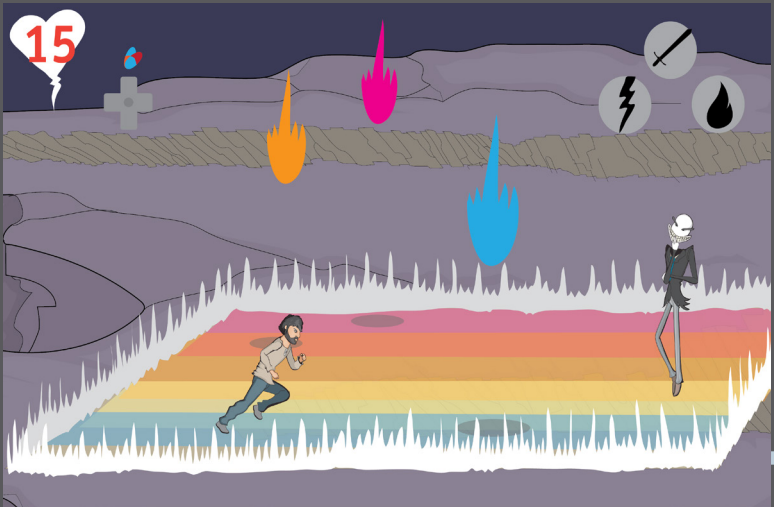
Scene Change

When button pressed or player contacts collider move to new Scene.

Title Screen?
Enter/Exit Room

Also consider teleport code instead

Battle Mechanics Cont.



Attack Layers

BattleSystem will be split into multiple spots on a vertical grid. Spost on grid will have a area trigger that denotes if player's collision box is contacting. after that normal collision area trigger will detect if attack hits or misses. Each attack is as- signed to a Vgrid

If collison box contacts that grid area than HitChance for Attack assigned to X Vgrid= True. If Player Hitbox contacts attack trigger when Vgrid = True than HitContact = True. Hit Contact leads to GetHurt.

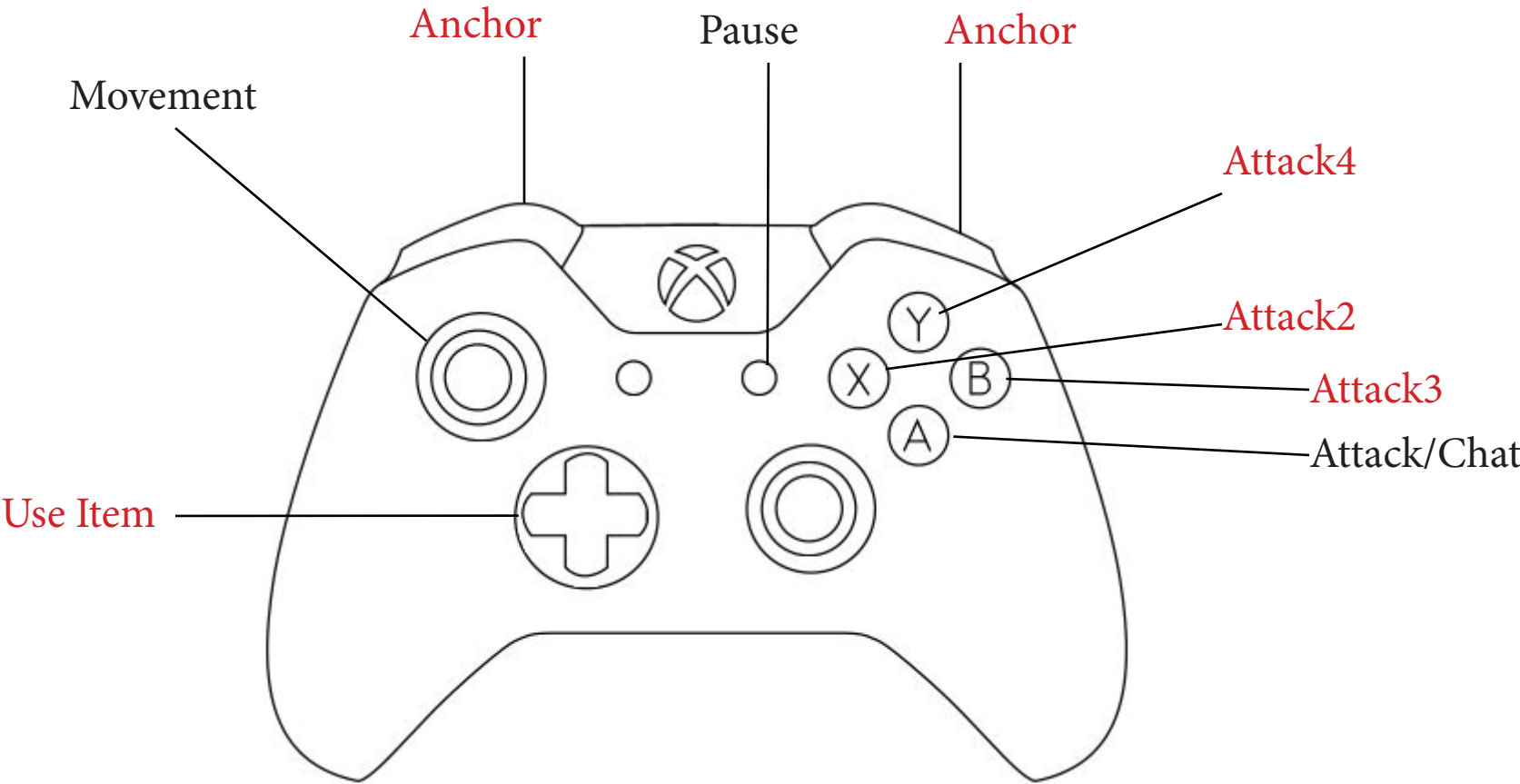
Hurt Box

Hurt Box is an assigned Collision Box that is a Trigger. It cov- ers character entire body. When it meets contact with attack it lets the game know the player has been hit. However if Hurt- box meets with an attack while Vhrid = False attack does not hit.

Same Logic works for enemies. Hurtbox/Hitbox is always in favor of Player.

Collision Box

Physical Box that lets game know if Player has made contact with a wall or physical object. Also lets game know if player is on proper Vgrid to get hit or hit enemies. an extended attack- box may be used to detect attacks that have a wider range of attack when attacking enemies. All hitboxes are assigned to animations.



RESUME

RETURN TO TITLE

EXIT GAME

Continues the Game

Allows for user to exit game

was created to exit out of the game itself, I had difficulties adding it to the main screen so I thought it would be easier to add it to the menu screen.

*Text in red go unused

*A status menu was meant to be in the final version but was cut due to time constraints

