

# VMP

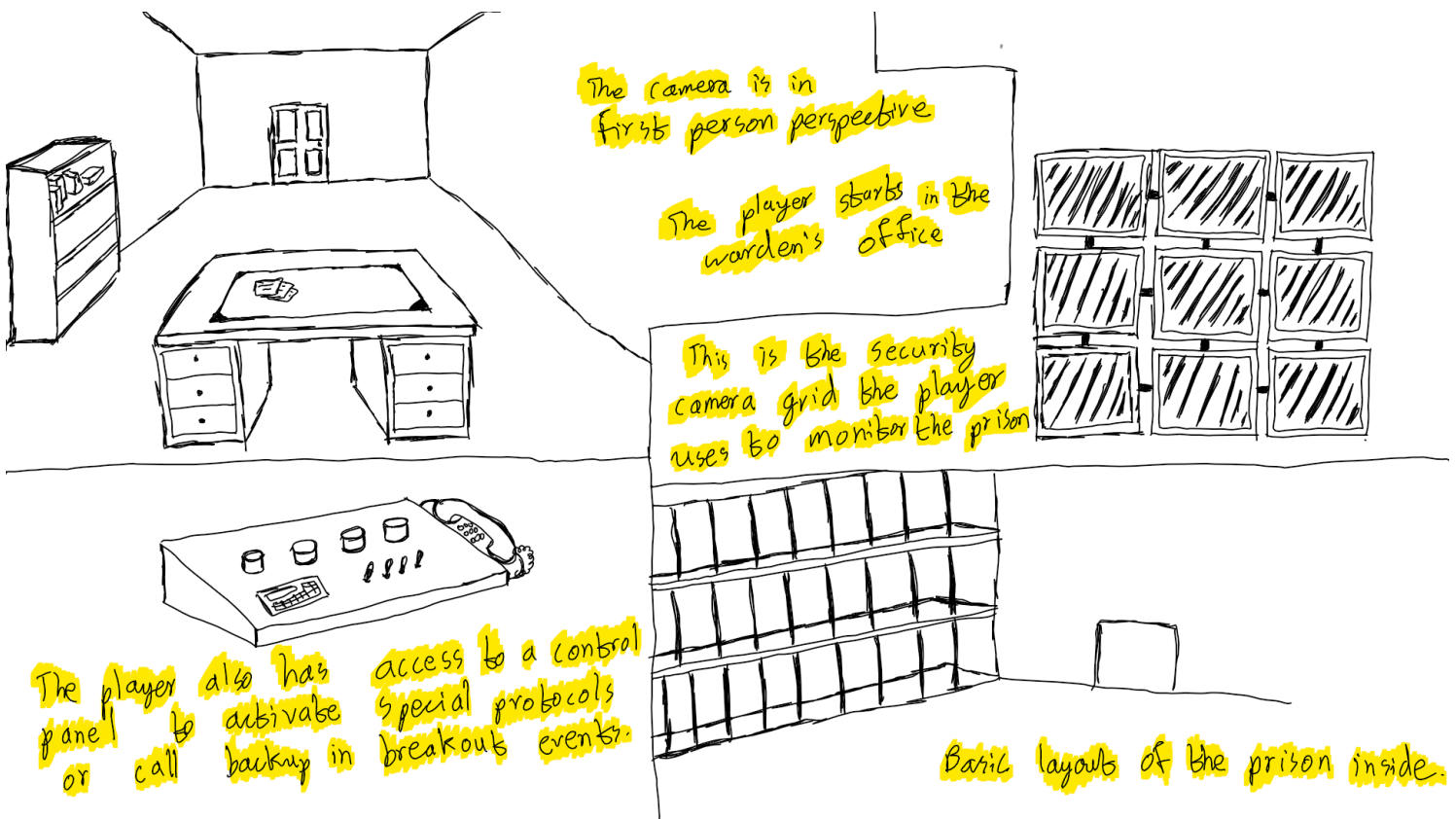
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For selecting a game idea for the final game and to have variety in the game idea to choose from, I have made the following 7 concepts.

## Concepts

### Concept 1

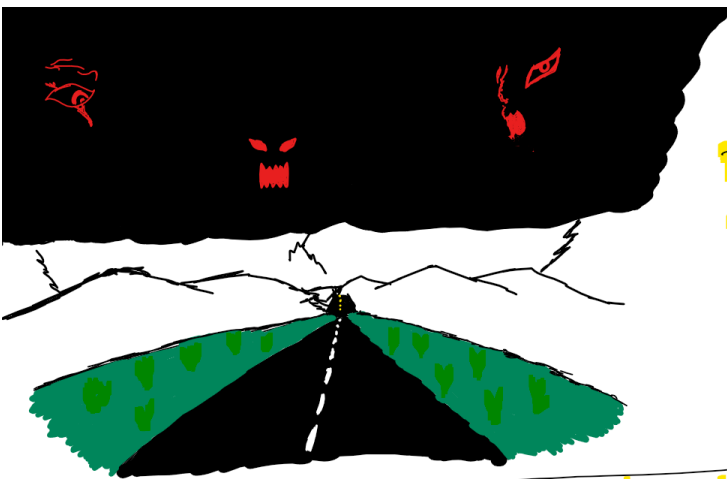
A first person (VR) management game where the player is a prison warden who observes the entire prison through camera. There will be high alert moments where the player has to be very vigilant. The player also has to set the guards on patrol duty and hire more if situation arises.





## Concept 2

A third person horror game based on the lovecraftian horror style. The player has to explore and solve the mystery, the setting of the game being a unknown cosmic horror is coming to devour the earth, the player has stop this. The game also has perma-death. The game has a bit of survival element to it and there a time limit before which the player to solve the mystery of the horror.



The game is in third person perspective.

Since the game is lovecraftian horror the cloud is always dark and the game has a atmosphere where the cosmic horror is always present



The player need to go to different location to find out about the cosmic horror


This is the table the player uses to identify the entity that is coming to destroy the planet

The player uses the clues found by putting them in the appropriate column.

# Concept 3

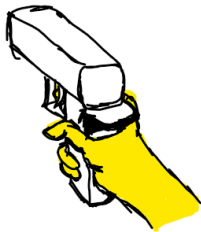
It is a third person horror game where the player is the ghost and has to do the haunting. The players to get rid of all the humans living in homes in an entire street. The player can do this by unseen attack or complete bloodbath. If the player is going to crazy with the killing boss type enemy will spawn who is a exorcist.



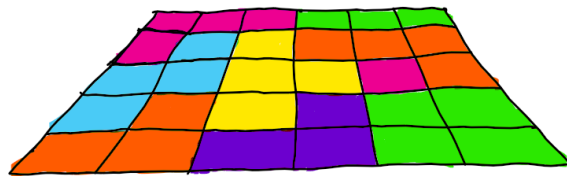
## Concept 4

A first person rhythm based (VR) shooter. The game is level based and each level will have a music and the level will move according to the rhythm of the music making it dynamic, the player has to use the movement of the level to cover himself and advantageous position over the enemy bots.

The game is in first person perspective



The floor has different coloured blocks



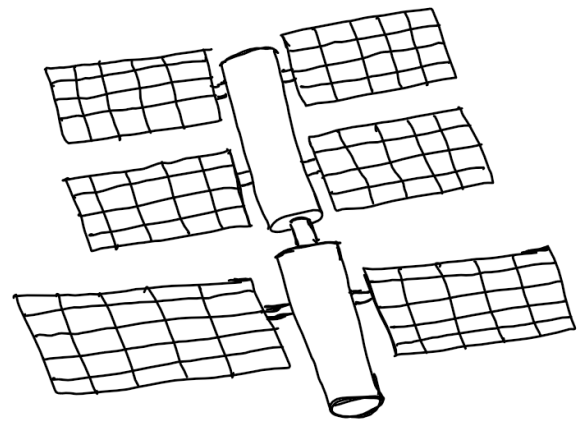
Each colour is related to different part of a sound like bass, low, high, mid.

when the a note is played the colour that is respective to what the note is (like low, high, mid) moves up or down.

## Concept 5

It is a first person VR space simulation exploration game. The player starts in space station and is trying to repair it. The game is open world and the player can go outside into the zero-g to do space walk and stuff. The player also has to take off his suit and repair it, there is also slight survival elements in the game.

The game is in first person perspective



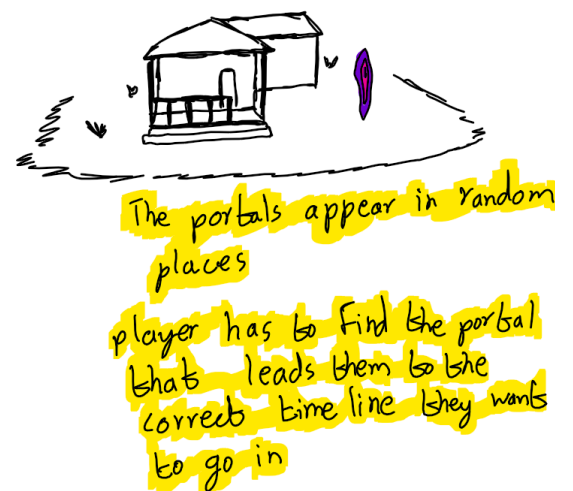
Outside view of the space station



Base suit of the player character

## Concept 6

It is third person open world narrative game. The main mechanics in time manipulation and the player character has lost his memory is trying to recover it by using this new found powers. The players have to take care when dealing with time as overuse can cause changes in the timeline thus completely changing it. The player can go to certain location which allows for teleporting to a completely different time period or timeline.

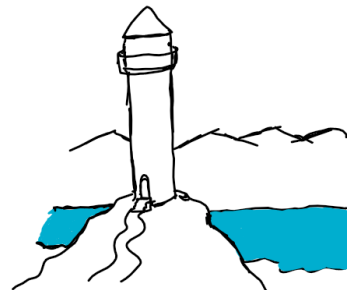


## Concept 7

It is a first person open world exploration, where the player finds themselves in a strange location and have explore around the area to find clues and piece together what happened. The game also has survival elements



The game is in first person perspective



There are different locations for the player to explore

# **Concepts that were selected**

## **Concept 1 – First person (VR) prison management game**

**In the game the player is the Warden of a prison where the player has to make the prison schedule including such things as cell time, yard time, other such things. The player can also select the areas where guards should do patrolling and can also hire more guards if necessary during any situation.**

**Random events can happen throughout at any time like a breakout, escape attempts during prison transferring, bringing in drugs and other such things. The player has to decide how to deal with these according to the situation. The player also initiates Lockdowns and security search through all the cells, although doing this frequently will increase the chance of leading to a riot.**

## **Concept 4 – First person rhythm based VR shooter.**

**The game is level based. The main part of this game is that each level has its own music and the level will move according to the rhythm of the music making it so that the player has to navigate the dynamic level killing all the enemies to complete the level.**

## **Concept 7 – Open world exploration.**

**The game is in first person perspective where the player explores the game world finding out what happened there and piecing together a answer by finding and solving the clues in the area. The game also has survival elements**



# **Problems faced while testing these Concepts**

## **Problems with Concept 1**

**The main thing that can make or break this concept is the dynamic A.I, on a small one room scale with 2 to 4 A.I there is no problem, but when the scale and the dynamic nature of the final game is slowly introduced, the game starts to break, with the A.I being completely broken. The second thing that is a problem with this concept is the random events happening, for example the random event of breakout means several prisoner A.I follows a pre planned events which breaks due to A.I problems mentioned before.**

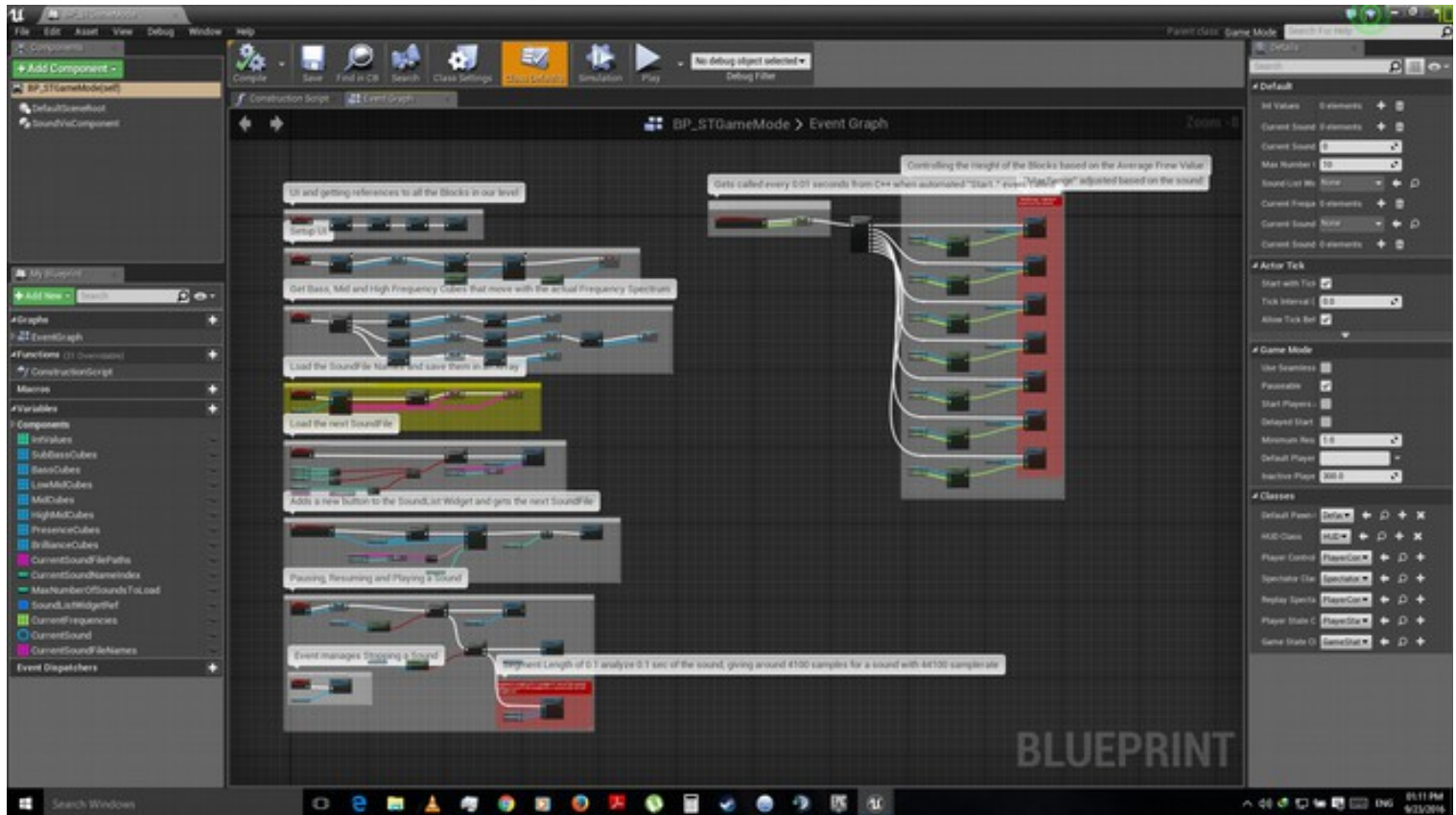
## **Problems with Concept 2**

**This concept had only one problem but it was a major problem that is the level moving according to the rhythm of the music. A solution to this problem is ready but implementation of this solution very difficult due to this being a one man project and there isn't enough resources available.**

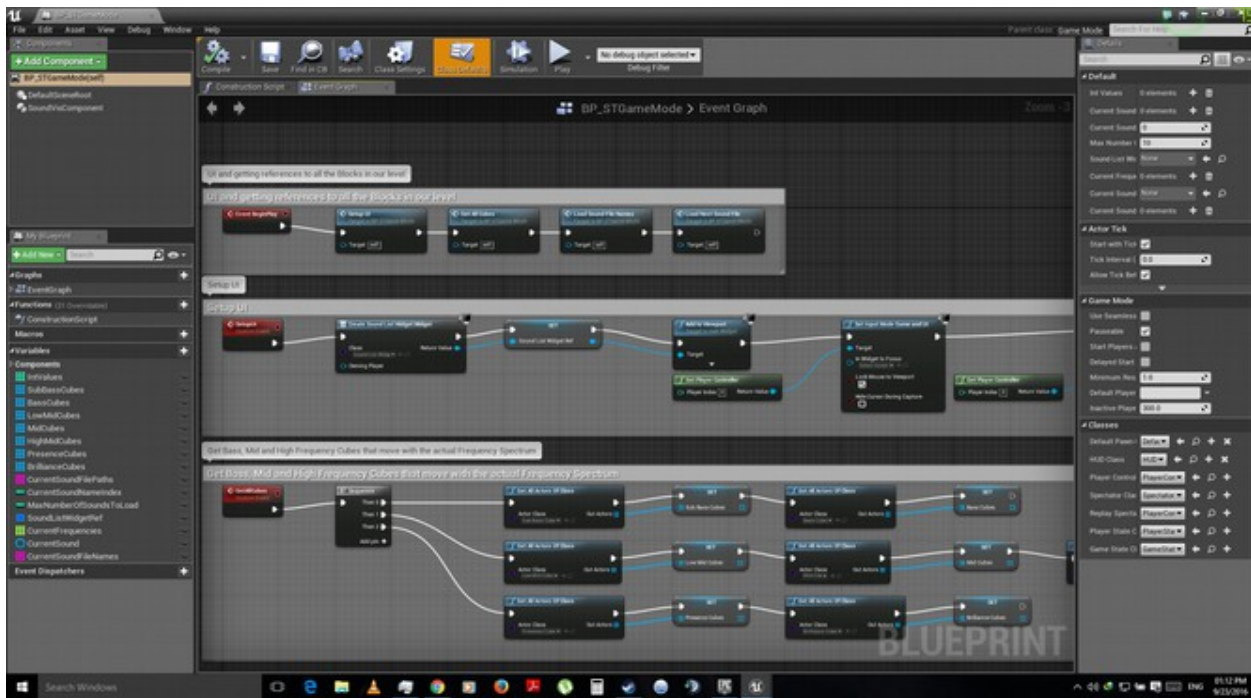
**The solution to this problem is taking a song then analyzing it note by note. The analyzing is done to know at what frequencies each note playing at. After each note is analyzed note with same frequencies are grouped; for example high, mid, low, bass etc. Then each of this group will be stored in separate variable. Different parts of a level will different variables attached to it via parent system. When a note is played, the variable which has the group with the same frequency as the note will get activated and the part of the level which has the that variable attached to will start to move.**

**In short the core of this game needs to analyze music spectrum.**

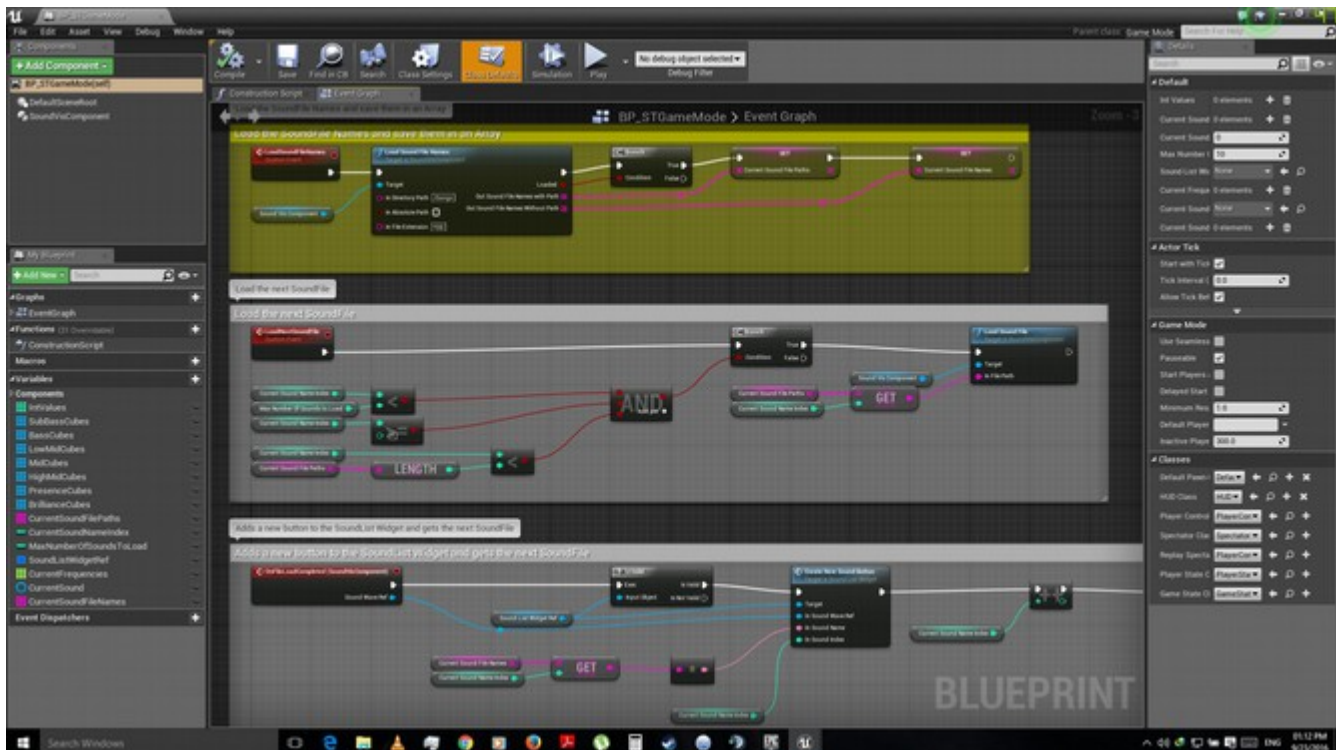
# Some of the work done in unreal blueprint system to test this concept



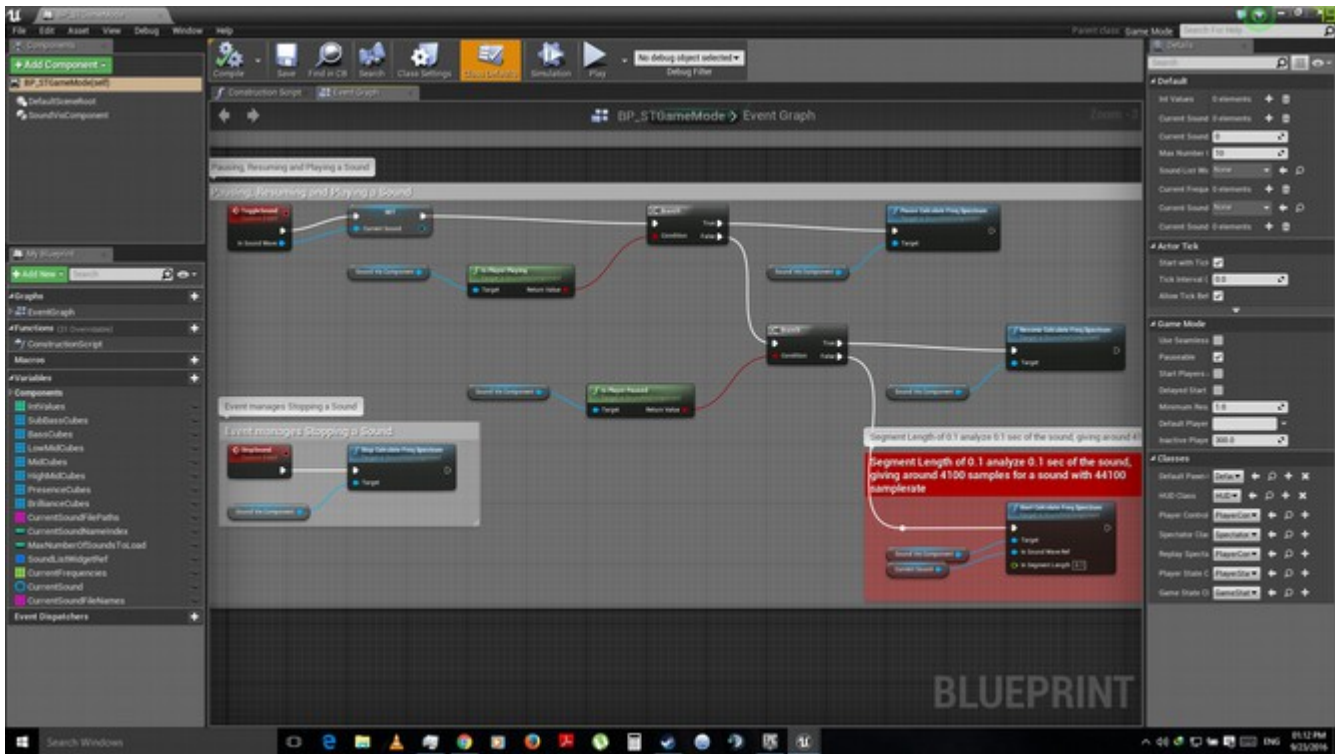
This is the entire code written for prototyping this concept.



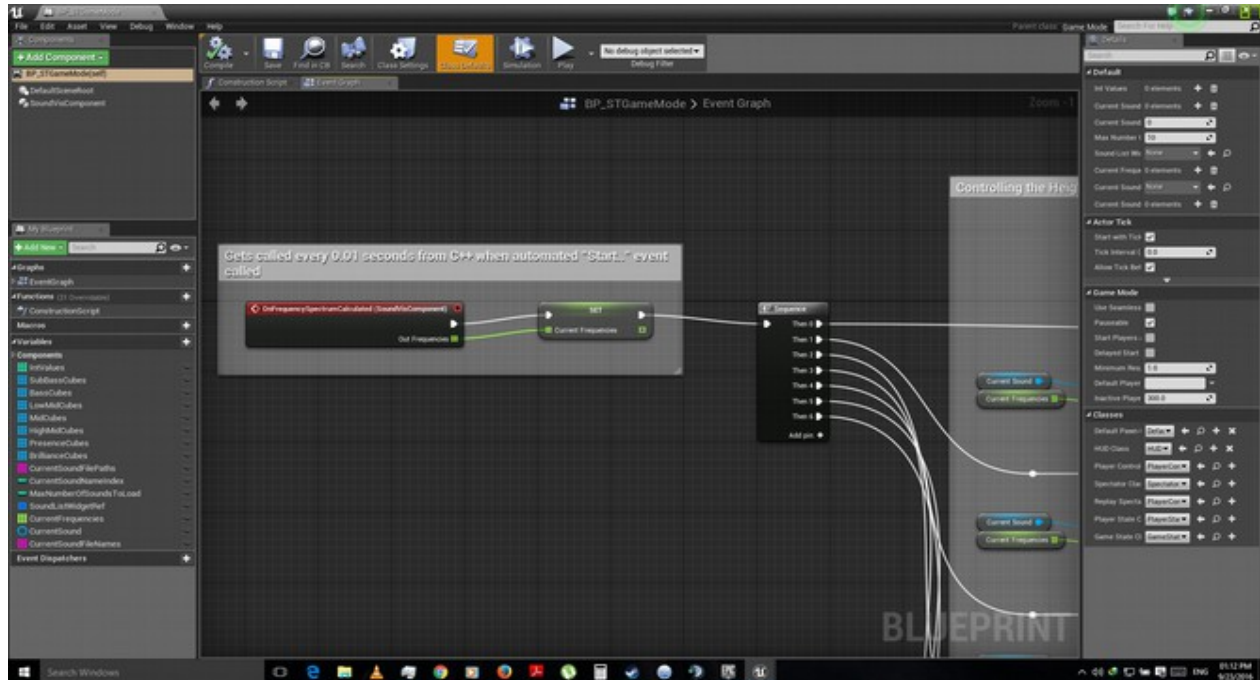
This sets up the sound loading U.I and assigns function to all the menu buttons



This allows the player to load custom sound track not including the ones already in the game directory

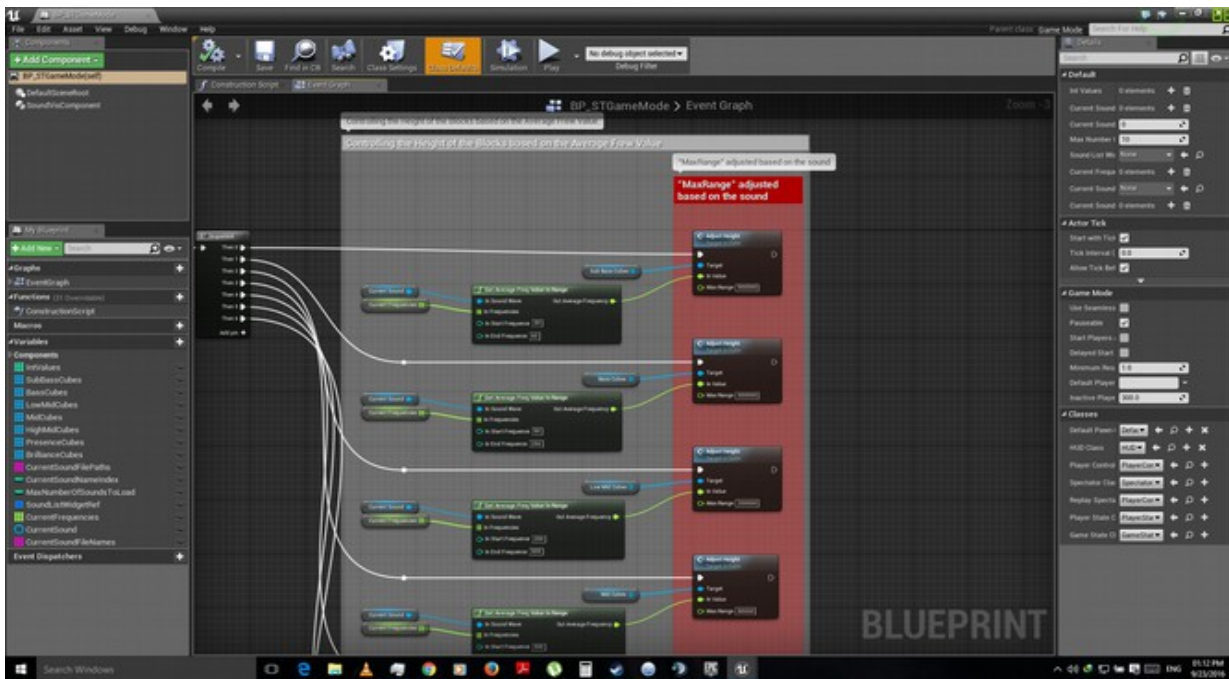


**This analysis each note in the selected or loaded sound file and records the frequency of each of these notes**

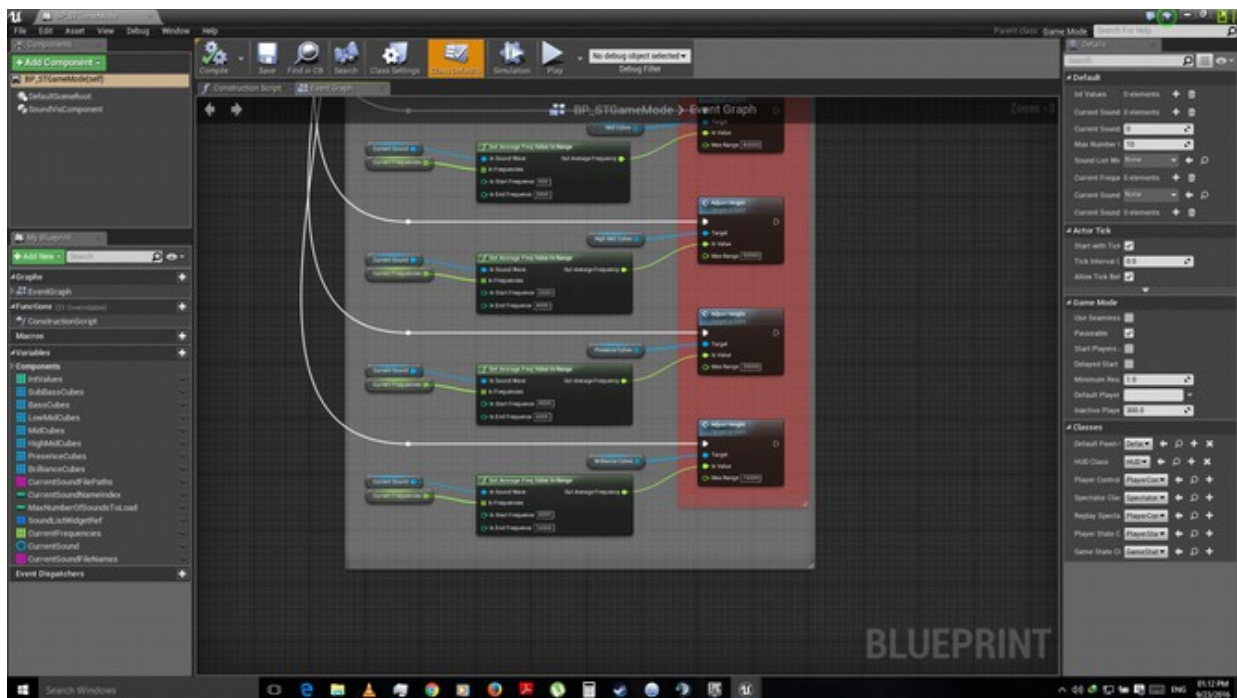


All the notes after being analyzed are stored here for assigning it to the correct variable like high, mid, low etc.





This is the variables were each corresponding notes are stored



**After testing Concept #1 and Concept #4 and finding out the flaws that are inevitable with those concepts due the lack of resources need to complete, both those concepts have shelved for now and I have decided to focus on Concept #7.**

**Concept #7 showed no problems with the its basic mechanic like walking, running, jumping, interacting with objects, etc.**

**More over Concept #7 presented an opportunity to put it out into the pc game market as an early access game which gives me the opportunity to get feedback form the gaming community directly and also an opportunity to raise some funds for the game which is needed to complete a project this size with a one man team.**



## **Reasons for Selecting Concept #7 as the Final Concept**

**From a technical standpoint this game is a lot easier to make compared to the other two previous concepts, due to the reason the game mechanics being easier like; walking, sprinting, jumping, swimming, etc, the usual stuff.**

**Since this a open world game I can focus more on the art which I'm more interested in doing. This concept allows me to make high graphics environment and other assets and also making this into a game with VR support is much easier it will benefit from the high graphics as a good immersion can be created.**

**And since open-world, exploration & narrative are part of this game and has a huge market in the early access base, allows me to gather continuous feedback from the community while raising funds for getting resources for completing this game.**

# **Research on My Final Game**

**My game is a mixture of three genres which have a large audience base.**

**The genres -**

**First Person**

**Exploration**

**Survival**

**Open World**

## **First Person**

**First person is usually as a narrative perspective which tells a story from the viewpoint of a character writing or speaking directly about themselves.**

**In video games First Person means that the game is presented from the player character's in-body point of view, portraying exactly what the character sees. First person refers to a graphical perspective rendered from the viewpoint of the player's character.**

Many different genres have made use of first-person perspectives, ranging from adventure games to simulation games. The most notable genre to make use of this device is the first person-shooter, where the graphical perspective has a heavy impact on gameplay.

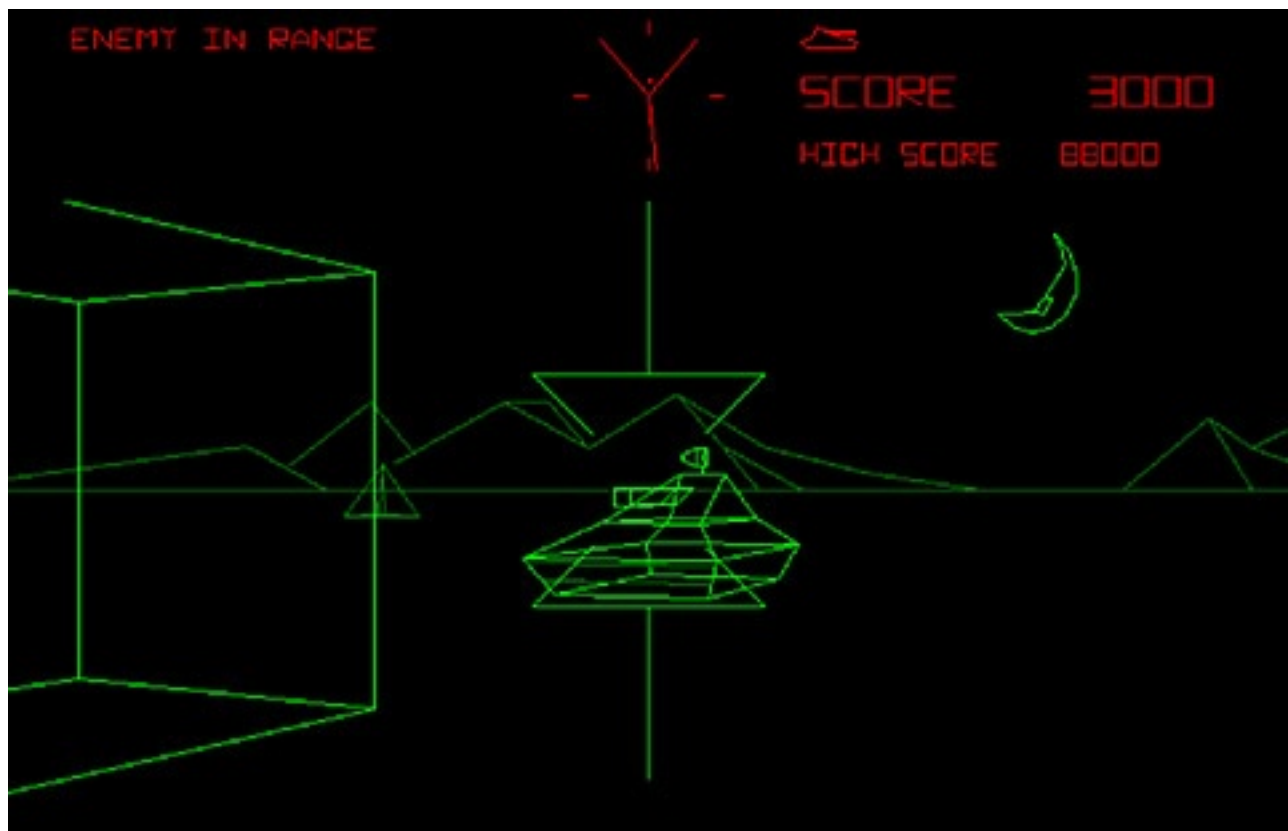
The game displays what the player character would see with its own eyes. Thus, players typically cannot see the character's body, though they may be able to see the weapons or hands. This viewpoint is frequently used to represent the perspective of a driver within a vehicle, and it is common use of positional audio, where the volume of ambient sounds varies depending on their position with respect to the player's character.

A first-person perspective allows for easier aiming, since there is no representation of the character model to block the player's view. However, the absence of it can make it difficult to master the timing and distances required to jump between platforms, and may cause motion

sickness in some players.

It is not clear exactly when the earliest such first-person shooter video game was created. There are two claimants, *Spasim* and *Maze War*.

(Spasim)



Spasim was a tank shooter in the wireframe style due to the technological limitation that were present back then.

(Maze War)



**Maze War is similar to Spasim, in the first person point of view and the wire frame graphics but instead it is a first person indoor shooter rather than a first person vehicle outdoor shooter.**

**The initial development of *Maze War* probably occurred in 1973. A single player made their way through a simple maze of corridors rendered using fixed perspective. Multiplayer capabilities, with players attempting to shoot each other, were added later in 1974.**

The 1995 game *Descent* used a fully 3D polygonal graphics engine to render opponents, and it also allowed the player six degrees of freedom (up/down, left/right, forward/backward, pitch, roll and yaw). Thus, *Descent* was the first first-person game in the modern era to use a fully 3D engine in all aspects of gameplay.



Screenshot of Decent.

Released in 1996 *The Elder Scrolls II: Daggerfall* was a fantasy open world action RPG that used full 3D polygonal graphics for the entire game.





First person view of Daggerfall's open world.

Since the release of *Doom* in 1993, the series is considered to be one of the pioneering first-person shooter games, introducing to IBM-compatible computers features such as 3D graphics, third-dimension spatiality, networked multiplayer gameplay, and support for player-created modifications with the Doom WAD format.



One of the many levels that is featured in Doom.



# Exploration Games

The player assumes the role of protagonist in an interactive story driven by exploration and puzzle-solving. The game's focus on story allows it to draw heavily from other narrative-based media, literature and film, encompassing a wide variety of literary genres. They are designed for a single player, since this emphasis on story and character makes multiplayer design difficult.

## Examples of Exploration Games

### Firewatch



**A first-person mystery about one of the loneliest jobs in the world – watching for forest fires. With your only human interaction the voice on the end of a radio, your decisions in how to discuss what you find will influence your relationship. Importantly, the voice acting sounds absolutely magnificent.**

## **The Witness**



**Jonathan Blow's long in-development second game. Where Braid expanded minds with its time-based puzzle platformers, The Witness is a first-person game set on an island covered in**

different kinds of puzzles. It looks more like Myst than Portal, but fingers crossed it's not shite like Myst.

## Virginia



A walking simulator that uses jarring jump-cuts in narrative to speed its story along and add a sense of mystery. Ostensibly about the search for missing persons by two FBI detectives, there's undertones of the supernatural about it.



# Survival Games

The player starts off with minimal resources, in a hostile, open-world environment, and require them to collect resources, craft tools, weapons, and shelter, and survive as long as possible. Survival games are generally open-ended, with no set goals.

## Examples of Survival Games

### H1Z1: Just Survive



In H1Z1: Just Survive, you'll have to be cutthroat,

**resourceful, and alert to protect yourself from zombies, beasts, and the deadliest threat of all – your fellow humans.**

## **7 Days to Die**



**HOW LONG WILL YOU SURVIVE? 7 Days to Die has redefined the survival genre, with unrivaled crafting and world-building content. Set in a brutally unforgiving post-apocalyptic world overrun by the undead, 7 Days to Die is an open-world game that is a unique combination of first person shooter, survival**



# DayZ



**The game places the player in the fictional post-Soviet state of Chernarus, where a mysterious plague has turned most of the population into violent zombies. As a survivor, the player must scavenge the world for food, water, weapons, and medicine, while killing or avoiding zombies, and killing, avoiding, or cooperating with other players in an effort to survive the outbreak.**

# Open World

Open world and free roam are terms for video games where a player can move freely through a virtual world and is given considerable freedom in regards to how or when to approach particular objectives, as opposed to other video games that have a more linear structure to its gameplay. Video games with open or free-roaming worlds lack the invisible walls that are common in linear level designs. Open world games may have restrictions in the game environment, because of technical limitations. The main appeal of open world gameplay is that they provide a simulated reality and allow players to develop their character and its behavior in the direction of their choosing. In these cases, there is often no concrete goal or end to the game.

The role playing game Ultima, released in 1981, used an overworld concept, which has been cited as a precursor to the open world game concept.



Ultima introduced open game world exploration without any invisible walls or loading screens.

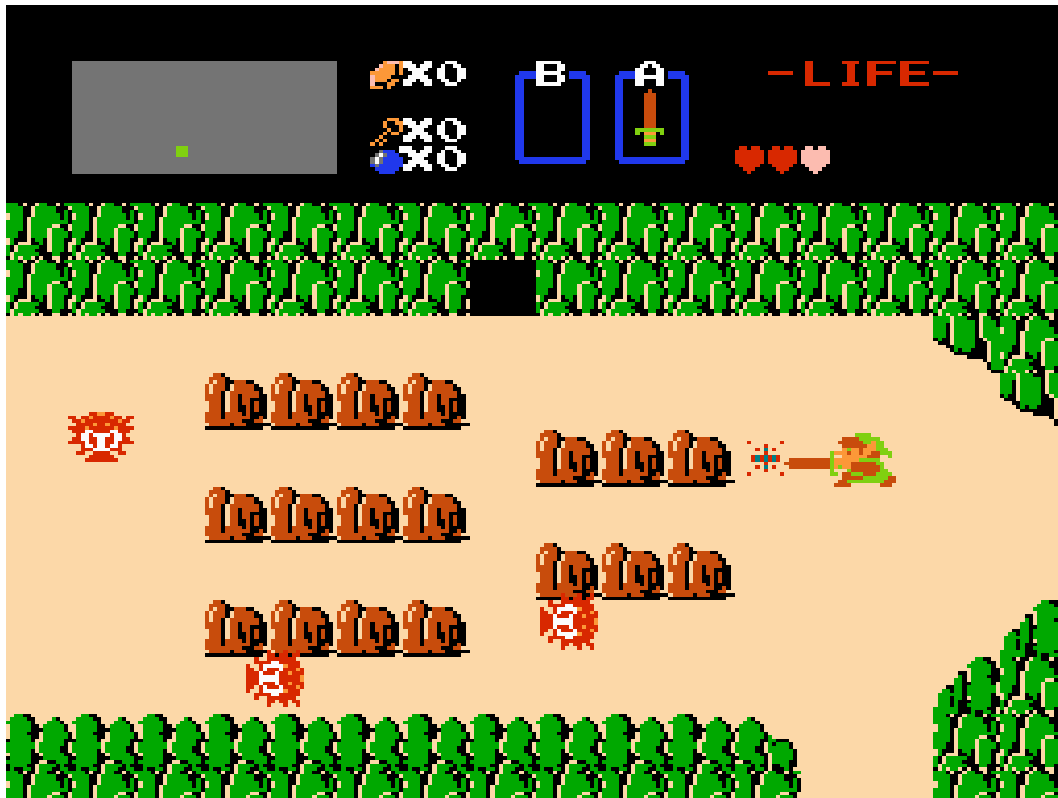


The space simulator Elite is often credited as an early pioneer of the open world game concept in 1984.



Elite used wireframe graphics due to the technological difficulties during that period

Released in Japan in 1986, the first Legend of Zelda on the Nintendo Entertainment System is considered another early example of open world.



Zelda gave the player the option of playing playing the game in a linear way or in a open exploration way. Which was a first for its time

Sega's ambitious adventure game *Shenmue* (1999) was a major step forward for 3D open-world gameplay, and considered the originator of the "open city" subgenre, touted as a "FREE" ("Full Reactive Eyes Entertainment") game offering an unparalleled level of player freedom, giving them full rein to explore an expansive sandbox city with its own day-night cycle, changing weather, and fully voiced non-player characters going about their daily routines.



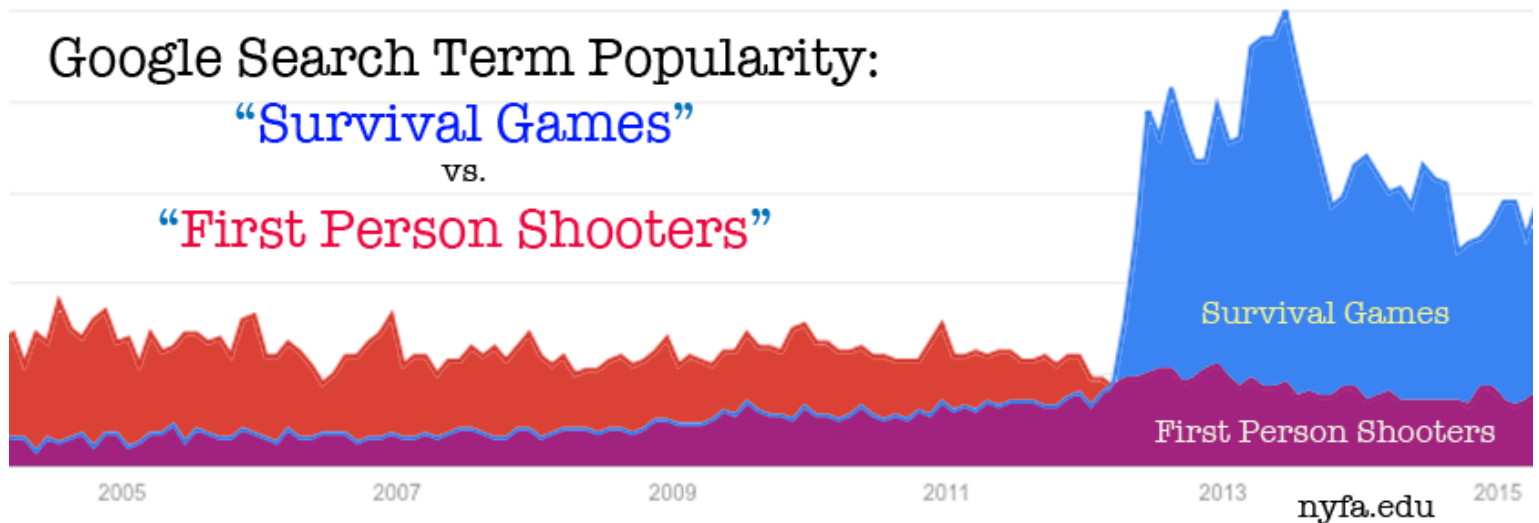
**Grand Theft Auto III combined elements from previous games, and fused them together into a new immersive 3D experience that helped define open-world gaming for a new generation, like radio stations, the ability to beat or kill non-player characters and the way in which players run over pedestrians and get chased by police has been compared to Pac-Man (1980).**



**Screenshot of GTA III where the player character is running in the street with a gun in hand.**

# Popularity of Open World Survival Exploration Game

Open world survival games have gained a huge popularity in the recent years.



The reason for such a popularity is due to two things the gamers and the game developers.

There is a large amount of player base who want a video game where they can be more explorative, the experience driven by the player. The undefined challenges and self driven solutions afforded by these games deliver interactions, hardships and victories of a type that the standard-issue, prescription approach of mainstream, linear gaming just doesn't provide.

From a development perspective, the popularity is understandable, for all of the open-ended, epic scale these games often trade on, from certain perspectives they're actually a pretty economical project to undertake.

Normally you need to build a long, narrative campaign, and all of the environments, set-pieces, write a 15-hour good story, a full resonating musical score. All of that need the level of polish that can compete with the AAA games.

How about if the scripted pacing is eschewed in favor of emergent set-pieces that the players can engineer for themselves. A fair bit of work in terms of enemy AI and overarching game systems, but once that stuff is ready into a decent-sized map, the spectacle will look after itself.

Keeping vague about things like objectives, goals and traditional, linear gameplay purposes, it adds 'free' longevity and content rather than appearing limited in scope. With no 'correct' goal, the player impart no finite end point, literally or psychologically.



(DayZ)

DayZ is a completely different game depending on how you play and who you play with. Want to go on point-to-point survival roadtrips you can do that. Want to be a feared legend, by taking a marauding crew across the countryside in a never-ending spree of murder and looting you can do that too and everything in-between.

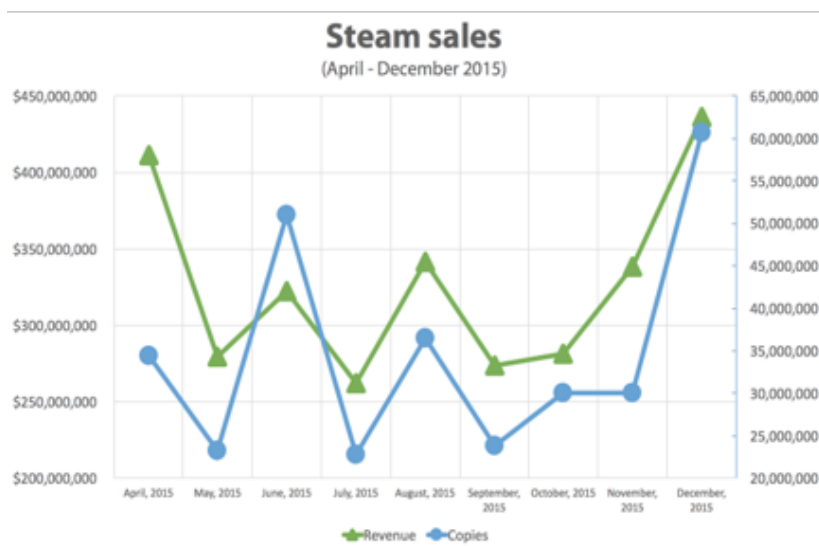




**(7 Days to Die)**

**The player spawns in a randomly generated world in a random location only with the objective of surviving for the longest. The player can craft and manipulate objects, they need to find food and shelter. The zombies can also climb, dig and destroy weak walls, so the player need to set up traps.**





### Top 2015 games by estimated sales on Steam

#	Game	Release date	Sales	Revenue
1	Grand Theft Auto V	Apr 13, 2015	3,847,725	\$ 161,253,971
2	Fallout 4	Nov 9, 2015	2,756,391	\$ 122,571,232
3	ARK: Survival Evolved	Jun 2, 2015	2,380,016	\$ 14,123,268
4	Rocket League	Jul 7, 2015	2,242,088	\$ 30,028,284
5	H1Z1	Jan 15, 2015	2,151,748	\$ 33,158,570
6	Cities: Skylines	Mar 10, 2015	1,906,812	\$ 43,680,141
7	Besiege	Jan 28, 2015	1,422,666	\$ 7,843,127
8	The Witcher 3: Wild Hunt	May 18, 2015	1,295,426	\$ 38,911,116
9	Dying Light	Jan 27, 2015	1,221,118	\$ 44,205,637
10	Life Is Strange	Jan 29, 2015	977,073	\$ 2,688,788
11	Metal Gear Solid V	Sep 1, 2015	848,688	\$ 41,252,772
12	Undertale	Sep 15, 2015	791,176	\$ 3,825,221
13	Killing Floor 2	Apr 21, 2015	774,889	\$ 11,775,017
14	Call of Duty: Black Ops III	Nov 5, 2015	708,852	\$ 23,404,113
15	Elite: Dangerous	Apr 2, 2015	675,388	\$ 16,547,504
16	Pillars of Eternity	Mar 26, 2015	667,117	\$ 21,571,908
17	The Escapists	Feb 13, 2015	618,893	\$ 8,169,791
18	Darkest Dungeon	Feb 3, 2015	599,553	\$ 8,666,198
19	Mad Max	Sep 1, 2015	593,573	\$ 22,894,142
20	DARK SOULS II: Scholar of the First Sin	Apr 1, 2015	547,003	\$ 15,216,103

This data shows the game that earned the most in 2015 by selling through steam. In position 3 and 5 is ARK:Survival Evolved and H1Z1 both of which are open world survival game that is in early access.

## Games Similar to My Concept

These are games which share similarities to my “Final Game Concept”. These games also influenced in making my concept.

### The Vanishing of Ethan Carter



*The Vanishing of Ethan Carter* is a horror adventure video game set in an open world environment, in which the player can roam around and explore at will. The player can use paranormal abilities in order to solve crimes,

such as sensing where important objects are located and reassembling the timeline of events tied to a certain death.

## Firewatch



Firewatch is a first-person adventure game. Players take on the role of Henry, a fire lookout who is assigned to his own tower in Shoshone National Forest. Through exploration of the surrounding area, Henry uncovers clues about mysterious occurrences in the vicinity that are related to the ransacking of his tower while out on a routine patrol. Henry's only communication

is a walkie-talkie connecting him to his supervisor. Players may choose from a number of dialog options to interact with her when players discover new interactive objects or environments, or refrain from responding. As the story progresses, new areas will be opened up for players. The game also features a day-night cycle.

## The Long Dark



The objective is for the player to survive as long as possible by scavenging and utilizing whatever resources they may find within the world. This includes commodities such as food, water,



medicine, and tools such as weapons, axes. Wildlife is also present, such as deer which can be hunted for food, and wolves and bears which are a constant threat to the player. All items and wildlife are randomly spawned for every new game. The player has to forage for fuel on a regular basis to stay alive. The player can also get sick from food poisoning and disease.

## The Forest



In *The Forest*, the player must survive on a island after a plane crash during which mutants are seen taking the player's son away. The player survives by creating shelter, weapons,

and other survival tools. Inhabiting the island, along with various woodland creatures are nocturnal cannibalistic mutants. While they are not always hostile to the player, their usual behavior is aggressive, especially during the night. Though there are no set missions, there will be an optional conclusion to the game.

The game features a day/night cycle, with the player able to build a shelter and traps, hunt animals and collect supplies during the day, and defend themselves against the mutants by night.

# Mechanics and Gameplay that are Present in these Games

## The Vanishing of Ethan Carter



The player is a detective with supernatural powers. The player finds what happened at the place by searching the area, making a guess of what happened there, then placing all events in a order to if that is what what happened, for example: In the picture above the player is in the woods, where there is a rail car with blood on it and on the rail tracks. When player gets close to

the rail car the text blood appears on screen as a suggestive word, then the player can have the guess of if the rail car hit someone or if an assailant hit a persons on the car, the player has also the option to enter the car. If the player follows the blood trail it can lead to another clue which may help is making a guess that has more clear answer.

## Firewatch



In Firewatch the player is a fire lookout. The game world is completely open and the game a



has a narrative side to it. The player has a map and compass that can be used to locate the player current location, there is a game option that changes how the map works, one option makes the map work like a gps showing the way and real time tracking of the character movement, and the other option make the map behave like a normal map and only shows known locations on it and the player has to use the compass to guess where he has to go. The game has day and night cycle and each day the player is give different objective to finish as a part of the character's job.

# The Long Dark



In The Long Dark the player is trying to survive as long as possible, this includes finding shelter, hunting for food like killing animals with weapons as shown above. The tools that are available to the player for using will also degrade and needs to be repaired from being broken. The player also need to keep track of the temperature not as to freeze to death. Collecting wood is important as, Fire is an important source of warmth and a fuel for cooking.

# The Forest



In The Forest the player is trying to survive by building shelter and collecting food and resources. The player has to build tools and weapons to fend off the enemies which mostly appears aggressive in the night. Fire is a important mechanic of the game it is used for cooking food, a source of light, keeping the enemies away. The player also has to use the weapons crafted to hunt for food, like using spears to stab fish from the water.

# **Game Mechanics & Game Play Present in My Game**

**The main mechanic is the open-world exploration the player is given.**

**The other game mechanics are simple; normal first person mechanics like sprinting, jumping, crouching, swimming, leaning. The game also has health and stamina. Stamina is used when the player jumps or sprints, and it regenerates when the player isn't doing any of these actions. Player loses health by either fall damage or entering hazardous areas, health does not regenerate instead the player has to find some meds.**

**In game the player can walk, sprint for short duration, crouch walk, or prone crawl.**

**The player uses the standard control for movement using either keyboard & mouse or controller. The player can also pick up and move objects in the game world, though there is a**

weight limit above which the player cant pickup. The player can open doors of building by interacting with it, and can also pick up like paper and notes.

The survival element is just basic in the early version of the game; like, collecting resources – minimal stuff.

The player's are rewarded with more backstories and answers as they explore more of the game world.

The player progress through the game by exploring the area, finding out about the places there. There is no linearity is the progression the player can go where they when they want and find out the secrets in any order and the player can even progress towards the end game without exploring everything, but the player lacks the backstory or answers he would have received if he had explored more

There is no objective to game as of yet. In the



**early version of the player is trying to survive and explore the world he is in. When progressive versions of game is build, objectives will be slowly added and also an over arching plot.**

# Art Styles

There are 3 Art Styles that wanted to try out to see which one matched with the game, game world and the game atmosphere best.

Realistic

Stylized

Exaggerated

## Realistic Graphics



(Screenshot from DayZ)





(Screenshot from Crysis 3)



(Screenshot from Star Wars Battlefront)



**In the recent years realistic graphics has become highly popular in video games. The biggest strength of realistic graphics is the immersion that it can provide the player with. For example; even a simple first person shooter with realistic graphics will look and feel better than a one with low or blocky graphics. And realistic graphics can create an atmospheric environment that has depth.**

## **Stylized Graphics**



**(Screenshot from The Witness)**





(Screenshot from Okami)



(Screenshot from The Legend of Zelda Wind Waker HD)



Stylized graphics always has a market in video games. The main aspect of stylized graphics that makes it so appealing is the bright colored, thick outlined, cheerful feel that it creates for the players. Stylized graphics brings a very cartoony look to the game that is very pleasing to visually see.

## Exaggerated Graphics



(Screenshot from DmC: Devil May Cry)





(Screenshot from Batman Arkham City)



(Screenshot from Final Fantasy XV)

**Exaggerated graphics as the name suggest exaggerates everything like character body, hair style, clothing style and in combat over the top fights, ridiculous weapons, etc.**



## **Art Style selected for the Game**

**I have opted to go with Realistic graphics for my game's art style main due to the fact realistic graphics can create an atmospheric environment that has depth. Since my game having a survival element to it, I want the game to have a dark, dreary, atmospheric environment.**



**The main Inspiration for the look and feel for the game was taken from “The Vanishing of Ethan Carter”.**





The above and below pictures are screenshots from the game “The Vanishing of Ethan Carter”.





**The game uses realistic art style. The main reason for going realistic art style is, it is an easy art style that I can produce easily and with high quality and having a realistic art style means a high graphics for the game.**

**Games with high graphics is a selling point on its own especially in the pc video game market since most pc have high end components in them. And high graphics is now not only focused in the pc gaming market but also in the console gaming market with specialized improved consoles like the recently released PlayStation 4 Pro and Xbox Project Scorpio set to release in 2017.**

**And with the introduction of VR(Virtual Reality) games with high graphics are getting popular especially walking simulator genre games with high graphics which provides a grate immerison in VR.**

## Some of the references used for creating the assets





## References used for the foliage



The ground rock was based of these jagged rocks





**The broken stone stairs were modeled from this**



**The basic silhouette of this fountain was used for the in game fountain**





**This was the major inspiration of the broken wood bridge design**

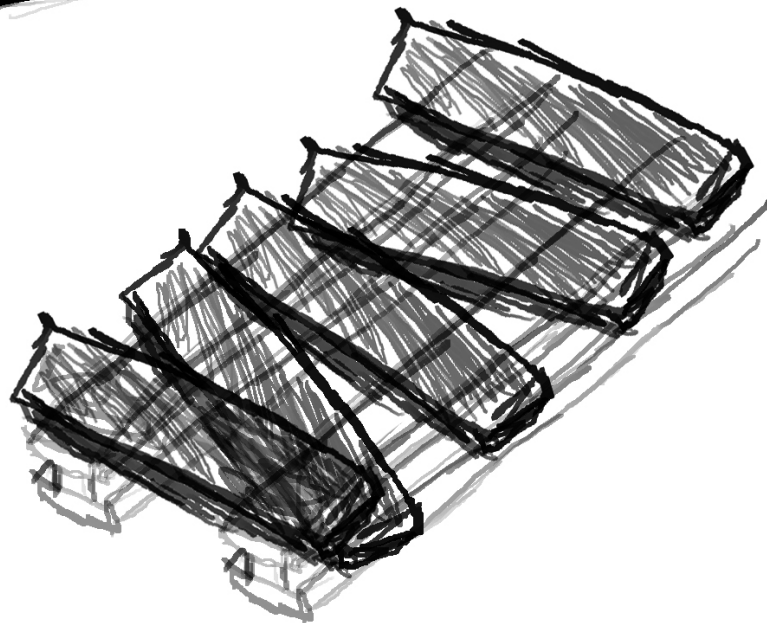
**Some more extra references used**

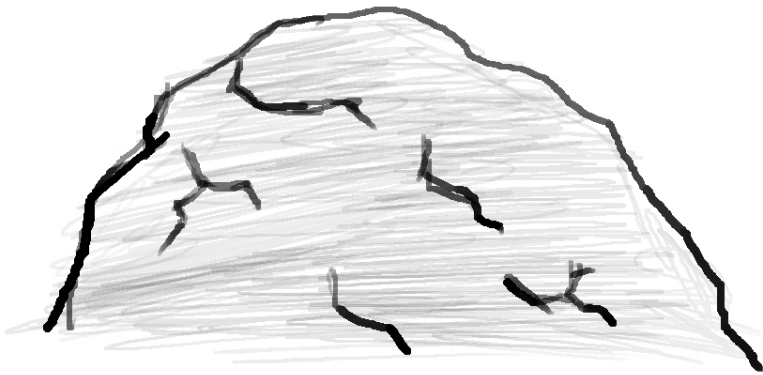
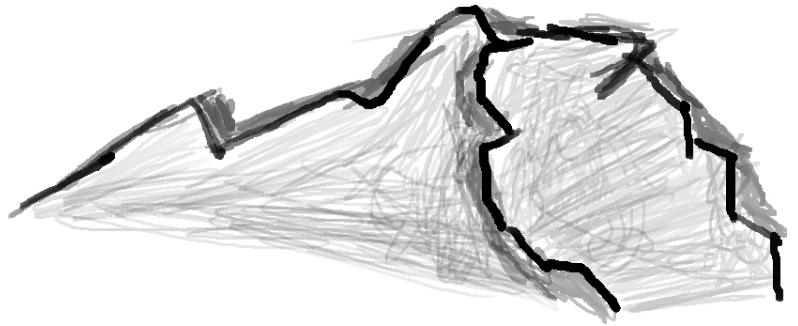






Some of the rough digital sketches done before doing 3D







**The following are some of the assets of the game.**



**One version of Bog Myrtle used for foliage in game, this is the slim one used for placing randomly.**





**Another version of the Bog Myrtle but this is more thick, and is used to cover large area with foliage.**

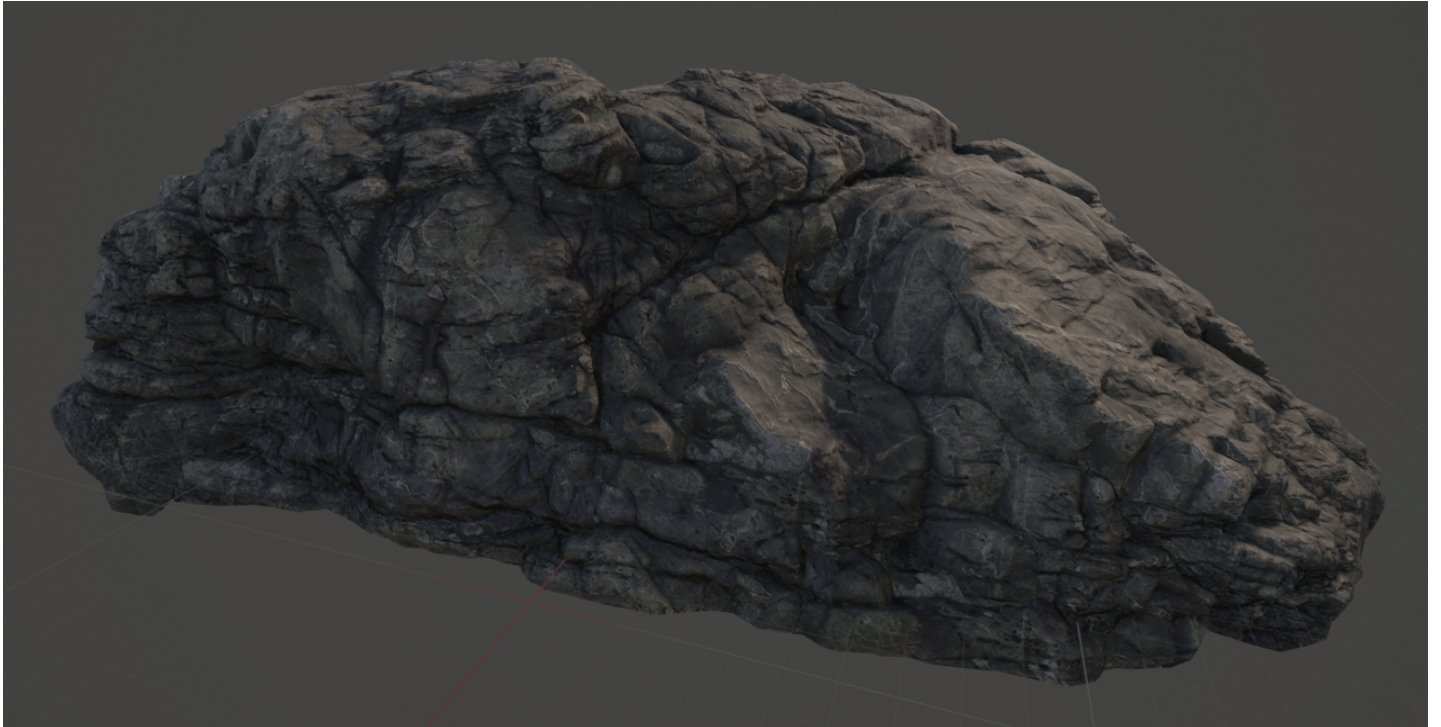


**This Scots Pine Tree is mainly used to cover the games forested areas, there are variations to this so as to avoid repetition**

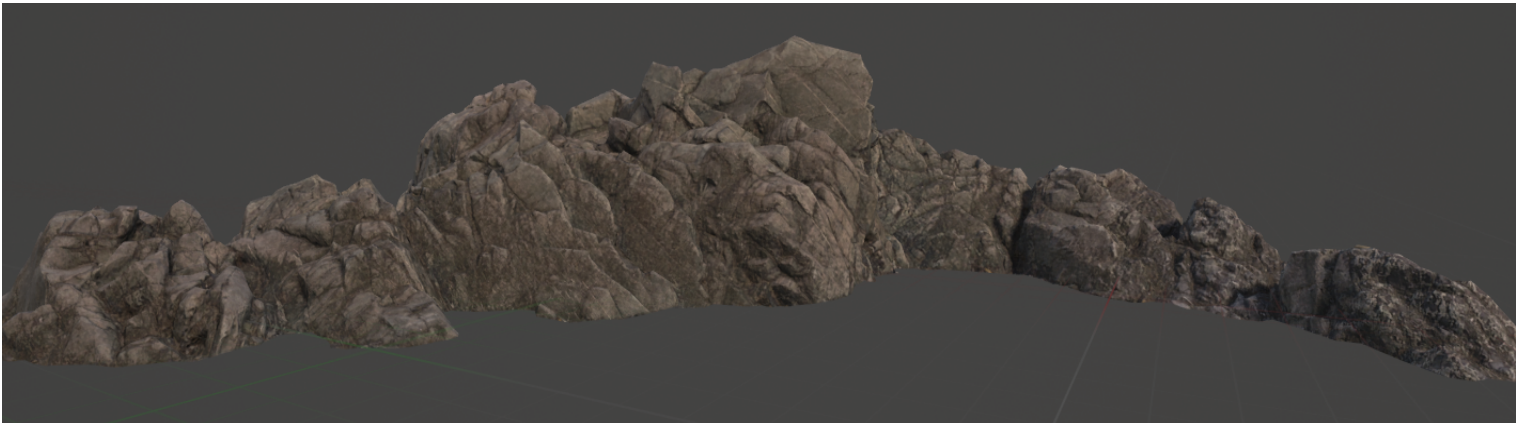


**A broken tree base, covered with moss. There are several variations to this.**





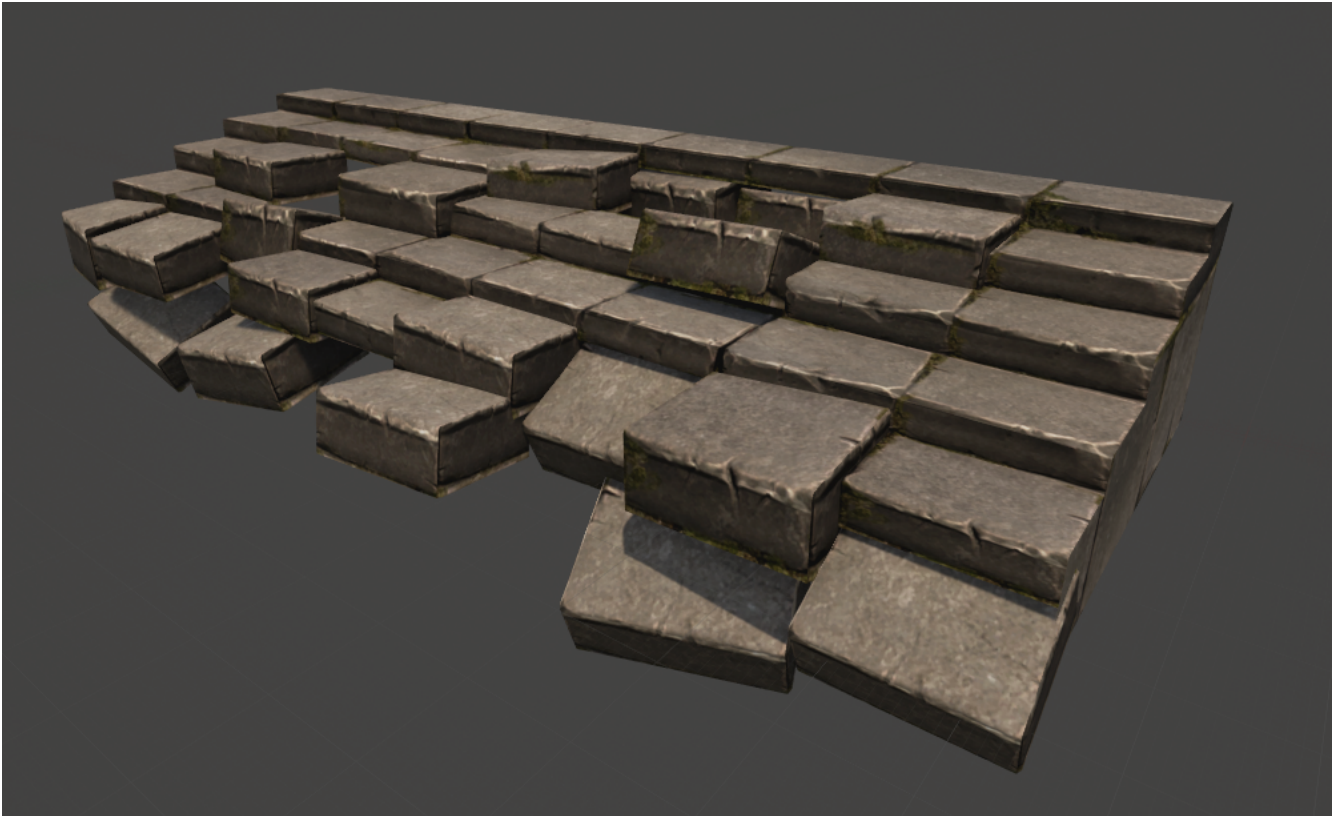
**Some variation of rocks used as part of the ground.**





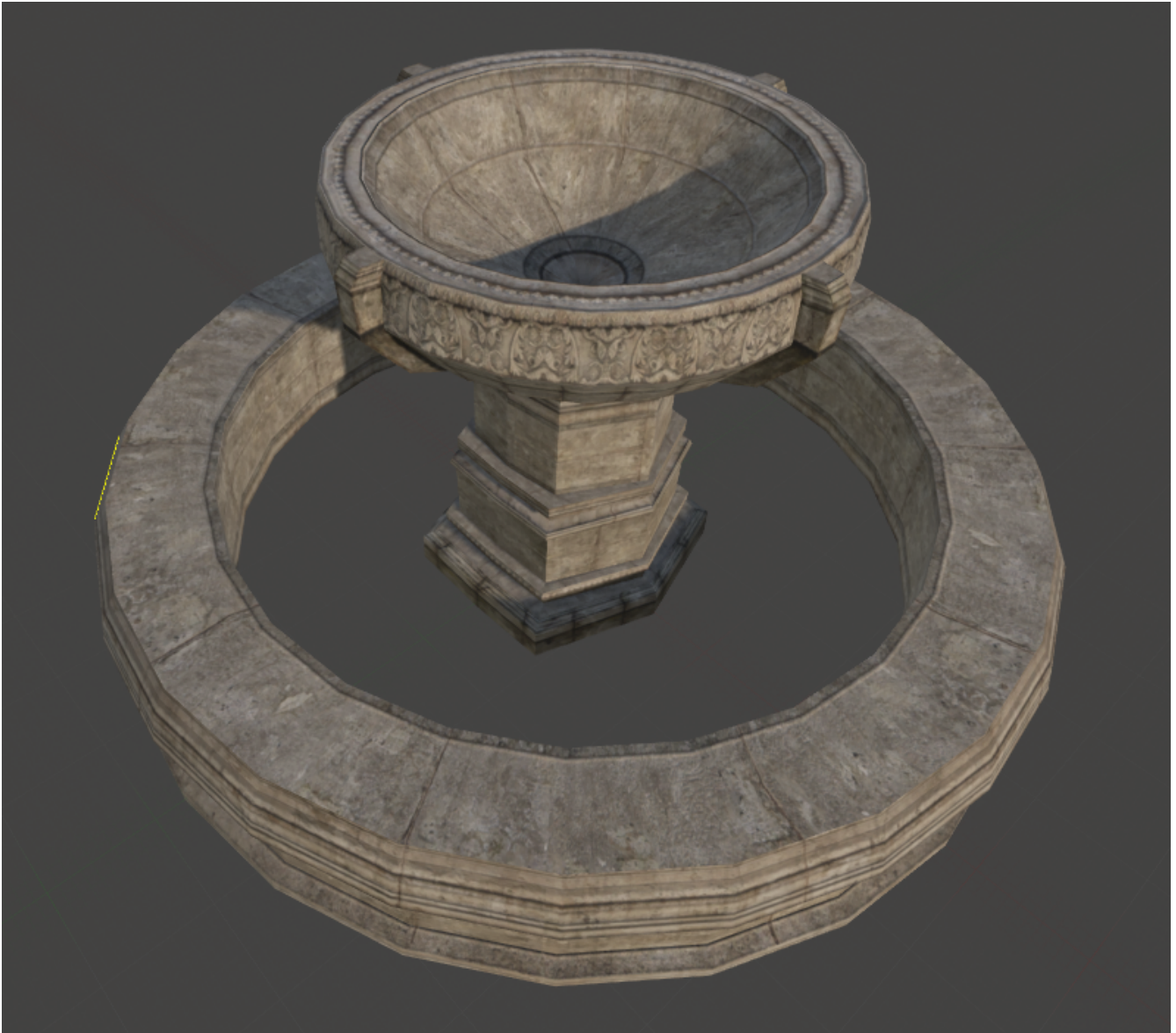


**One of the many variation of the fantasy styled structures that will appear in game.**



**Broken stone stairs and wood bridge.**





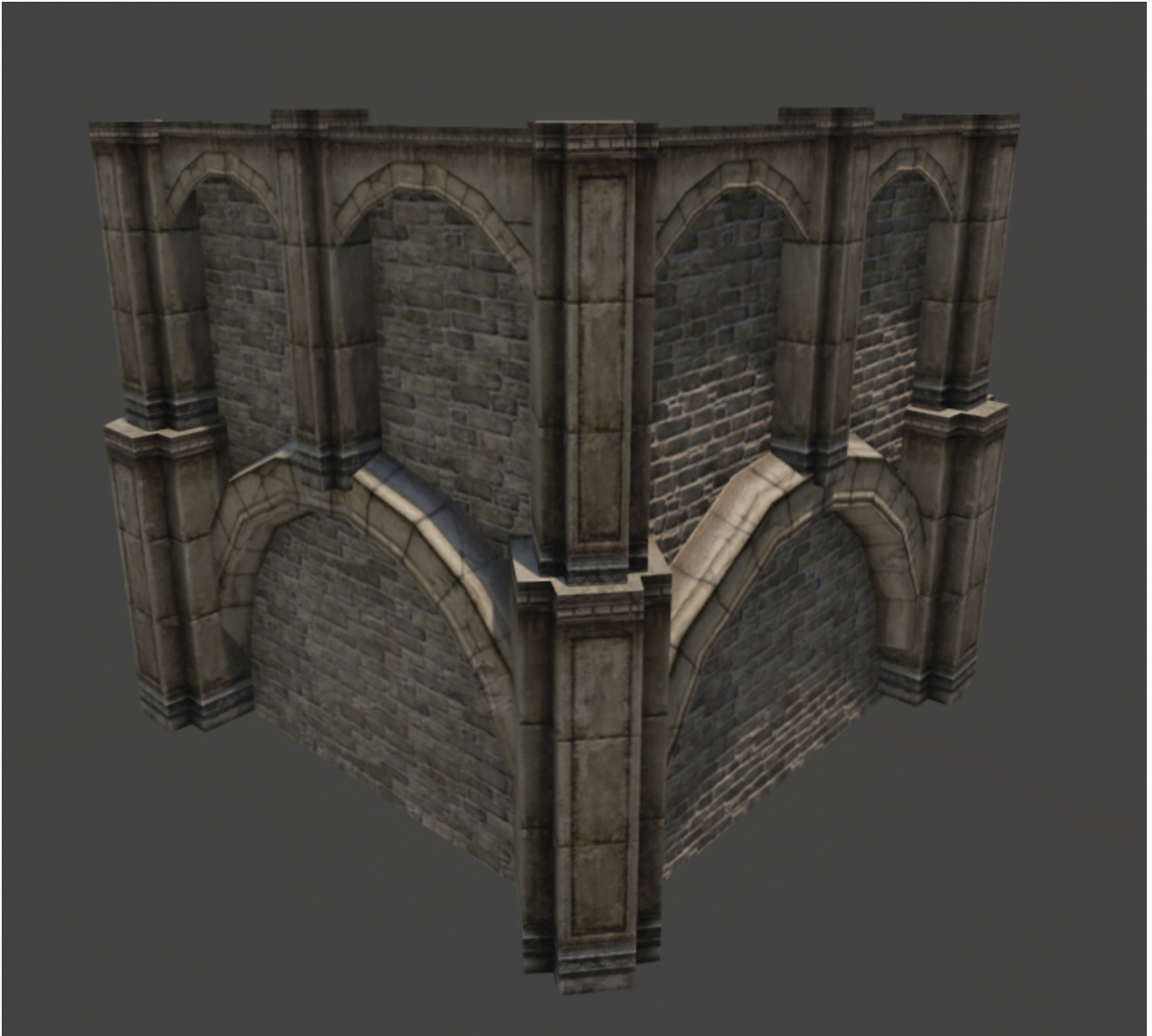
**A basic fountain that can be found hidden in the game environment.**





**Breakable wood crates, which the player can break to search if it had any items in it.**





**Part of destroyed fantasy styled castle that appear in the game environment as a part of the environment buried with in the ground with foliage and stuff growing over it.**

## **Look & Feel of the game**

**The game has a realistic look to its art style. The game environment also has ruined building which has a resemblance to fantasy world mood setting to it.**

**The games open world has the realistic look to the environment while incorporating fantasy styled structures in the world for the player to explore.**

**The game overall has a darker color scheme to it, so as to make the player feel they are in a ruined world where they need to survive and is very dull.**



**The game has a very atmospheric environment during both day and night**

(The pictures used above are from other games and is used for the sole purpose of representing the how the final game may look like)

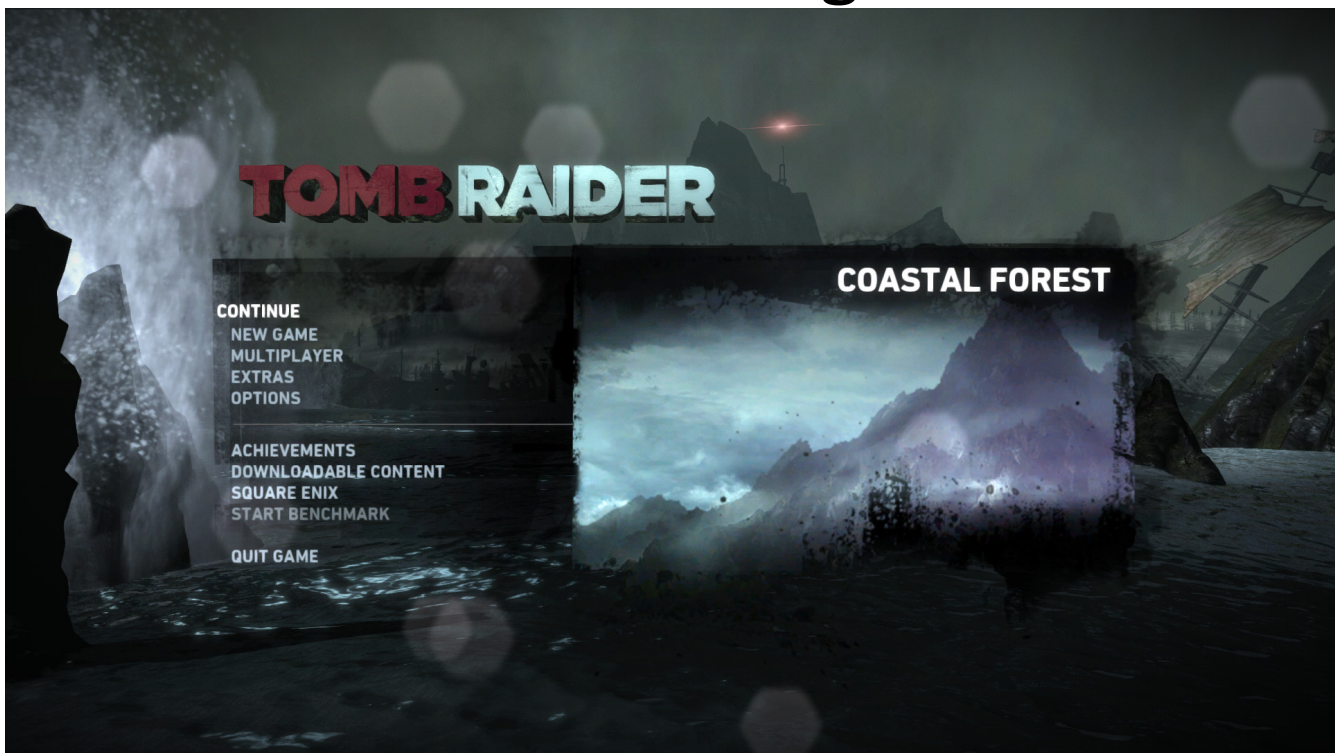




# Game U.I

I wanted to go for a simplistic Menu system because, the player can start the game right away from the main menu, without being dragged down with complicated menu system and option, and it also meant the player can easily access the sub menu that they want. The menu background will feature small animated loop of the game environment which changes periodically

## References used for creating the U.I



(Tomb Raider)



All of these game uses simple U.I which is easy for the player to read and understand.

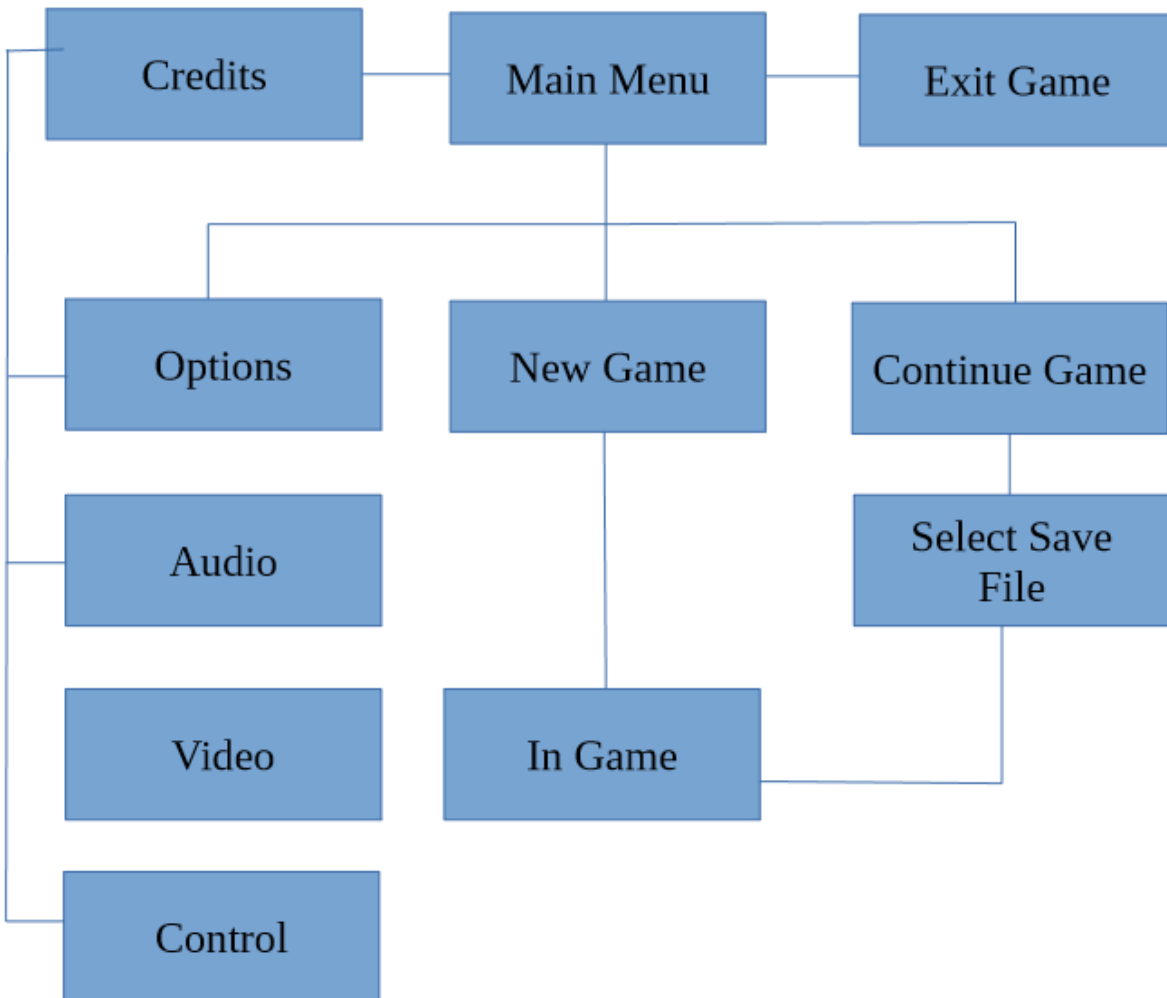


(Poral 2 (above) & Last of Us (below))

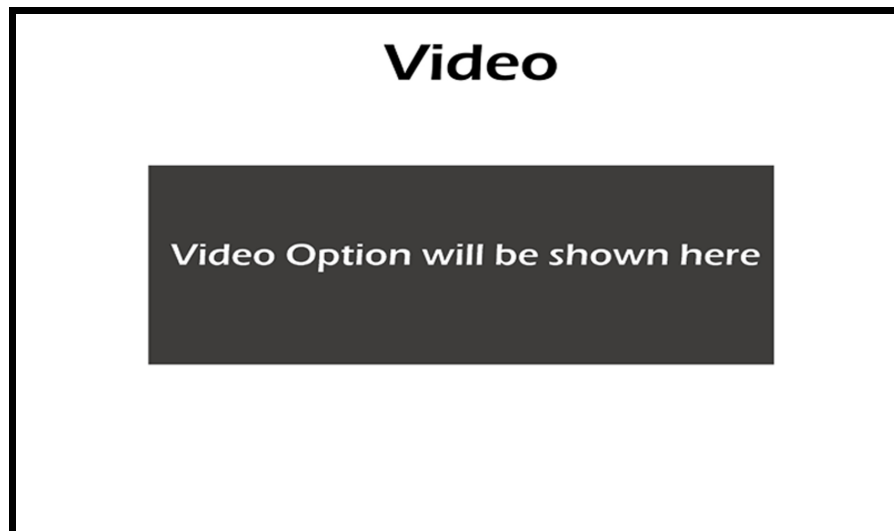
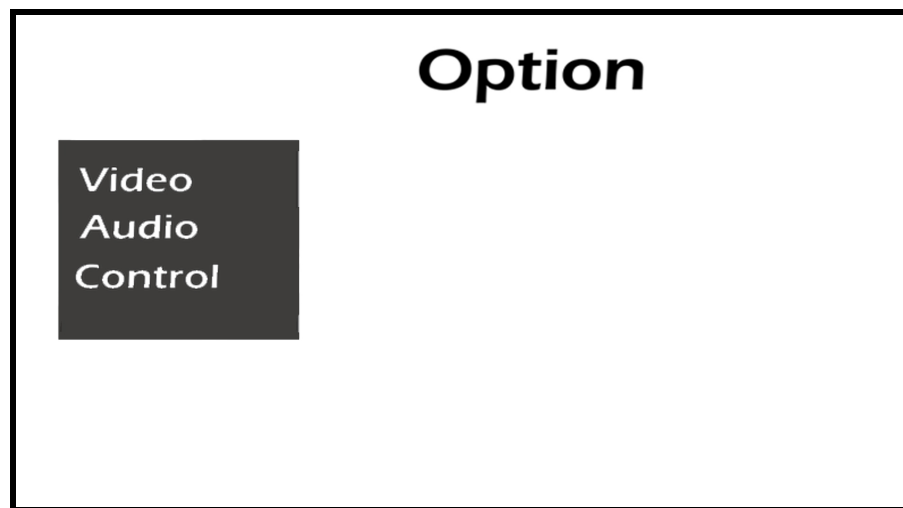


This is the basic outline of how the game U.I flows.

### Game Flow



## Basic layout of the game menu





## Basic look of menu in final game



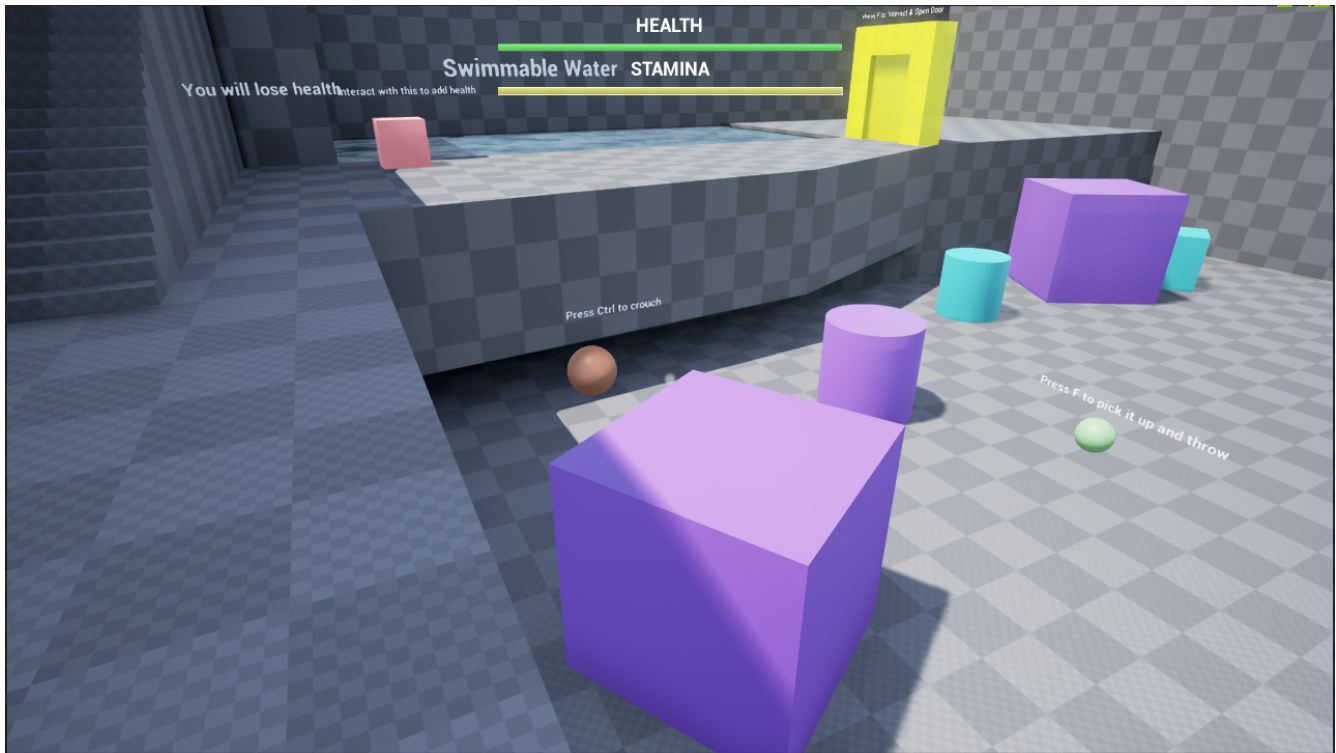
(The menu is subjected to change in the final release version of the game)



# Core Loop



# Prototype with Dummy Assets



**Purple** – These dummy object represent the assets in the final game like trees, rocks, structures and other things which the player can collide with but cannot move.

**Blue** – These dummy objects represent the assets in the final game like boulders, wood planks and other things which the player can collide with and move it.



**Green** – These dummy objects represent the assets in the final game which the player can easily pick up and interact with like, piece or paper, small objects, etc.

**Brown** – These dummy objects are like the Green dummy object but is heavier and the player moves slowly when carrying it. But is easier to push aside compared to Blur dummy objects.

**Pink** – This dummy object represent the asset in the final game which the player can use to heal or regain health, like wrapping band, med, etc.

**Yellow** – This dummy object represent the asset in the final game which is a door. In the final game it may be single, double or broken door.

**Grey** – This represents where the grass, dirt, pebbles are gonna be in final game.

# Game Prototype

The game prototyping was a success and the prototype is able to showcase the basic mechanics of the game like;

Sprinting

Crouching

Prone Crawling

Interactivity : Picking objects up, opening doors

Zoom in and out

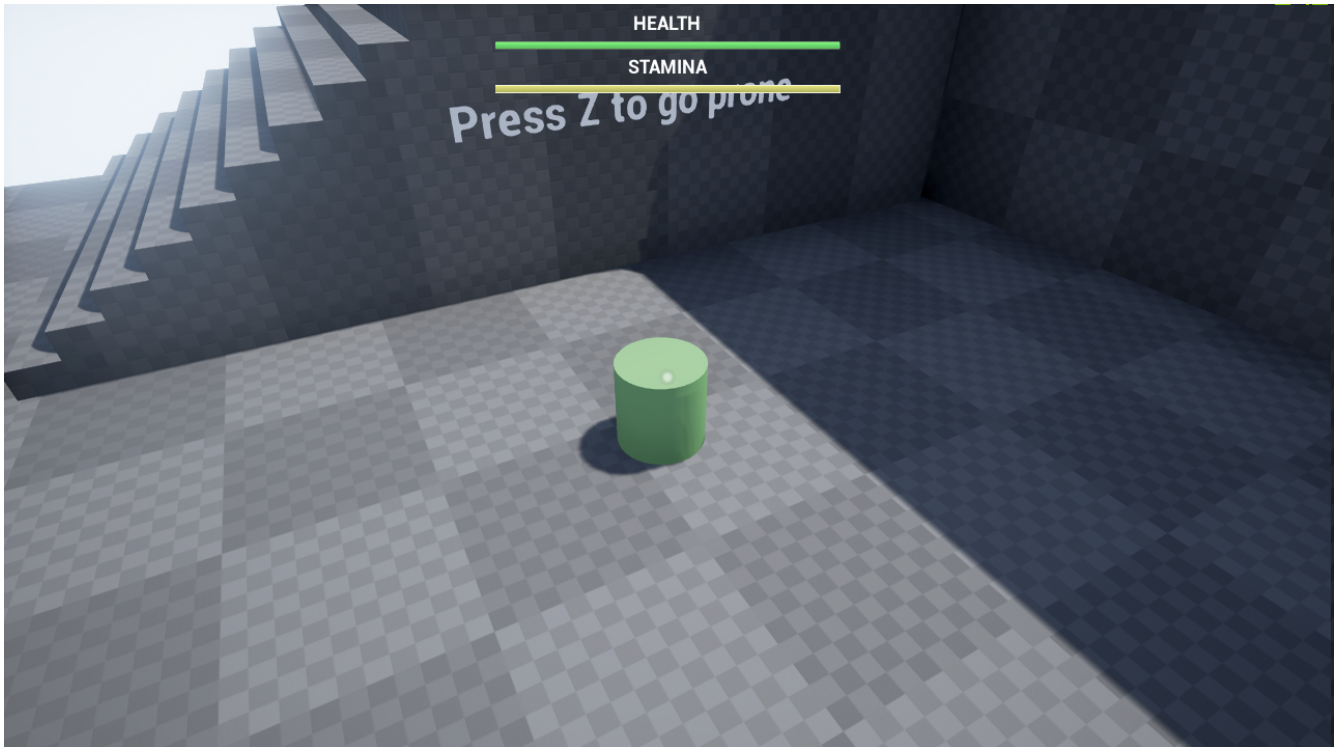
Swimming (Diving underwater)

Health Bar & Health restoration by using items

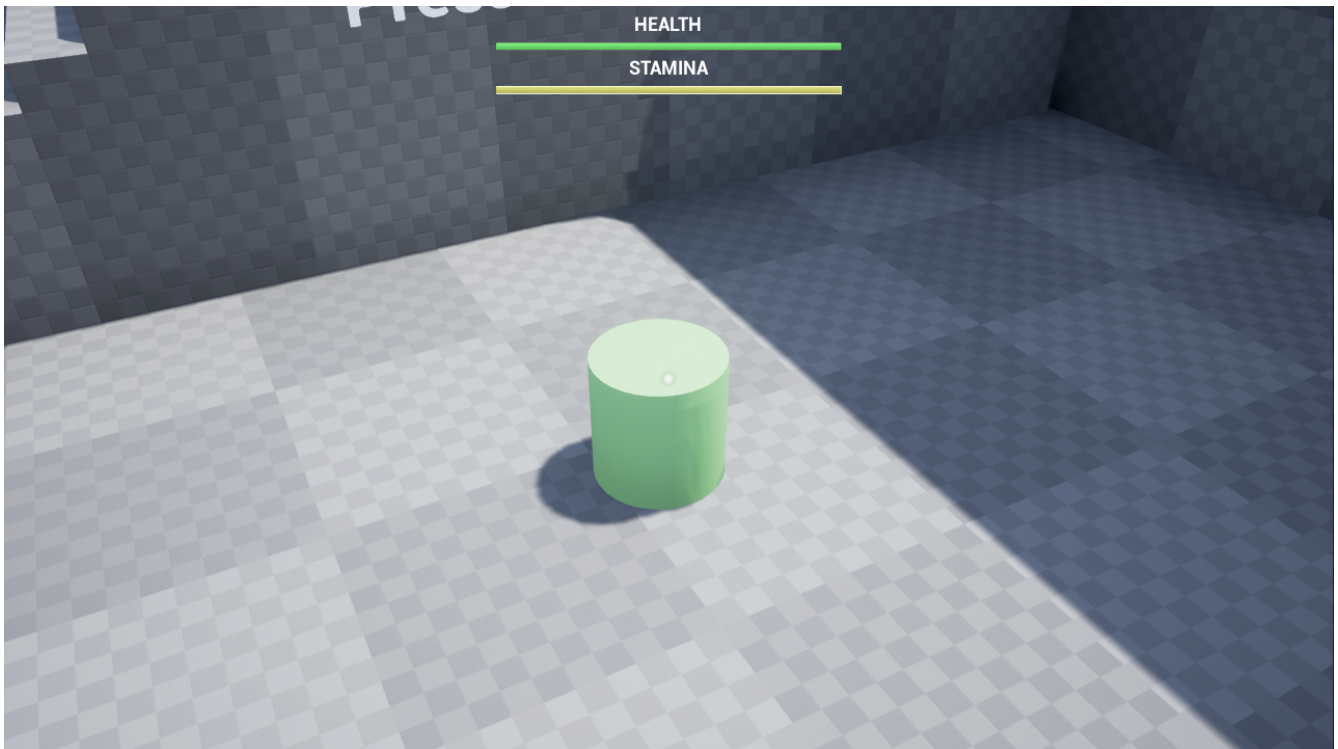
Stamina Bar & Stamina regeneration.

Pictures below shows some of these features, while all the features isn't able to be shown in pictures due certain restrictions, so a video will be made showing all the features working in the prototype.

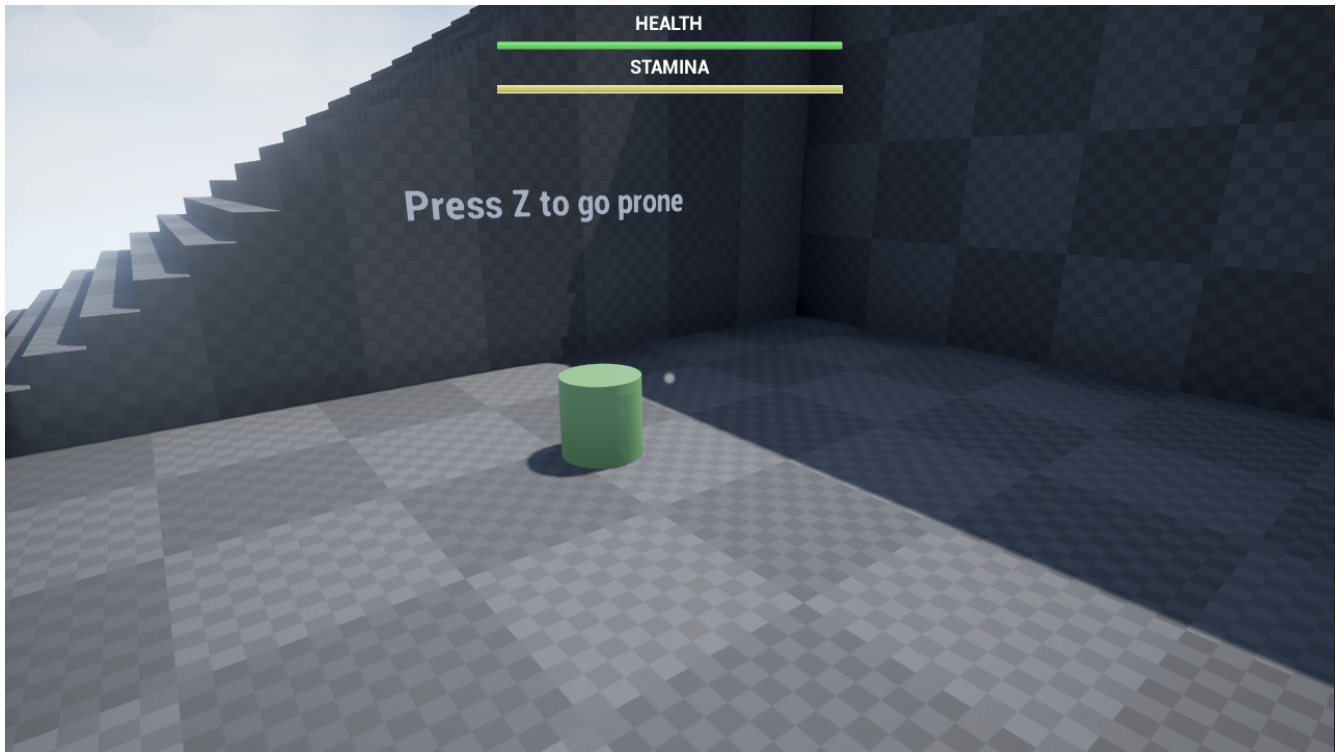




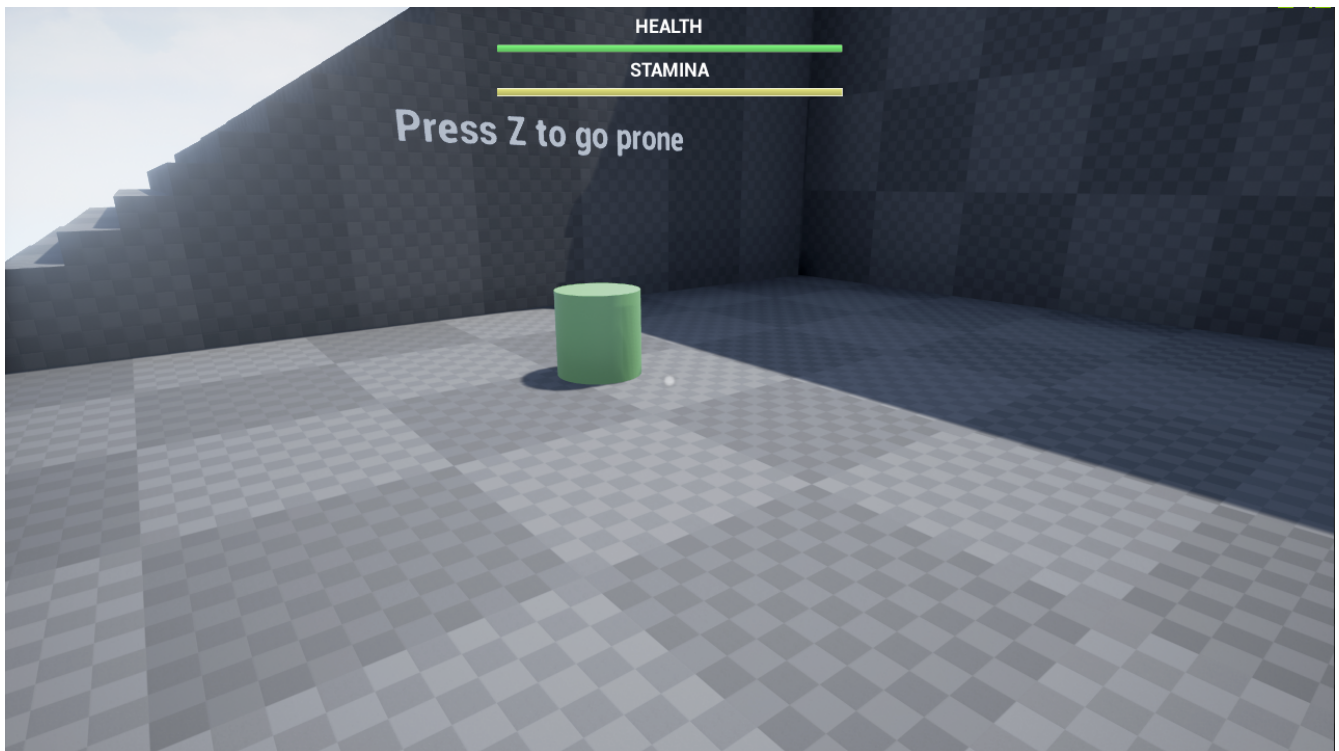
The player vision zoomed out



The player vision zoomed in

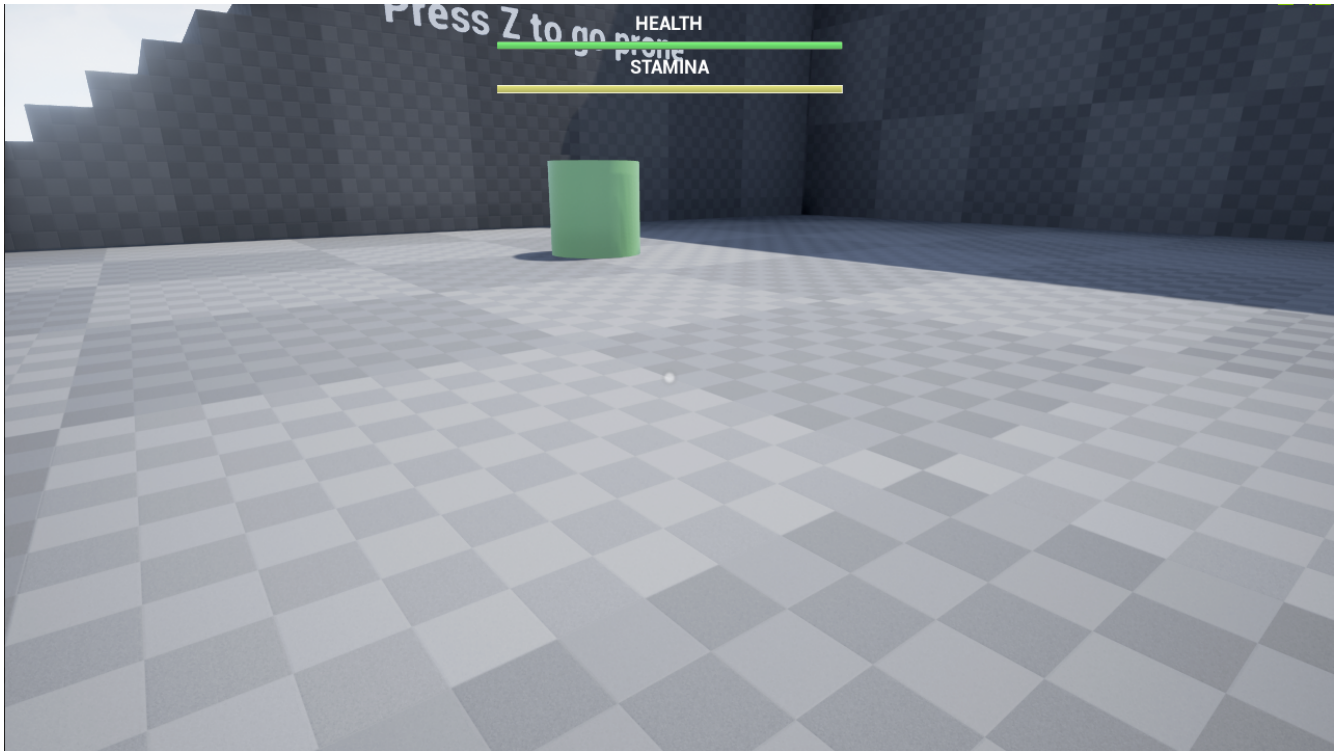


**The player standing**



**The player crouching**

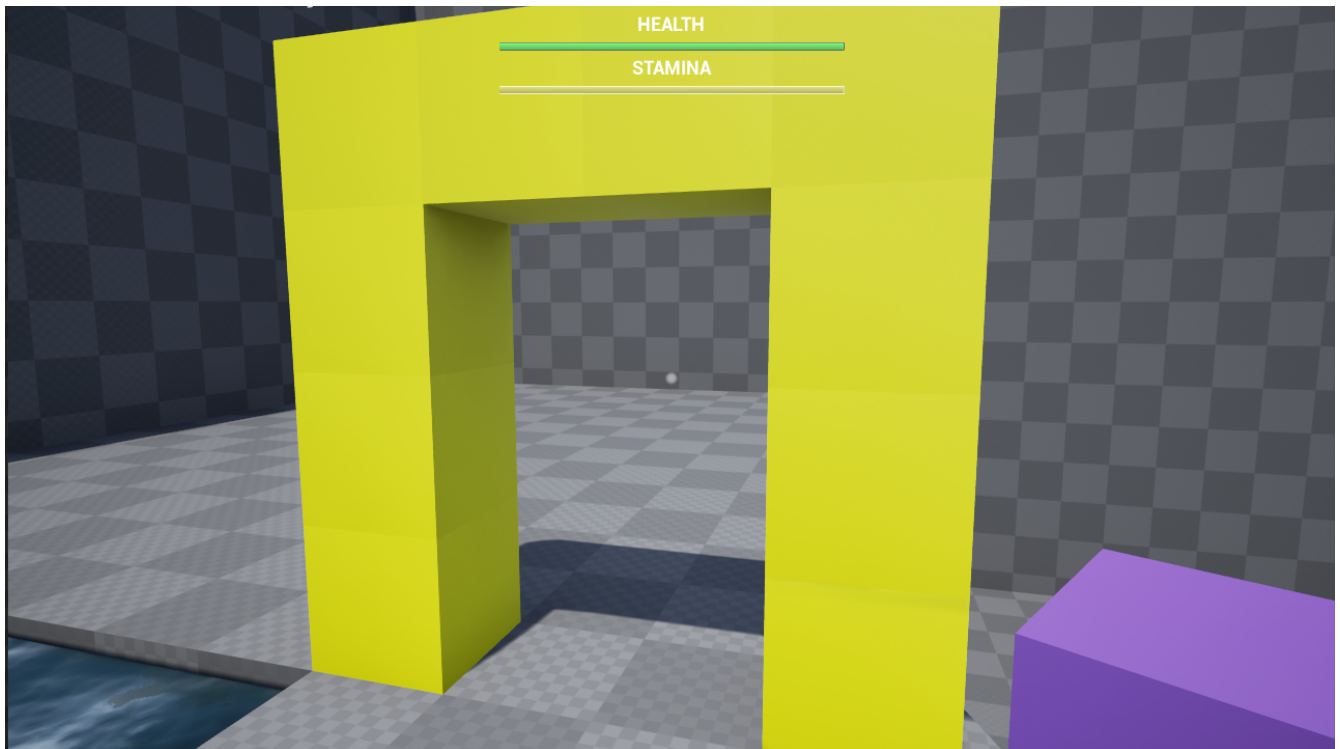




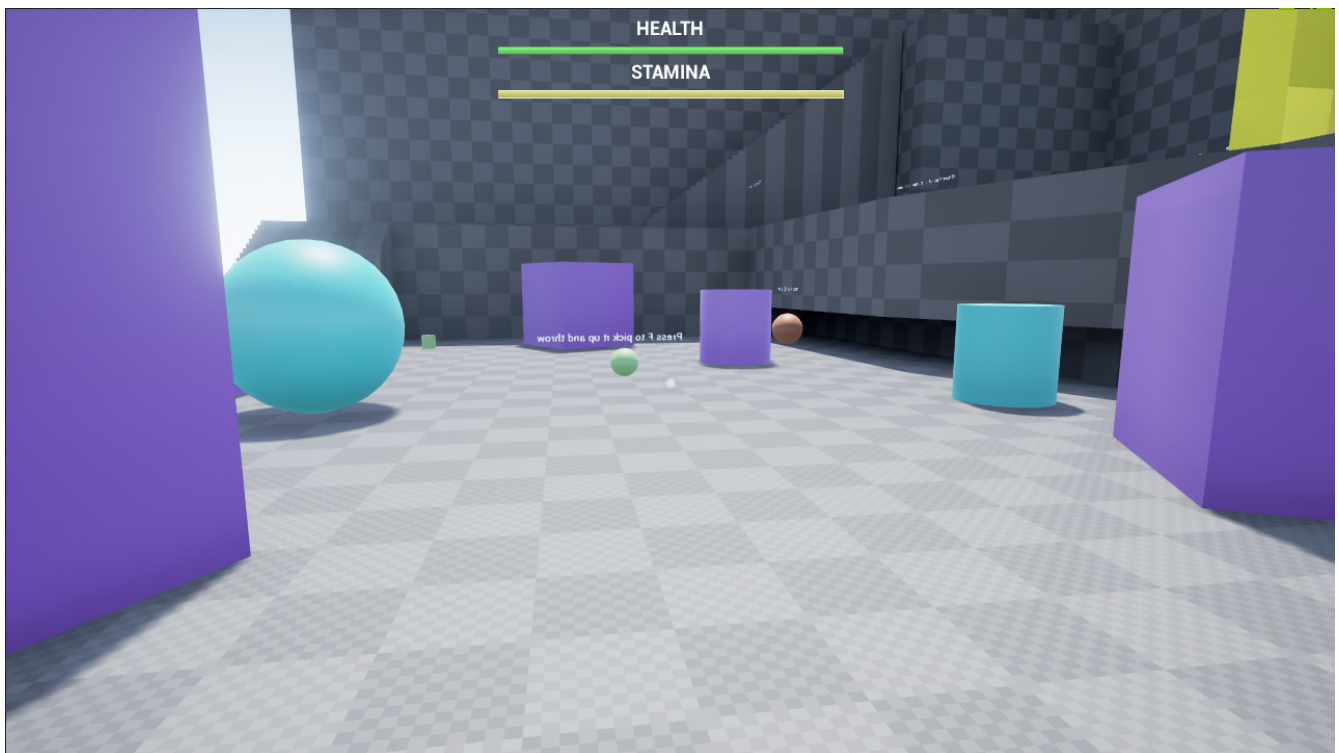
**The player prone.**



**Door closed**



**The door opened by interacting with it. (opening and closing animation will be present in the final game)**





## The stamina bar full (Yellow)



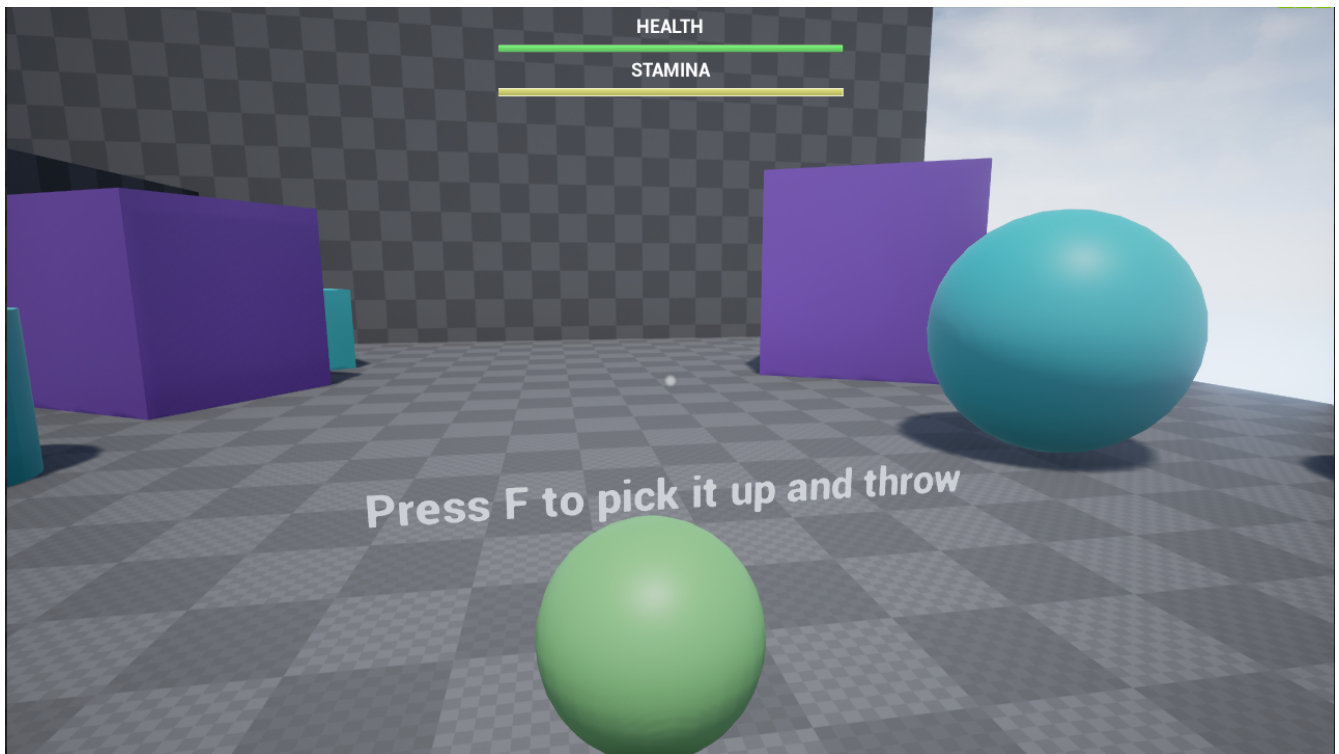
## The stamina bar empty (Red)



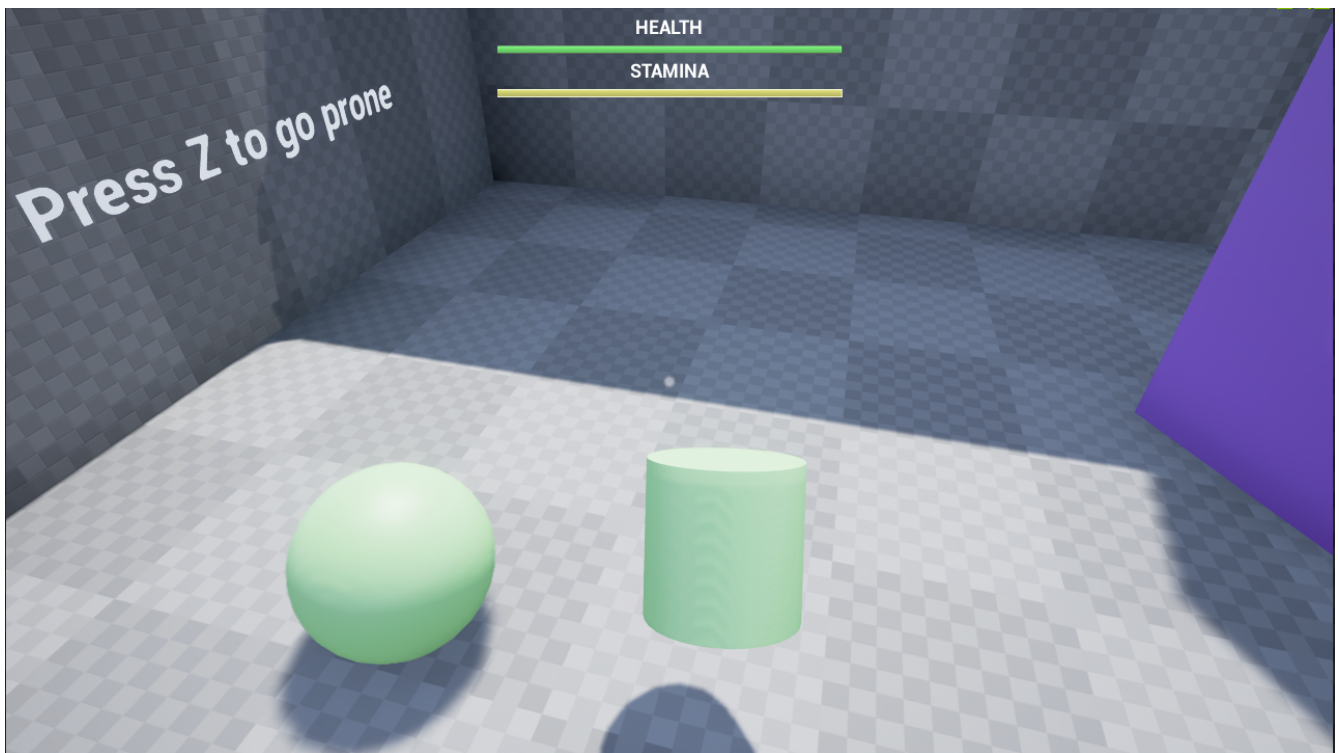
**The health is decreased from taking damage**



**The health restored (The health restore item mesh will be changed in final game, the box is just a place holder.)**

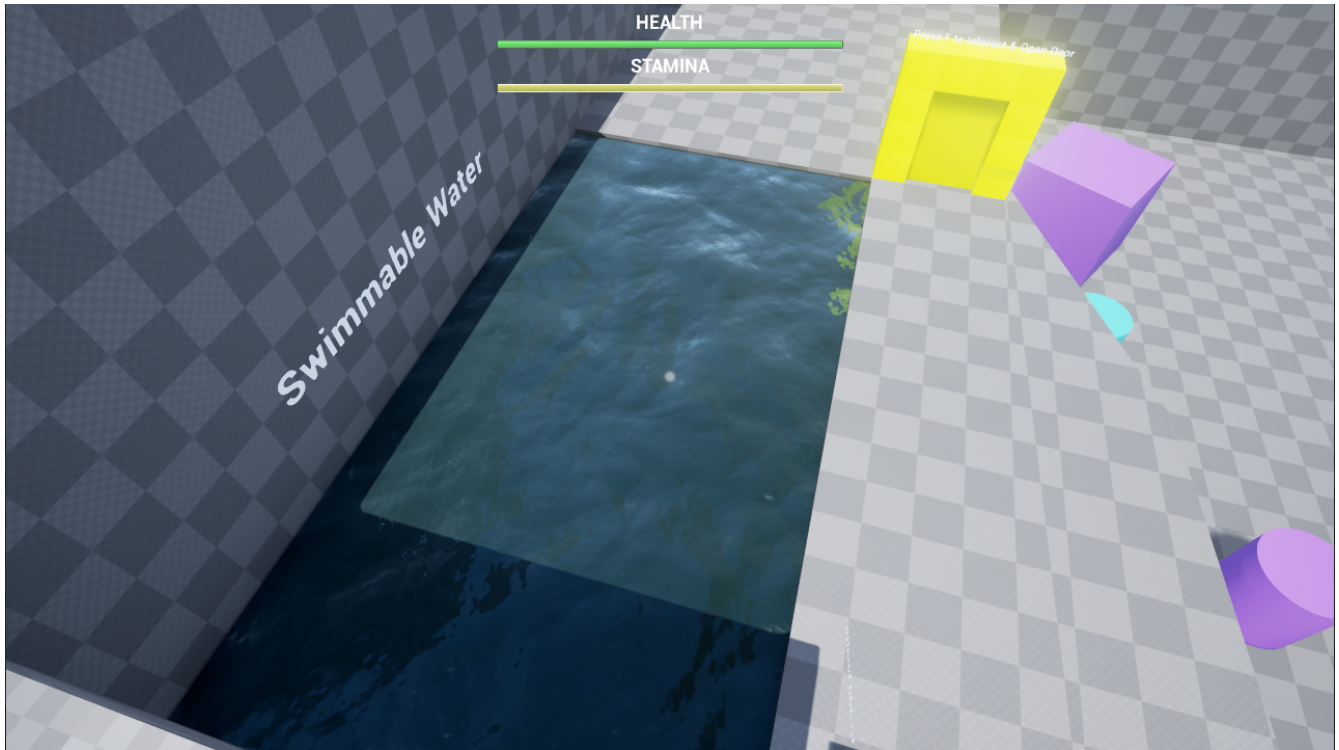


**Picking up different size objects by interacting with it. (picking up objects is limited by the size and weight of the said object)**





## Swimmable water with animated texture.

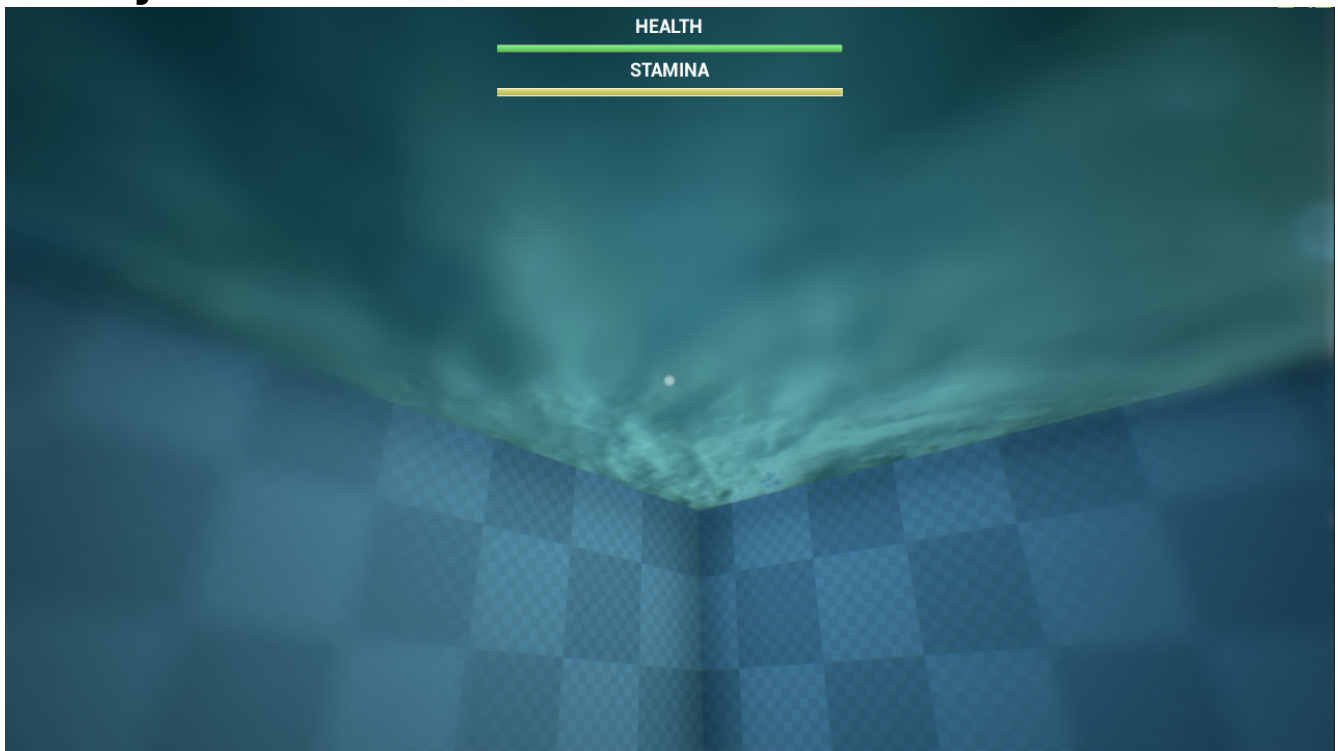


Player can float on top of the water to look around.





**As the player is level with the water, vision turns blurry and has a blue shade.**



**The player can swim under water also (the blurriness is increased)**

**Since the prototype is working correctly without no problems being caused in the functioning of the basic mechanics of the game, it is safe to say there no problem with moving the game into next stage and into the finalized game.**

**There are some points I like to discuss in this part.**

**One of them being the unique selling point of the game.**

**As mentioned earlier high graphics is a main part of this game and combined with open-world exploration survival which has a lot of audience already.**

**And to get an advantage in the pc game market this will be sold for free, which makes this game to be able to reach a very large audience base and being a cheap new game with possibility of getting better as it will be in early access.**

**I'm going to be using Steam as the digital distribution platform for this game, since Steam is quite literally the  $\frac{3}{4}$  of the pc game market. And Steam Greenlight program allows to get direct feedback from the community and Steam also provides the to opportunity to sell games as an early access game (meaning  $\frac{1}{2}$  to  $\frac{3}{4}$  of game is ready and can be sold to generate funds for finishing the rest of the game).**



Steam Greenlight, announced in July 2012 and released the following month, is a way for Steam users to help choose which games are added to the service. Developers are able to submit information about their games, as well as early builds or beta versions, for consideration by users. Users can pledge support for these games, and Valve will help to make top-pledged games available on the Steam service. A later modification allowed developers to put conceptual ideas on the Greenlight service to garner interest in potential projects free-of-charge; votes from such projects are only visible to the developer.



## Success In Steam Greenlight.

The first game to be released via Steam Greenlight was McPixel.



It was timed level based puzzle game.

The Stanley Parable also had a huge success in Greenlight and after being selected.



It is a first person interactive narrative focused exploration game.

Papers, Please was simple pixel 2D graphical game made by a one man group that saw huge positive feedback from the gaming community



It is puzzle game where the player character is a border crossing immigration officer. The story mode has scripted events which happens in the game world.

# Early Access Games

Discover, play, and get involved with games as they evolve



The "Steam Early Access" release platform by Valve, uses Steam software for sales and distribution. The program launched on March 20, 2013, and initially made 12 game titles available. Before the games are released, the developers solicit feedback from Steam Early Access purchasers, to provide the needed input. After its release, titles taken from Steam Greenlight program are added to Steam Early Access. Many crowd-funding projects promise to offer access to alpha and/or beta versions of the game as development progresses; however, unlike some of projects which solicit funds but do not have a playable game, all Steam Early Access games offer an immediately playable version of the unfinished game to customers.

## Success in Steam Early Access



**H1Z1: King of the Hill is a fast-paced shooter in which players compete in large-scale chaotic PvP spectacles of skill, wit and a little luck, where everyone must fight to the death to stand alone at the top of the podium.**

**The game has 3,511,380 owners; plus/minus 51,460**





**In ARK: Survival Evolved the player starts the game as a man or woman stranded naked, freezing & starving on a mysterious island, you must hunt, harvest, craft items, grow crops, & build shelters to survive. Use skill & cunning to kill, tame, breed, & ride Dinosaurs & primeval creatures living on ARK, and team up with hundreds of players or play locally.**

**The game has 4,243,740 owners; plus/minus 56,515**



The only aim in Rust is to survive. To do this you will need to overcome struggles such as hunger, thirst and cold. Build a fire. Build a shelter. Kill animals for meat. Protect yourself from other players, and kill them for meat. Create alliances with other players and form a town. Whatever it takes to survive.

The game has 4,826,081 owners; plus/minus 60,219

# Reason for Selecting PC as platform & Steam as the Digital Distribution Platform

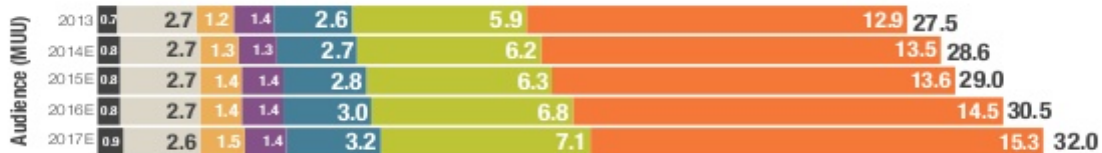
SuperData | Digital games market intelligence

## EEU digital PC grows almost 10% year-over-year

Poland's revenue rivals that of Turkey due to high full game conversion.



- Eastern Europe's digital PC revenue is set to grow by more than 11%\*\*. Although the Eastern European makes up roughly half of the digital PC audience in Europe, it is expected to grow by only 12%, pointing to increased spending as the main reason for overall market growth.
- Despite the fact that Poland's digital PC audience is less than half the size of Turkey's, the two countries bring in roughly the same revenue. This is largely due to exceptionally high full game conversion in Poland.
- Although Ukraine's 2014E digital PC audience comes in third, the country's revenue makes up less than 2% of the regional average. As conflict and instability continue in Ukraine, the country's digital PC market lags behind other Eastern European countries and is the only one to show a decline in market size through 2017E.

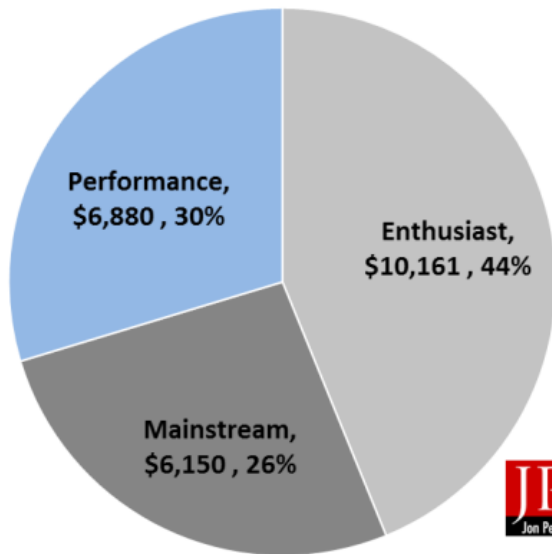


\*Belarus and Ukraine revenue each account for no more than 2% of Eastern European totals. \*\*CAGR for period 2014 - 2017E.

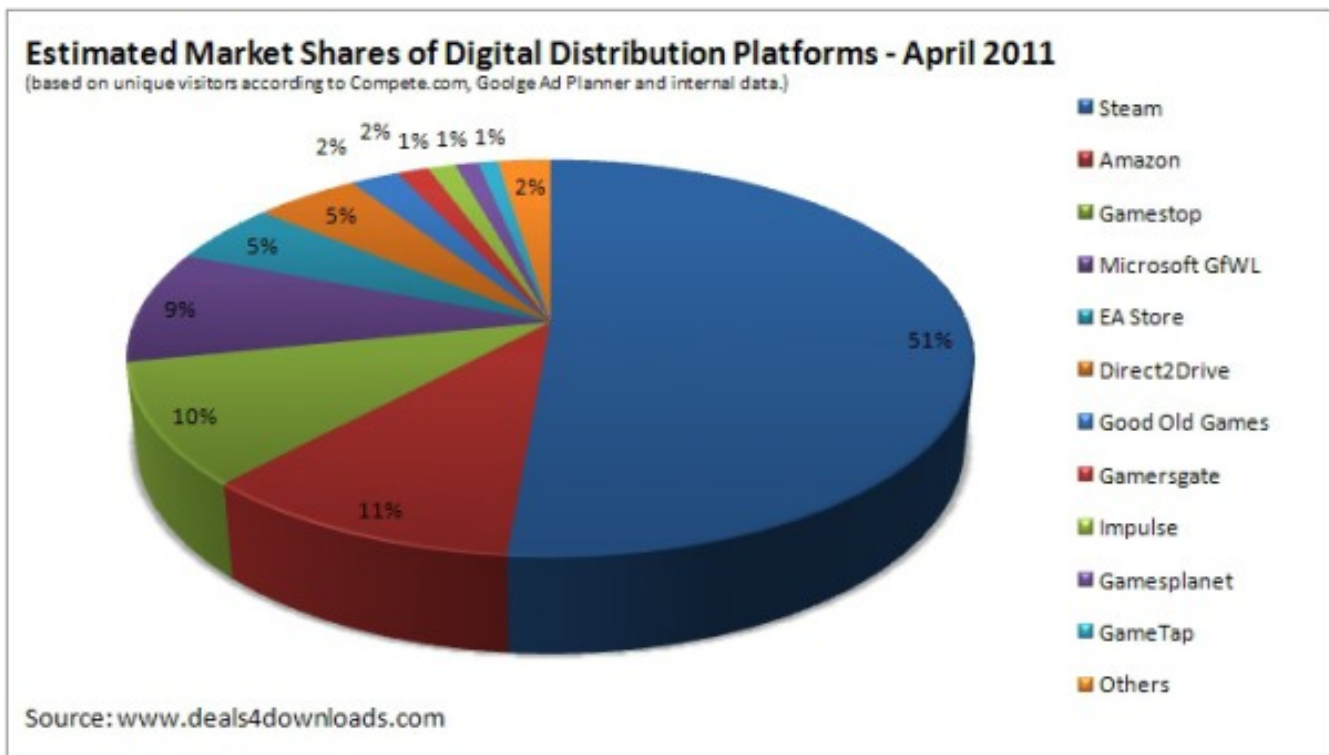
Eastern Europe's Digital Games Market, 2014 | Copyright © 2014 SuperData Research. All rights reserved. | [www.superdataresearch.com](http://www.superdataresearch.com)

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The PC game market is a great growing place with a large audience base.



This chart shows most of the hardware used by pc gamer are geared for the high end and high graphics is an easy marketable term to these audience.



An older data is showing Steam leading the digital distribution platforms in PC. So this combined with the current and expected growth



of the pc market the Steam market share is only going to increase.

