

VMP

GAME CONCEPT IDEAS

1 Gravity gunner

- Genre

Action , shooting

- Game type

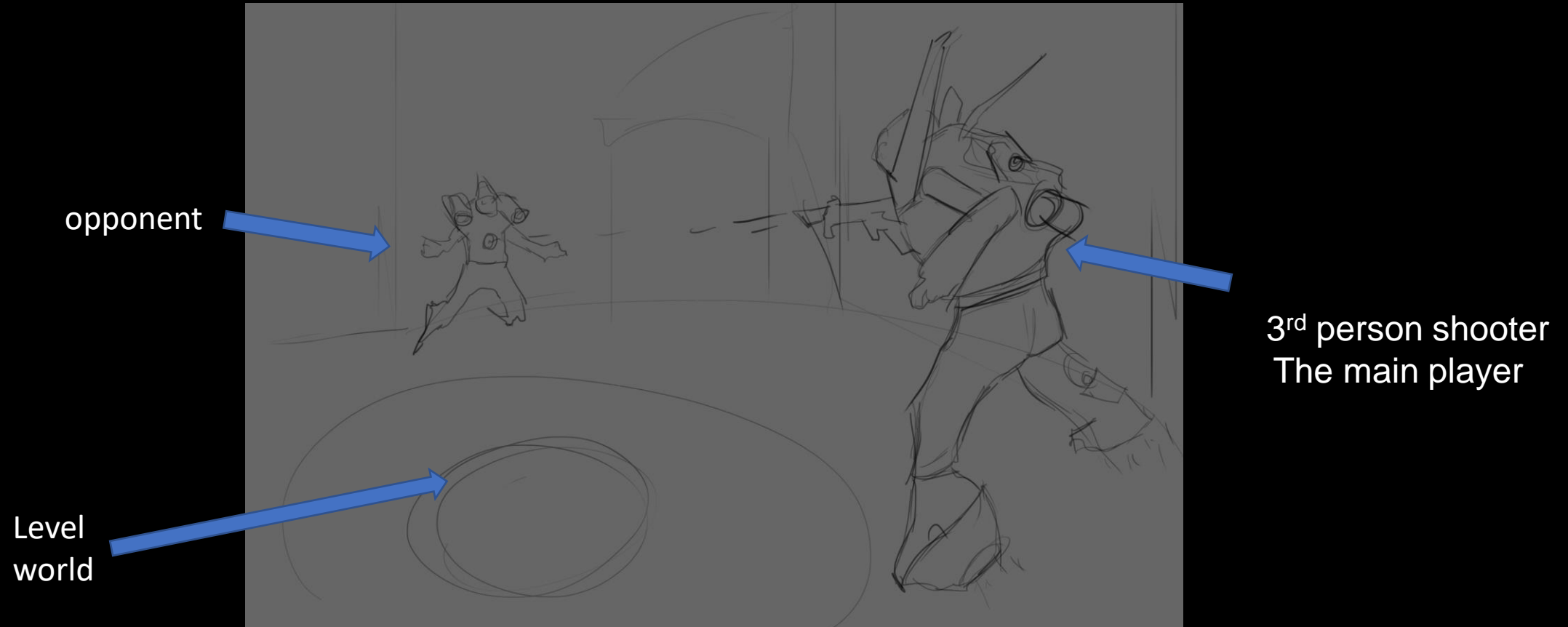
3d game

3rd person

Gravity gunner will be 3rd person shooting game it will be a multiplayer one v one game
In which a player have to collect a weapon and ammos in the map and shoot to the other
Player in the lower or higher gravity and throw him/her out of the map to win

EVALUATING OF EACH AND EVERY CONCEPT

Concept for Gravity gunner



This game will be fun to make as the this type of game has not made yet in a realistic way

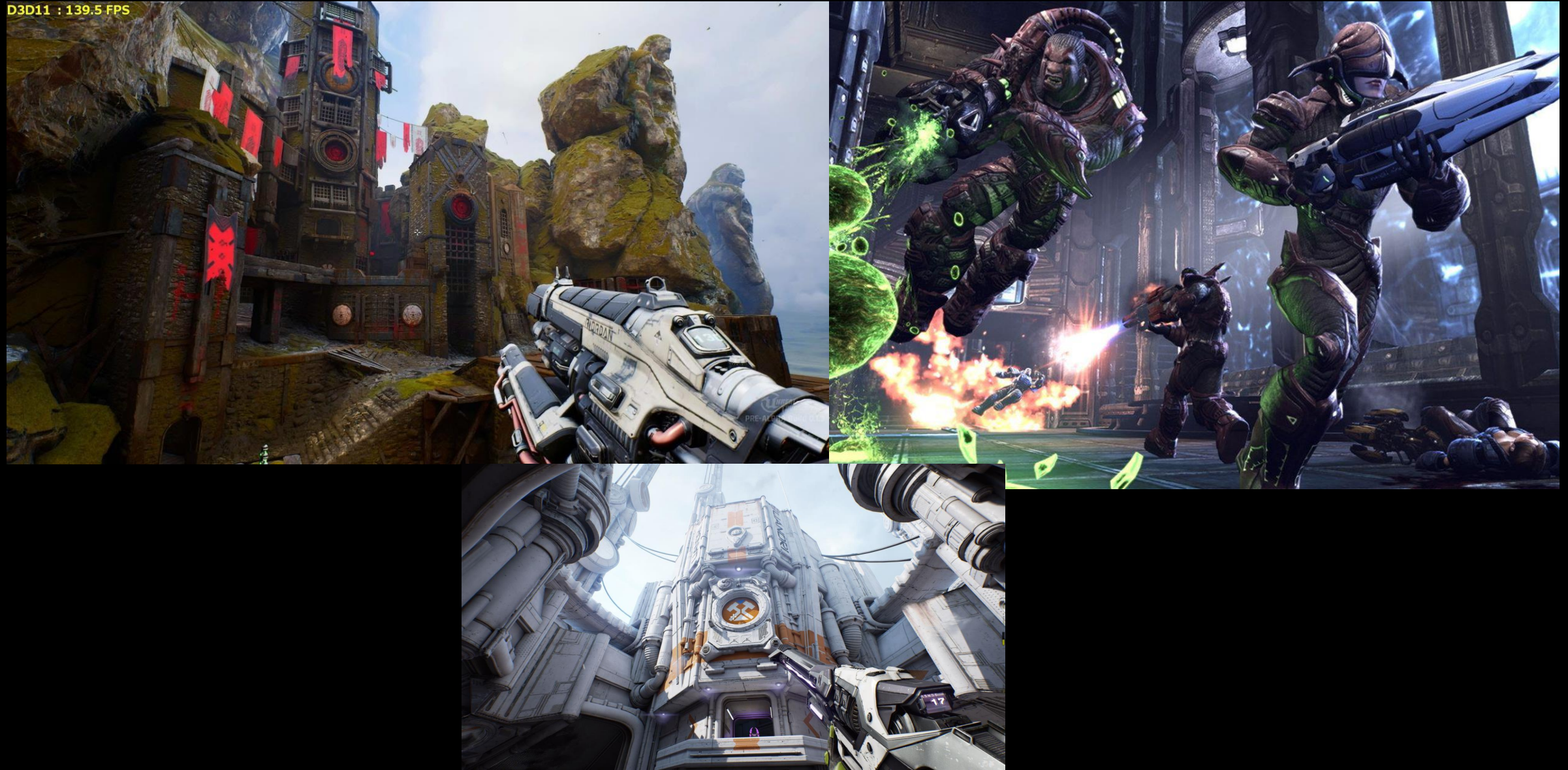
It will challenging to play with the gravity , the programming will be tough but will manage it

The sci fi environment with sci fi character will look great in this type of games , this will be a 3rd person shooter game

I love the 3rd person game most because it shows the perfect game composition and environments

This game can be created by the single person

References



unreal tournament 4

About unreal tournament 4



Unreal Tournament is a first-person shooter video game developed by Epic Games. It was to be the ninth instalment in the Unreal franchise, and the first main entry in the series since Unreal Tournament 3. The game utilizes Epic's Unreal Engine 4 and was to be released for free on Microsoft Windows, OS X, and Linux.

2 Escape the lights

- Genre

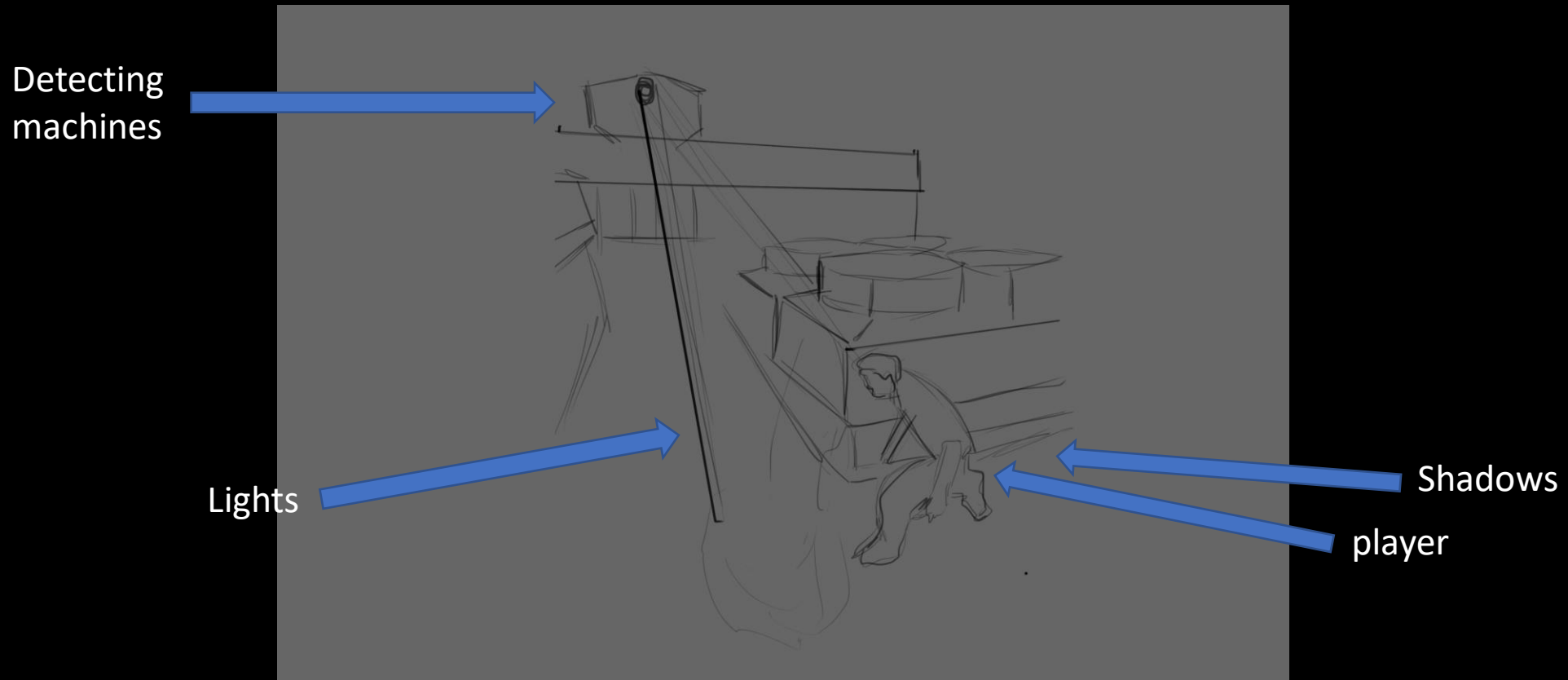
Adventure
Story mode

- Game type

3rd person
3d game

Escape the lights will be 3d 3rd person game in which you have to jail break ,
Player have to escape trough the jail by stealth and with the help of the lights

Concept for Escape the lights



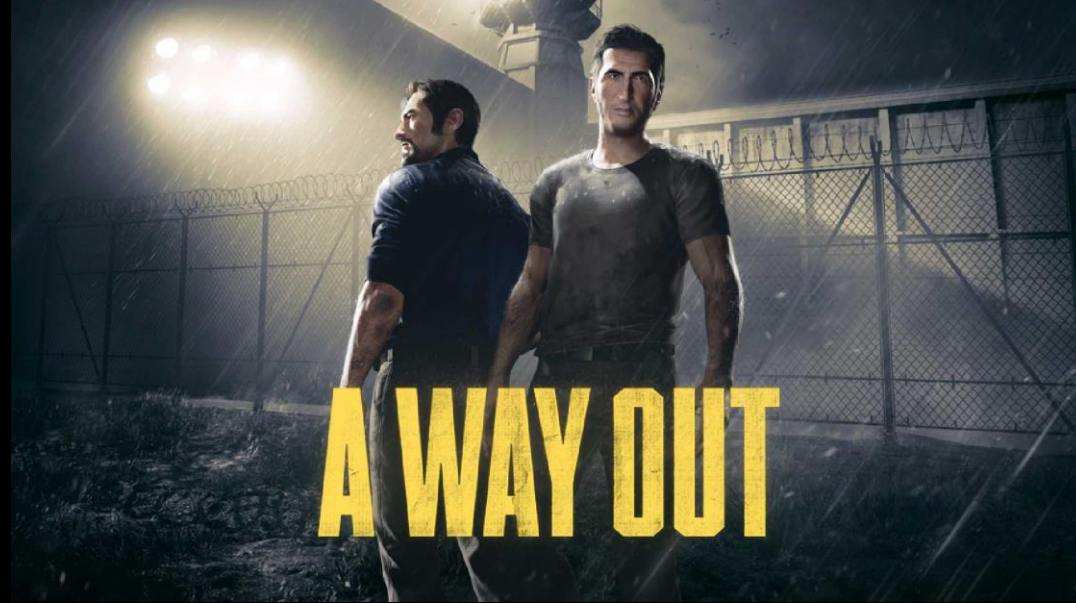
This game can give us the great realistic idea of how to get out of jail by stealth (if you went in for some reason) But the game environment can be made great by the lightings as the game has to be in shadows I will be knowing A lot about the lighting in the game and all tac tics to place them and use them in a proper way , this will be also a 3rd person game with no weapons on stealth because only in the 3rd person type can me applied in this type Of game

References



The way out

About The way out



A Way Out is an action-adventure game developed by Hazelight Studios and published by Electronic Arts under their EA Originals program. It is the second video game to be directed by Josef Fares after Brothers: A Tale of Two Sons

Initial release date: 23 March 2018

Mode(s): Multiplayer

Developer: Hazelight Studios

Director: Josef Fares

Composer: Gustaf Grefberg

Platforms: PlayStation 4, Xbox One, Microsoft Windows

3 Tiny thief

- Genre

Puzzle
Adventure

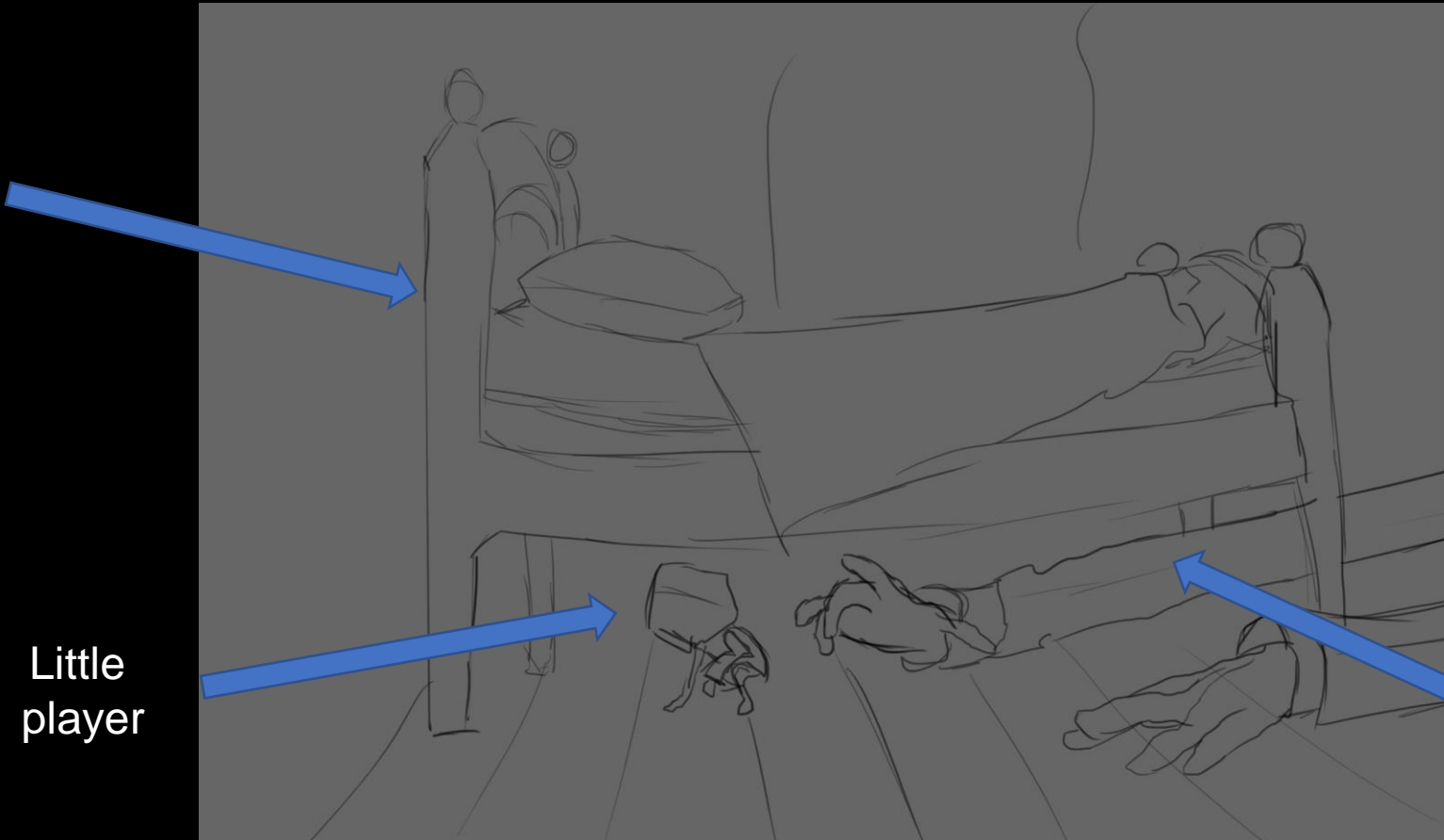
- Game type

2.5 D
platformer

Tiny thief will be adventure game in which you are a tiny character and have to steal something from a Gangster it will be 2.5 D game it will consist of stealth , riddles and puzzles

Concept for Tiny thief

Room
World



Little
player

Enemy

This game will be In a 2.5D so the programming will be easy but the environments of the rooms has to Be made in a scary type by proper colour composition I don't like the 2.5D games but the environment in the games Are too good

References



About little nightmares



Little Nightmares is a puzzle-platformer horror adventure game developed by Tarsier Studios and published by Bandai Namco Entertainment for Microsoft Windows, PlayStation 4, Nintendo Switch, and Xbox One.

Initial release date: 28 April 2017

Composer(s): Tobias Lilja

Developer: Tarsier Studios

Designer: Dennis Talajic

Producer(s): Henrik Larsson; Oscar Wemmert; Emma Mellander

4 Deep Blue

- Genre

adventure

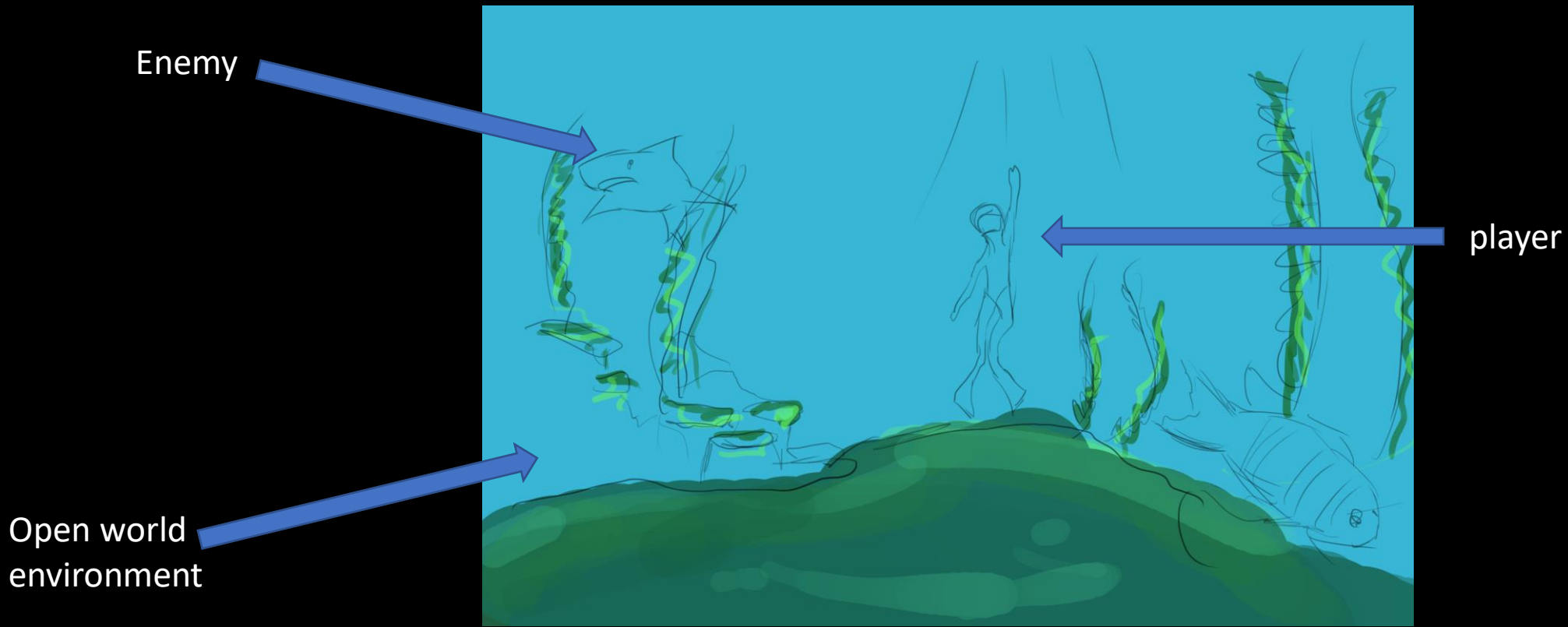
- Game type

3d game

3rd person

In the deep blues you have to explore the under water world

Concept for Deep Blue

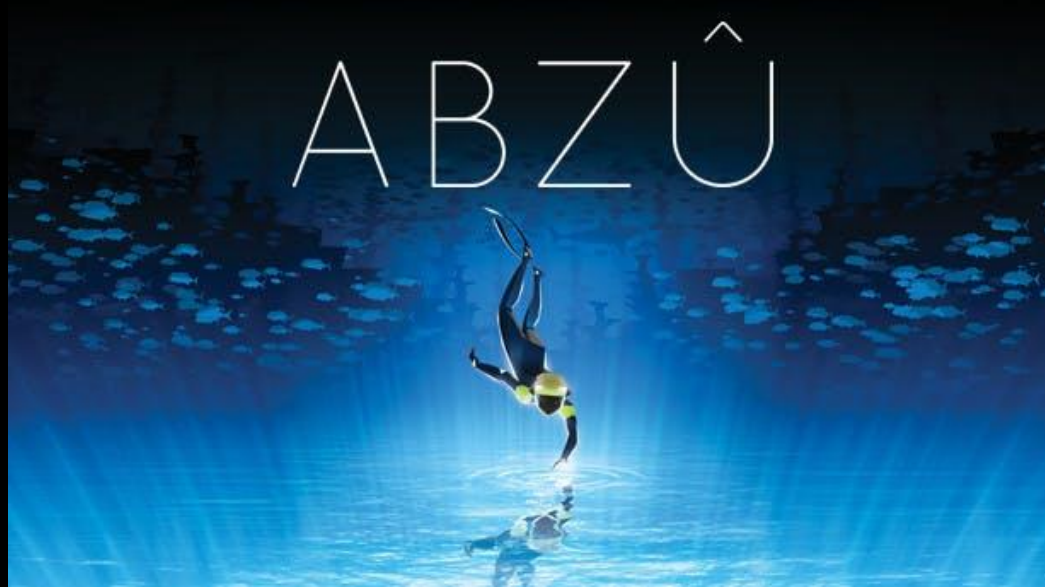


This will be also a 3rd person exploring and puzzle based game in which you will be able to explore the Under water world , it will be challenging to make all the realistic looking under water creatures and environments

References



About Abzu



Abzû is an adventure video game developed by Giant Squid Studios and published by 505 Games for PlayStation 4, Xbox One, Nintendo Switch and Microsoft Windows. Initially released as a digital title in August 2016, a retail version for consoles was released in January 2017

Initial release date: 2 August 2016

Director(s): Matt Nava

Composer: Austin Wintory

Engine: Unreal Engine

Developers: Giant Squid, Giant Squid Studios

5 Hover ball

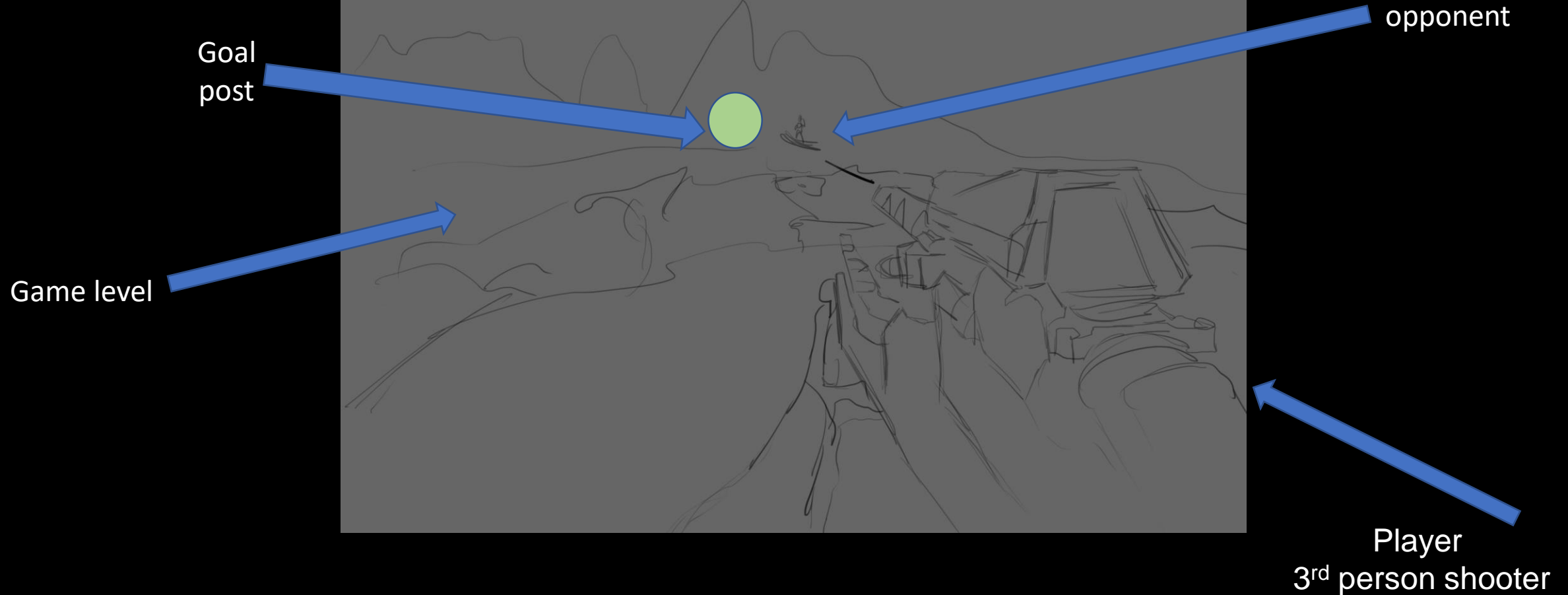
- Genre
- Action , Multiplayer

- Game type

3d game
fps

Hoverball will be fps game in which we have to score a goals against opponents it's a multiplayer game
With power ups and much more

Concept for Hover ball



First person shooter is the most common games this game will be easy to make
Only the challenging part will be the gravity in the Hoverball how much it will effect the board and how
The player will contact with ball and goal post

References



Quidditch match game



unreal tournament 4

6 Karna

- Genre
- Action , Multiplayer
puzzle

- Game type

3d game
fps

Karna will be a narrative based game in which the player will go on a journey to find the treasure armour of the Demigod karna the narrative is based on the Indian mythology

Concept for Karna



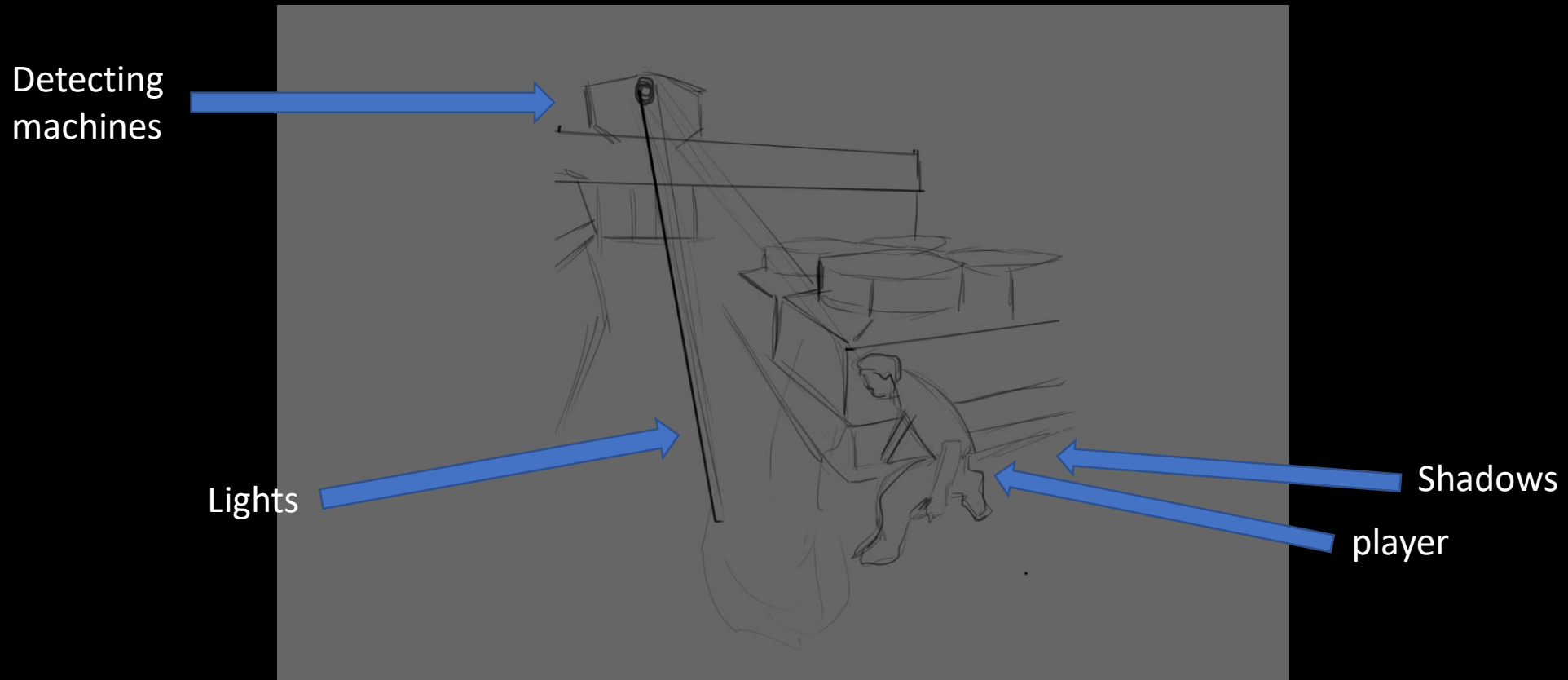
The game is 3rd person shooter puzzle based games with ancient environments
I loved the concept of the uncharted series so based on the concept I have created by own type
Game concept and story line I love the ancient environments and will love to create a game
Based on the ancient environments

References



Chosen Concept

Escape the lights



This game can give us the great realistic idea of how to get out of jail by stealth (if you went in for some reason) But the game environment can be made great by the lightings as the game has to be in shadows I will be knowing A lot about the lighting in the game and all tactics to place them and use them in a proper way , this will be also a 3rd person game with no weapons on stealth because only in the 3rd person type can be applied in this type Of game

Why I chose the final concept

- The game concept inspired me from the games like the way out and uncharted game , the environment and the level Designing was fantastic and inspired me to make some more alike environments for which I choosed the concept.
- The game concept of Escape the lights are similar to the way out but I changed some the core mechanics with some Another mechanics which changed the gameplay style and gave the game a uniqueness
- I love making environments and foliage's for the games so I choosed this concept because there was the chance to make Medium game playable environment which was interesting to make.
- This concept also inspired me from the movies like The Shawshank Redemption and Papillon which gave me an interest to Make the game world of a prison.

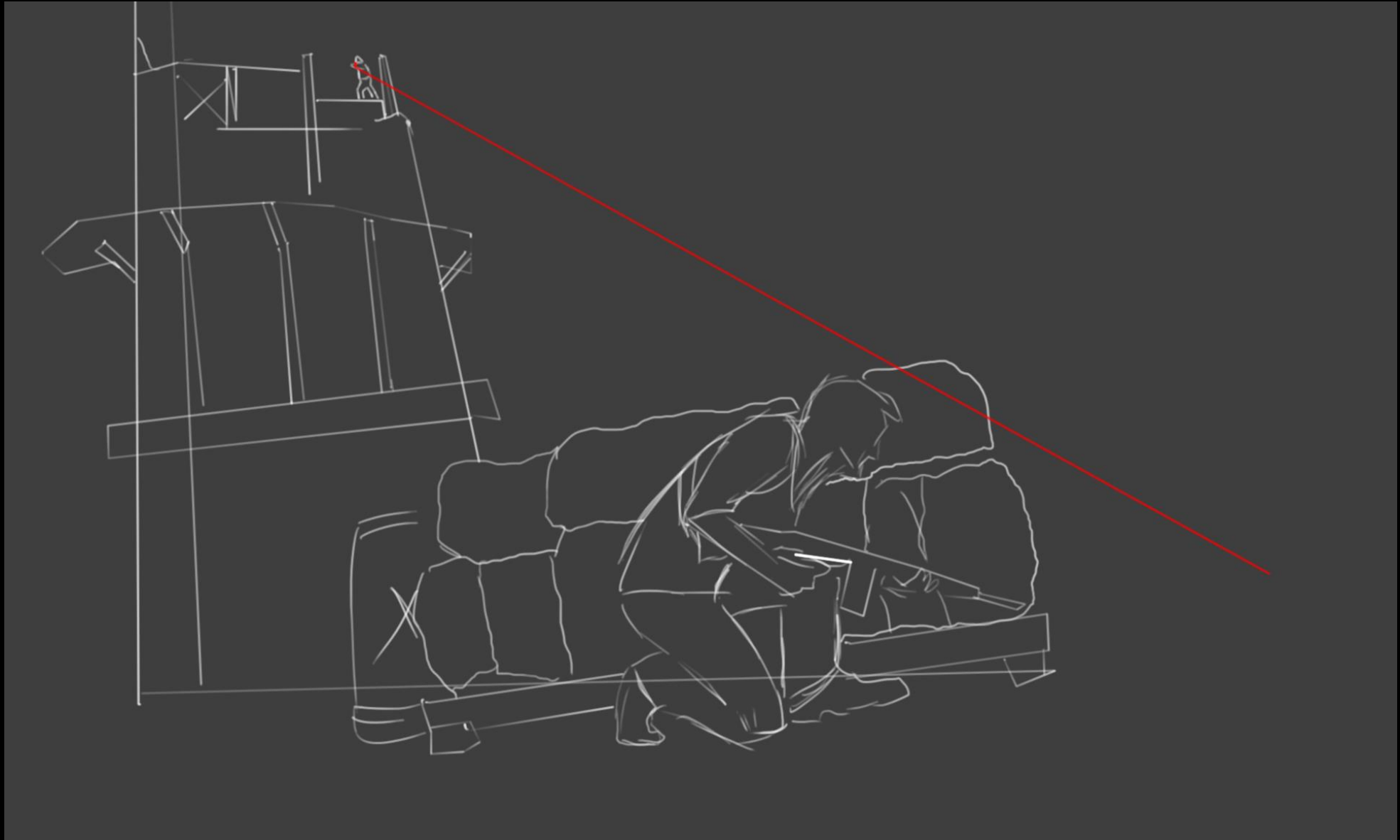
RESEARCH

Game Genre

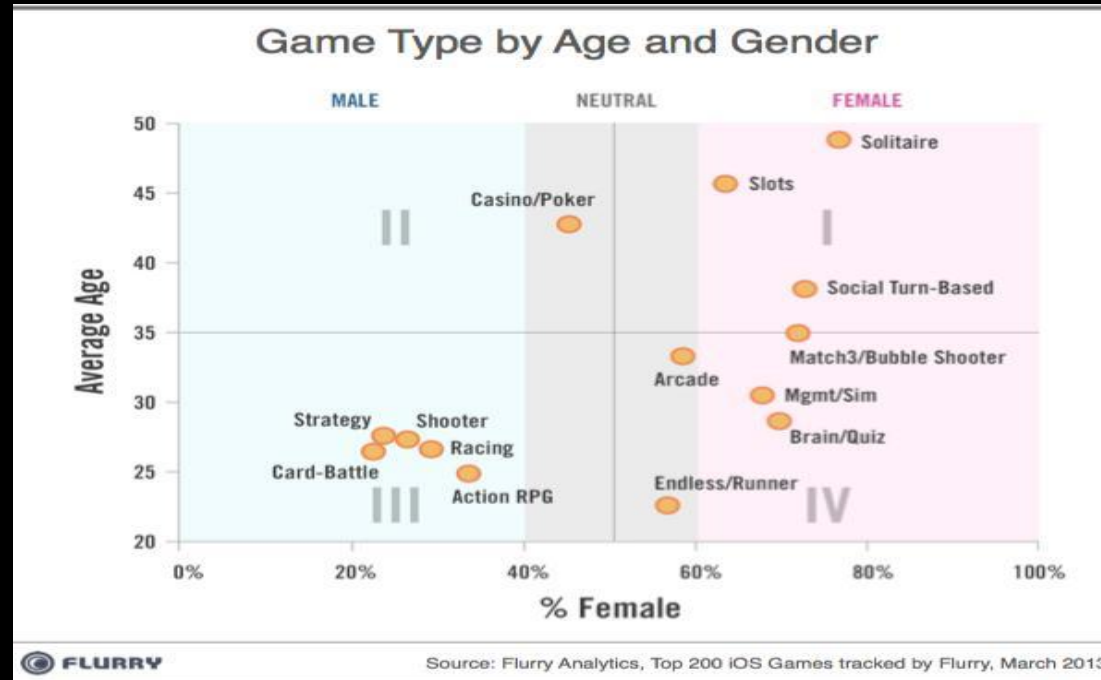


According to the research on the game genres , I found out that my game will be mostly based on the action and stealth Mode it differ from player to player in which way the wants to play the game action gameplay would be mostly attacking Your player by the equipment he caries and the playing in a stealth mode in which the player can you some of the game Mechanics to carry his game play though a sneaky play. So the game will be action/stealth game.

Action/stealth concept



Target Audience



It is important to launch game based on the target audience to know how the game will catch up with the people. Target audience is responsible for the growth of the game. So my game is based on the action and stealth and is Capable for the teen audience.

Content rating



Teen

As the game is based on action and shooting the appropriate target audience will be the teens.

High concept of my game

The game is an action/stealth game in which the player is man who is falsely accused for a crime by his business partner who is evil they get into fight and he somehow manages to put him into the prison and is threat to his family, so in order to save the lives of his family he need to get to them somewhere safe by escaping the prison and reaching his home.

The player has all the basic movements and shooting the enemies, he can run, jump and crouch to get into the stealth mode for avoiding the enemies, you can play it aggressively or by stealth.

The game is challenging because there will be very less checkpoints in the game and if you die you will respawn at the last check point.



Escape the lights

Game description

Game Name: Escape the lights

Game Type: Fps

Game Genre: Action/stealth

Game Rating: 

Target Audience age: +14

Game platform: pc(windows)

Goal & Objectives of the Game

Goal – The main goal in the game is the player have to escape the prison and save his family by avoiding all the enemies or by eliminating them.

Objectives – The objectives in the game is that the player play the game in stealth mode but there will be some ways were the player gets in bad situation so the first objective of the game will be to find a gun to fight back than there will be the other different type of objectives to escape the prison which will be depending on the which environmental situation you are in.

Core mechanics of game

The core mechanics of the game is to escape from the prison by action/stealth.

The player game shoot the enemies with guns and progress in the game.

The player can use the stealth mode in which the player can you us the light on/off mechanics to Hide from the enemies and escape.

You need a strategy to escape from the prison , there will be some places from which you could Not be escaped and can get killed.

Lights are your main weapons in the game to escape from the prison.

In this game you do not follow the lights.

Player Experience

Game play experience for a professional gamers matters a lot on the games and affect the gaming companies.

The player should have a clean and fun experience in game so that the player plays the game again and again.

Player normally tends the quotes that the game never gets old for some of the favourites games.

Players should have the in game feels with the realism of the game.

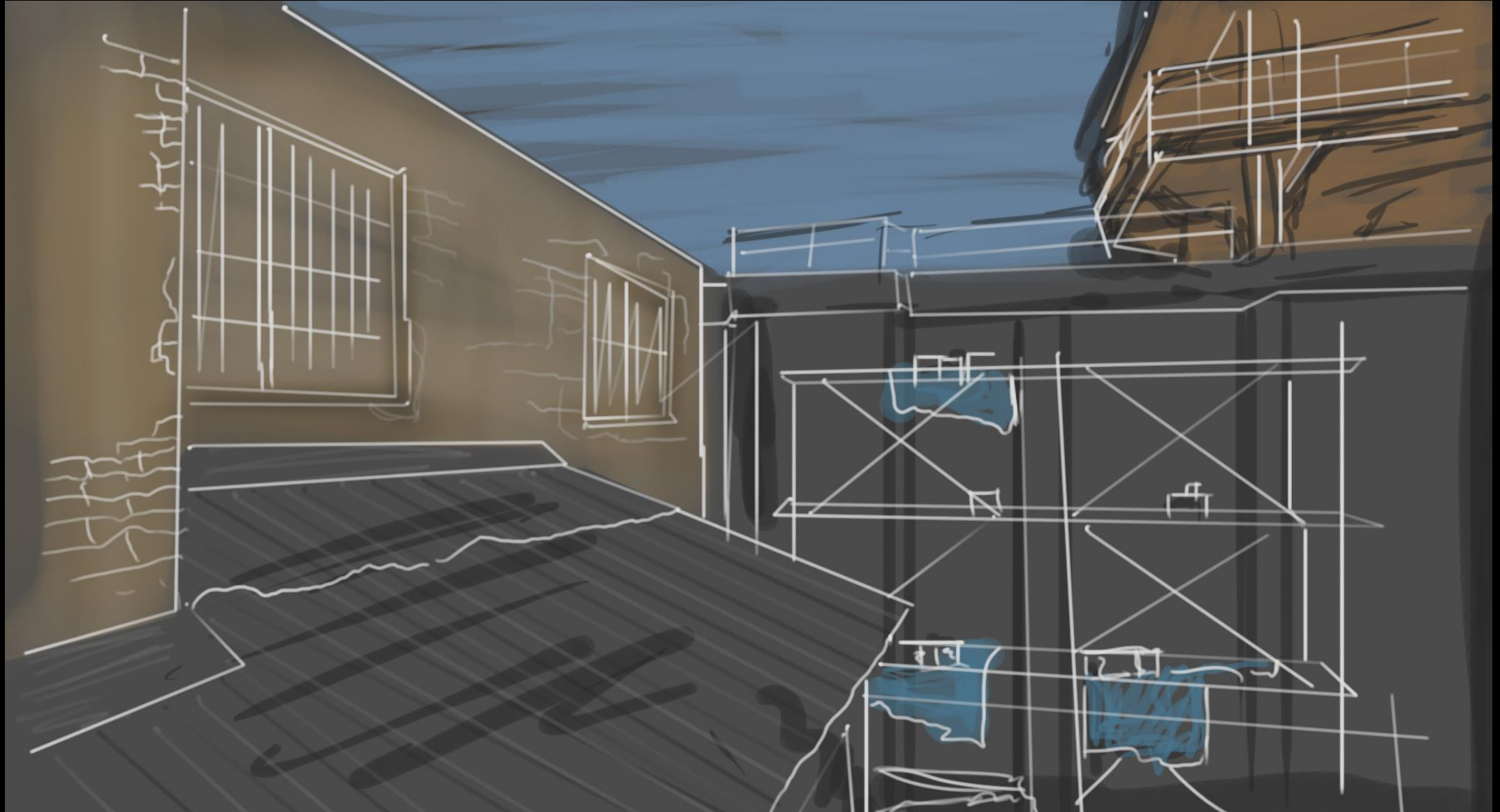
In the game the player will experience the feel and look of the prison and how the prison environments are

The stealth mode will help the players to chose different path and ways to complete the game.

Creating different strategies will help the player to find different paths.

Each time player will have different experience because of the multiple paths.

Environment will contain realistic textures

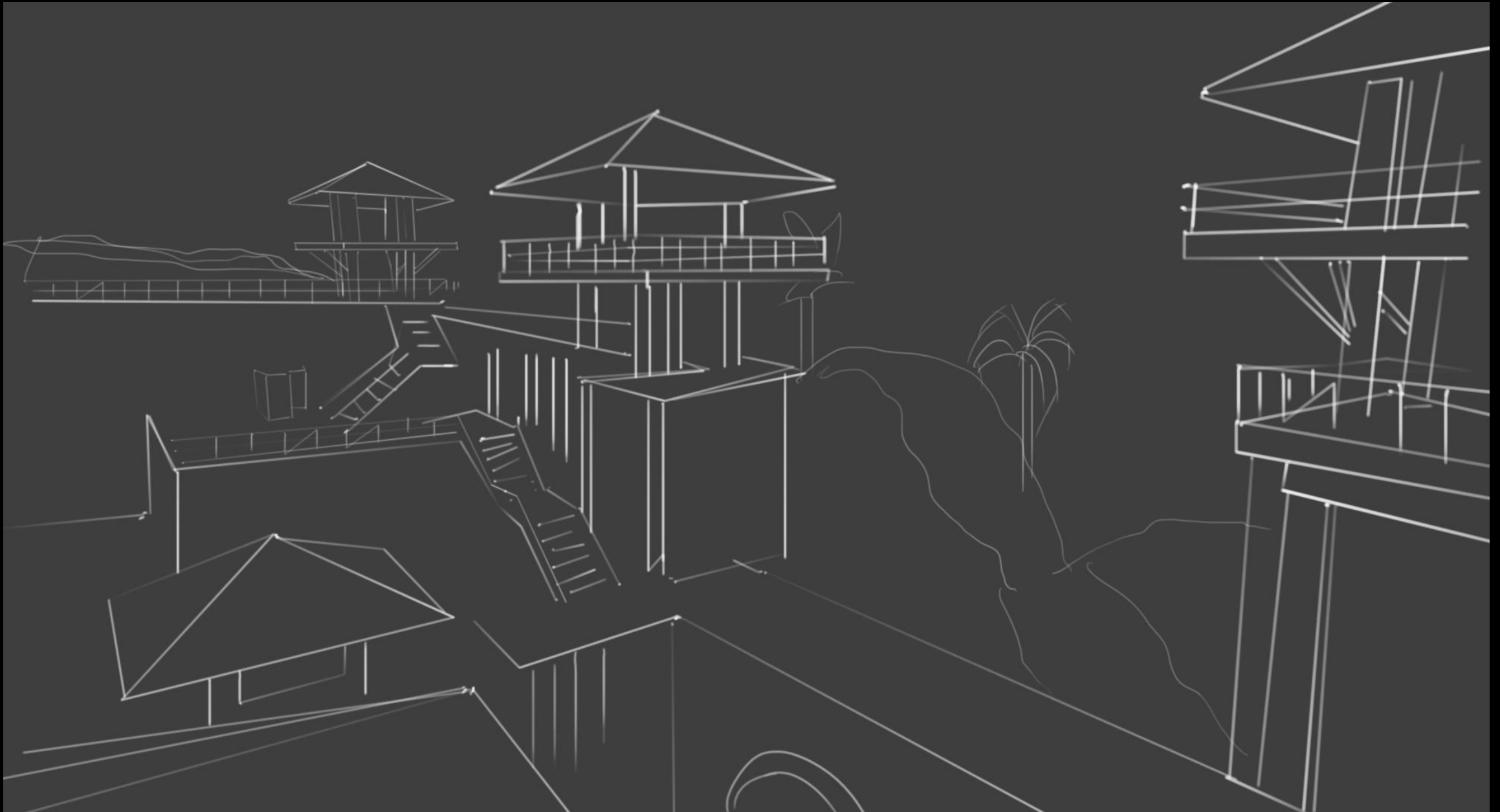


Escape the lights

Gameplay

The player game play will start in the prison by managing to break out of his cell and then finding the right path to escape the prison. There will be security and other obstacles to stop the player so you need to find a gun to fight with security the player can crouch in to the dark places to avoid the security and pass them or he can fight against them to escape the prison there will be some situation where you need to stick to the stealth gameplay. And you the player can't come into the lights as it will draw all the attention to the security guards there will many hiding spots and guns and ammo for the player

Over all top view of the environment



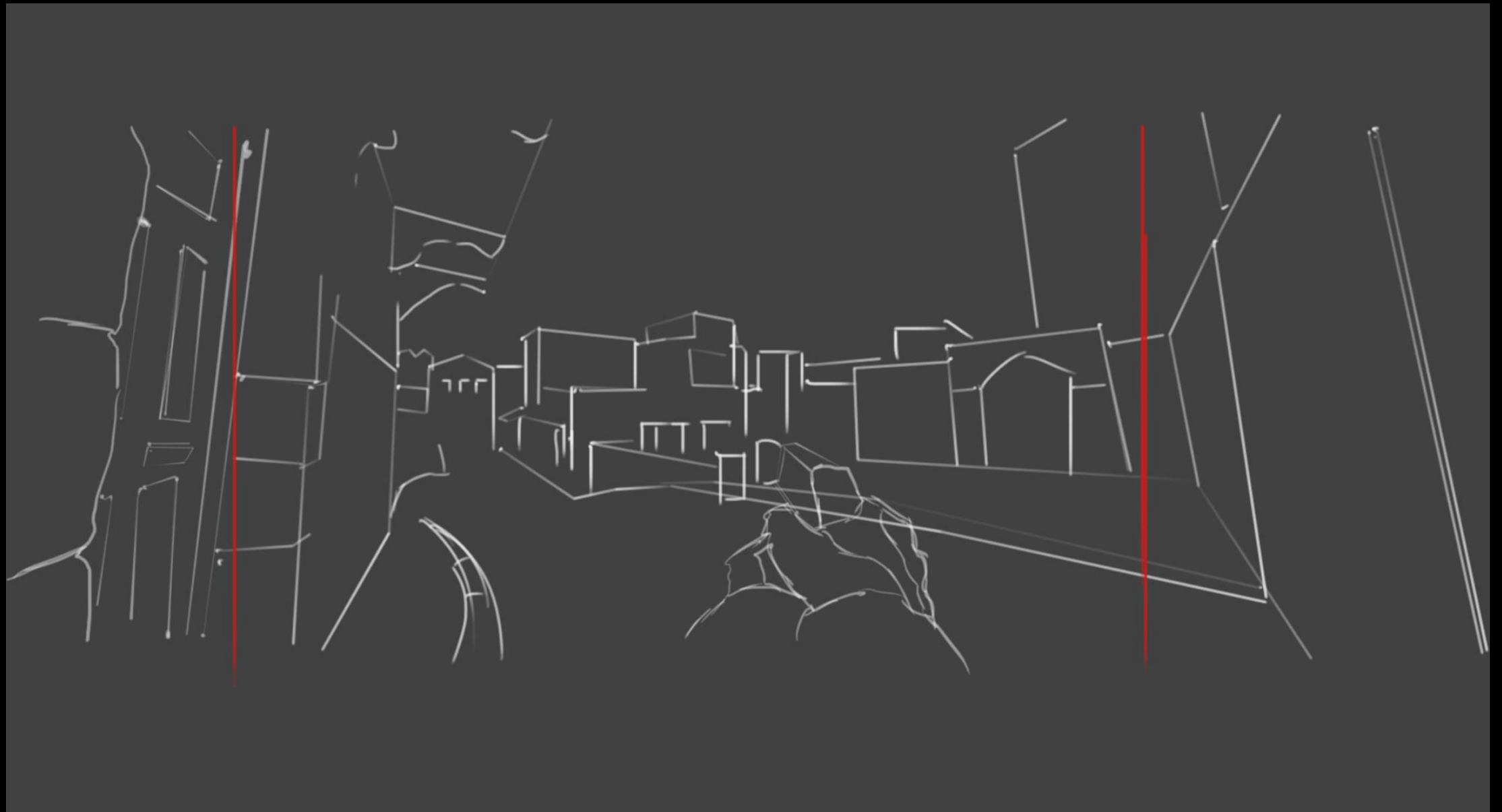
Game player mechanics

Player mechanics

Player visual – The player is in a prison so the overall outfit will be of a prisoner a medium height with the weapon

Player animation sheet – All the basic animation of walking, running and crouching and with all the basic gun aiming animation and dying will be included with character.

Weapon system - There will be total 2 guns in the game one is a hand gun and other is an assault rifle they will be available in between the gameplay and the player will also have the collectables of extra ammo system.



NPC Enemies

Enemy List – there will be 4 kind of enemies with different attacking and different mechanics. The security guard one of them will be the guarding a single place and others will be the patrolling one. The sniper will be watching you from above and the guard in the tower with focus lights

Enemy visual – Enemy will be all the security guard but with different animation and different fighting skill set. there look will be normal as a swat police man

Enemy animation sheet – enemy also have the same animation set of the main player all the basic animations with walking, running and shooting set.

Enemy spawn system – enemy are the swat guard in the prison so they will be guarding the doors or patrolling the area, the snipers will be patrolling on the top walls.

NPC allies

No allies will be in the game the player is alone to play the game.

Concepts for enemies



In game controls

Controls of the game will be normal as a First-person game has the basic movements in the game will be done by the WASD w for forward A for left S for back and D for right movement. For running shift key will be assign and for jumping space key is assigned and for crouching ctrl key will be used. For camera movement of the player the mouse movement will be places for aiming with a gun right mouse key and for shooting left mouse button will be used.



Jump

Team Chat

All chat

Use

Moving

Crouch

Voice Chat

Sprint / Walk

(Depending on the game)

Reload

Level Design

The game is divided into four major levels which are the, The prison, The night sky, Runaway, Road to Home

Each of the level have the different experience of game play and different transitions of the game environment as The prison will consist of all the interior of the prison, The night sky will have all the experience of exterior of the prison, Runaway level be the escaping the prison and making the way through the dark forest to the city and The road to home will be the last chapter where you have to reach to your family.



Mood board for the game overall

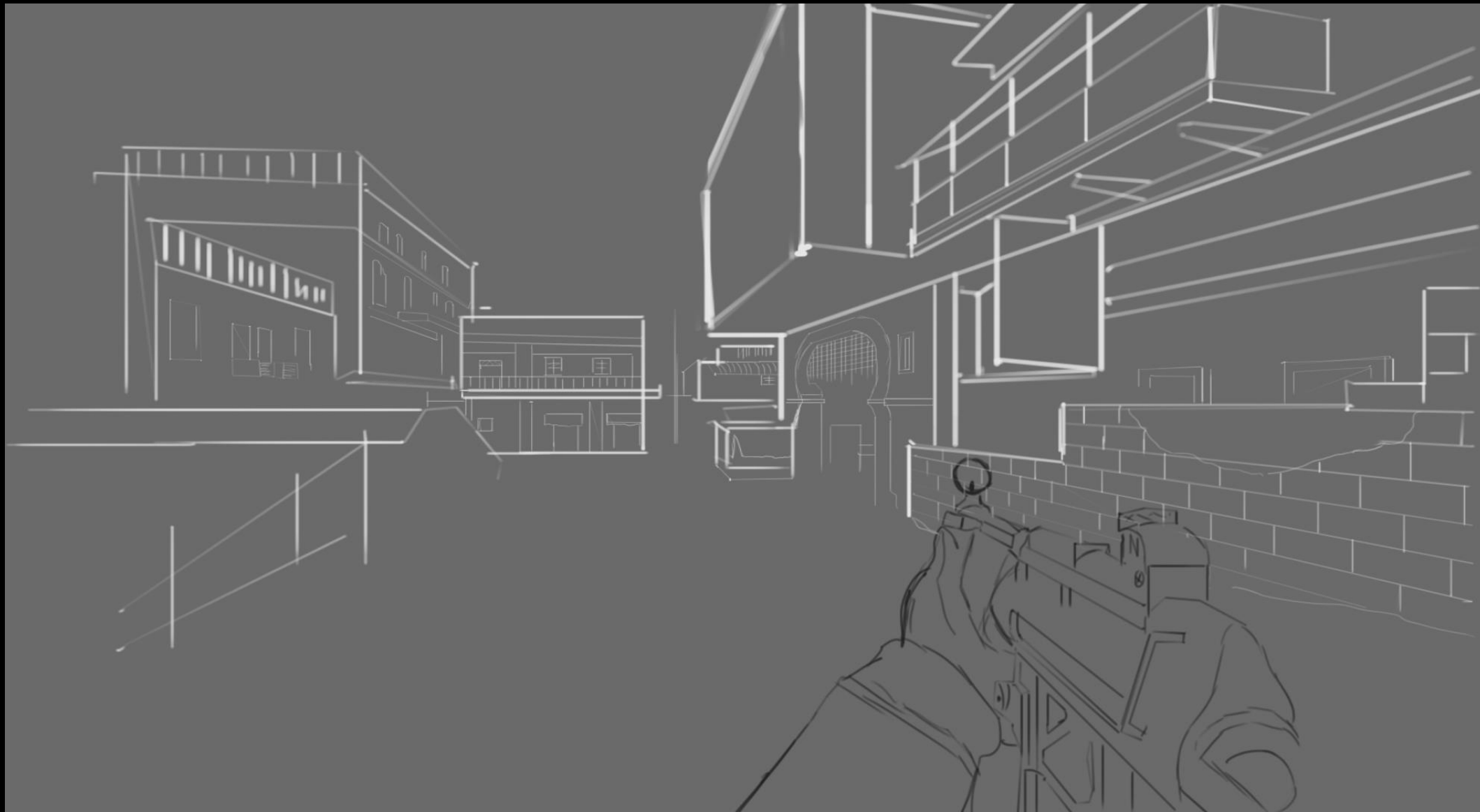


Mood board for the game overall

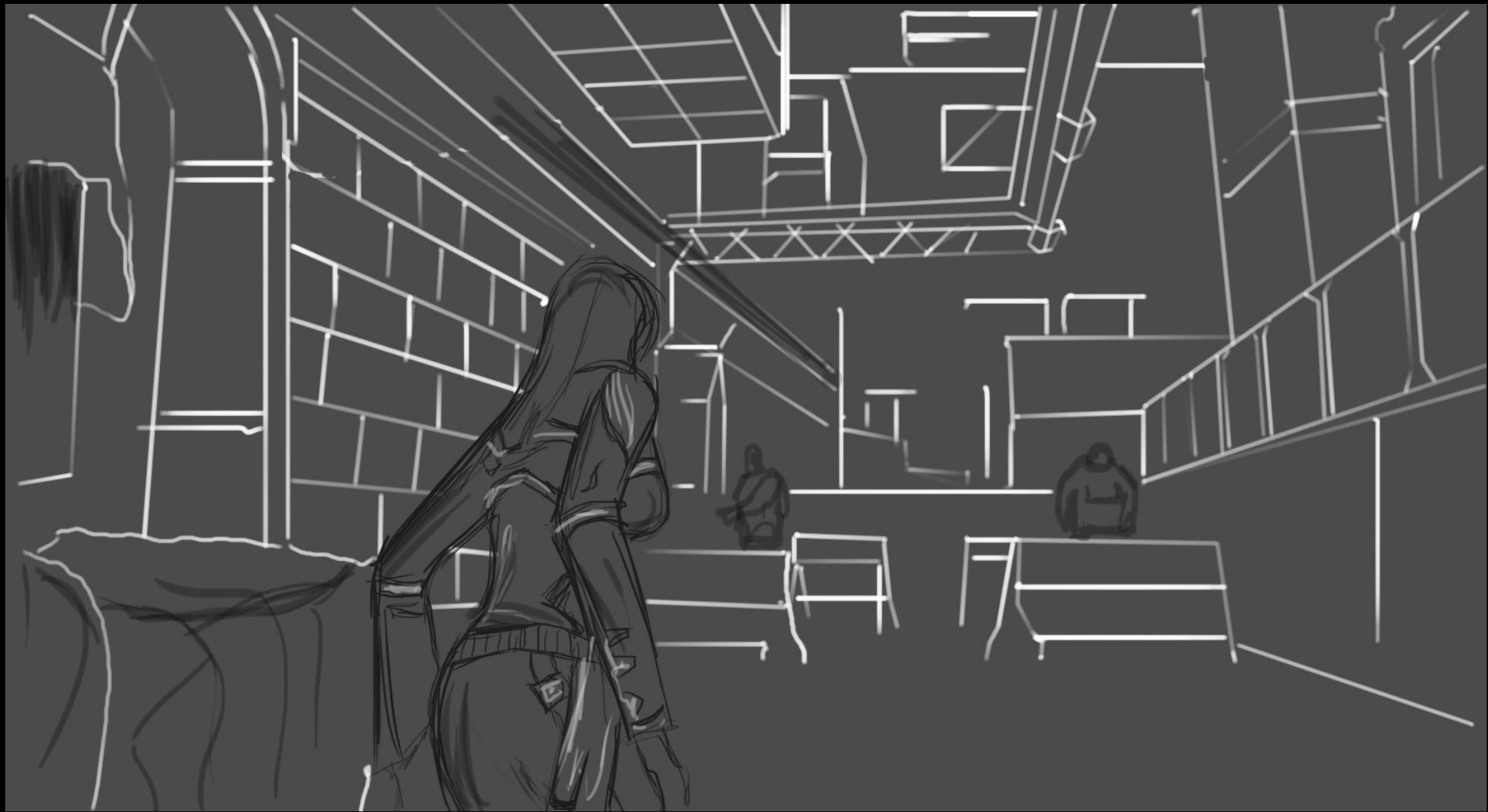


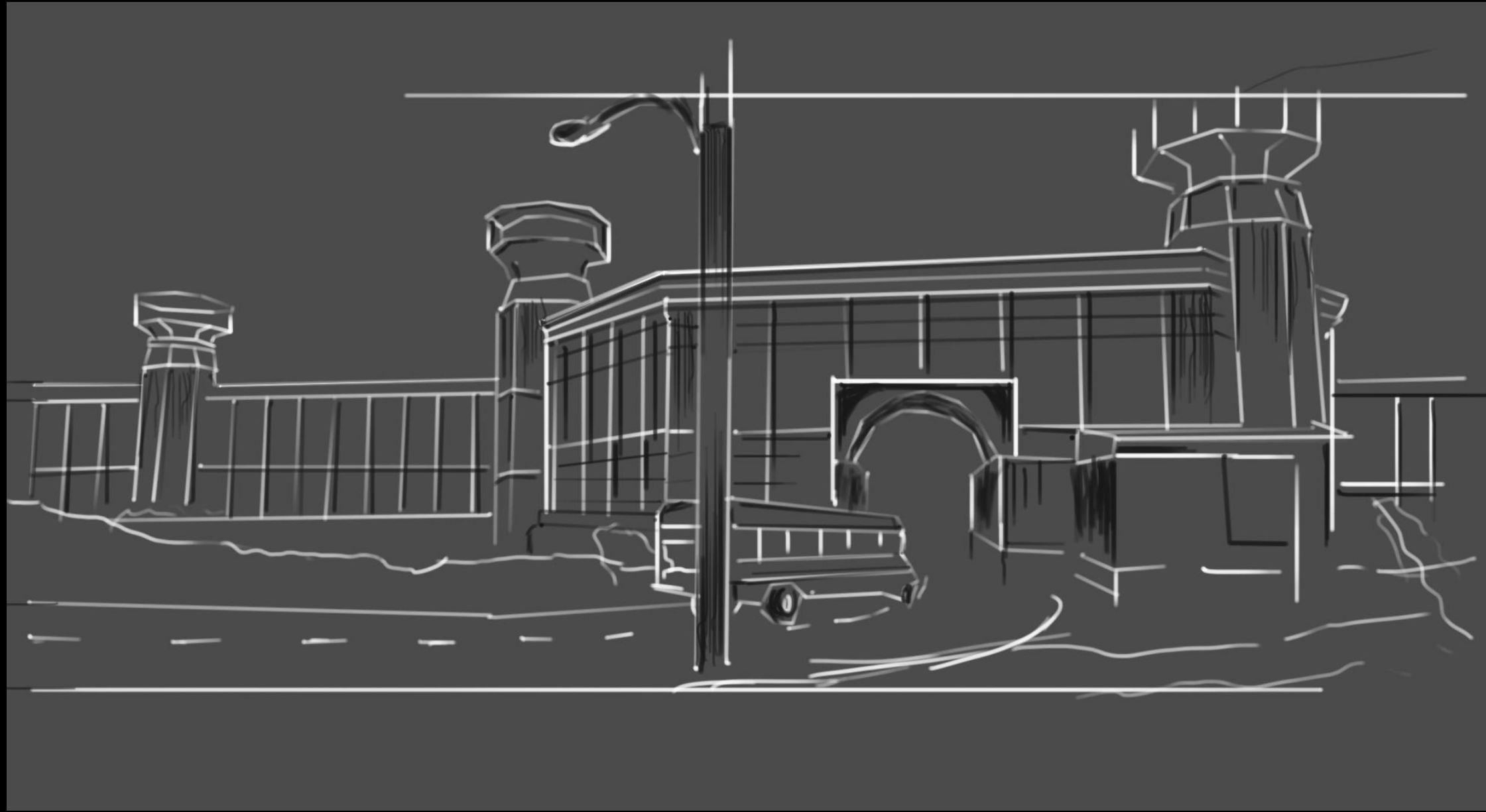
Concepts for the game

Concepts for the game







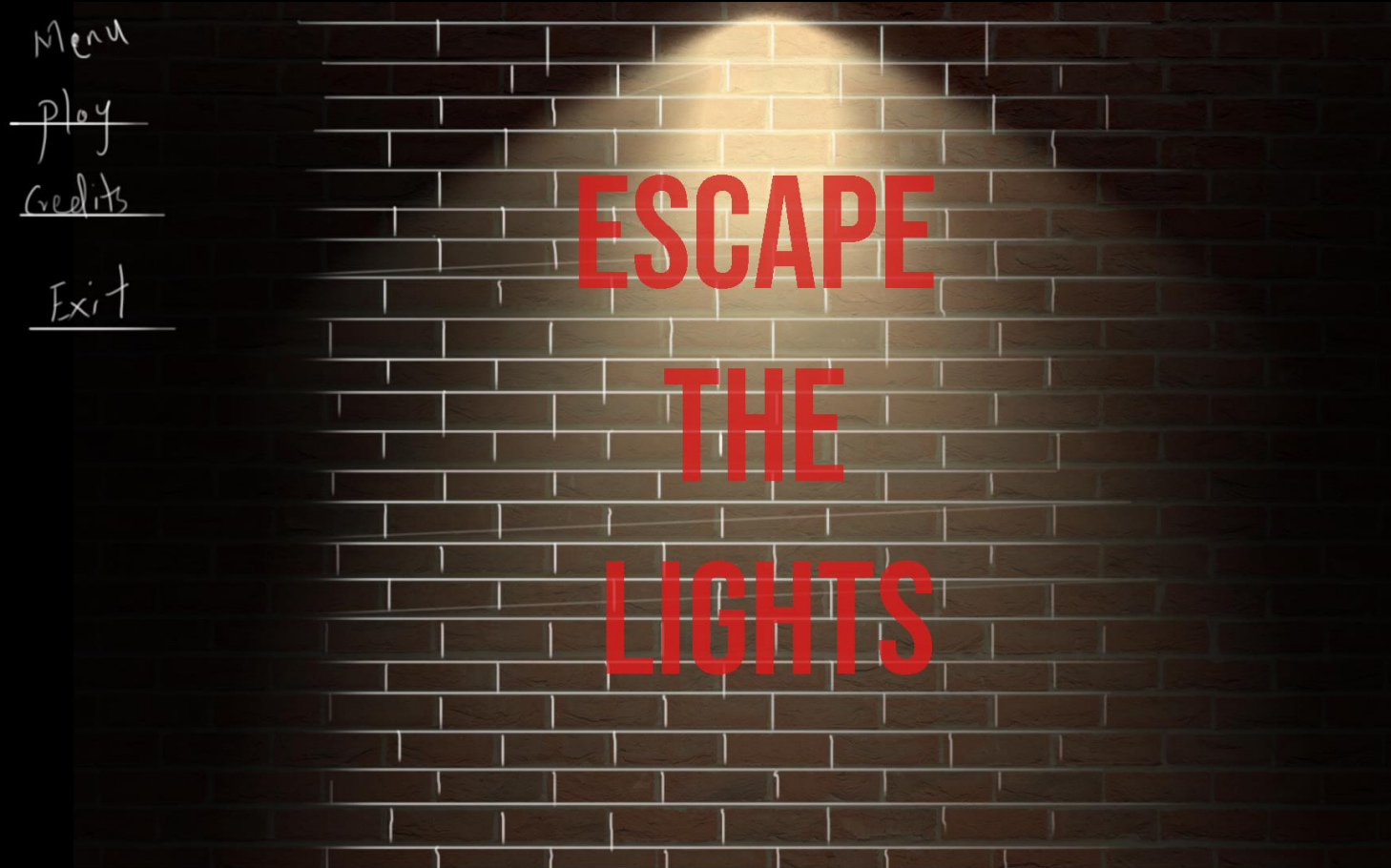


Game prototype progression

Game prototype progression

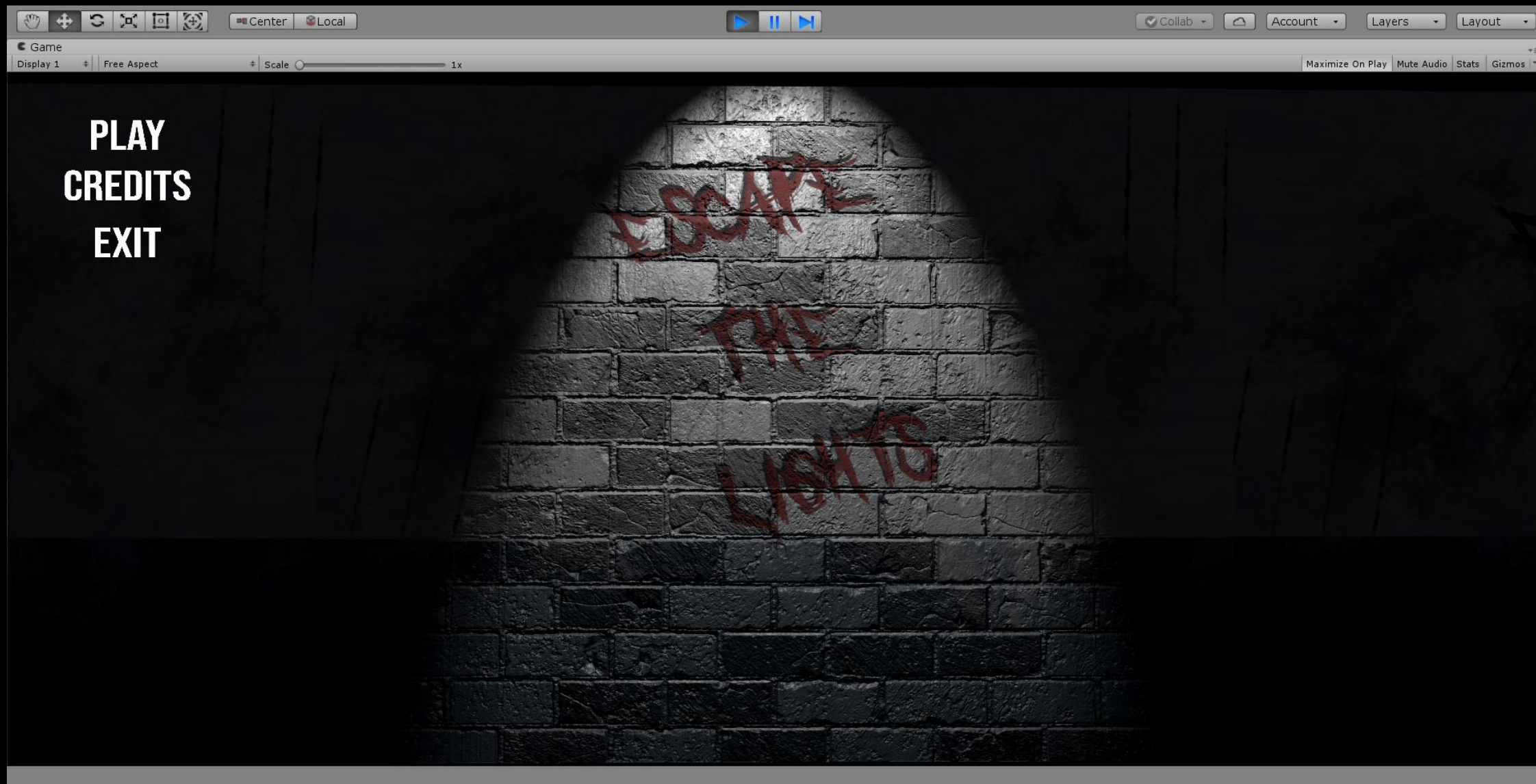
UI for prototype

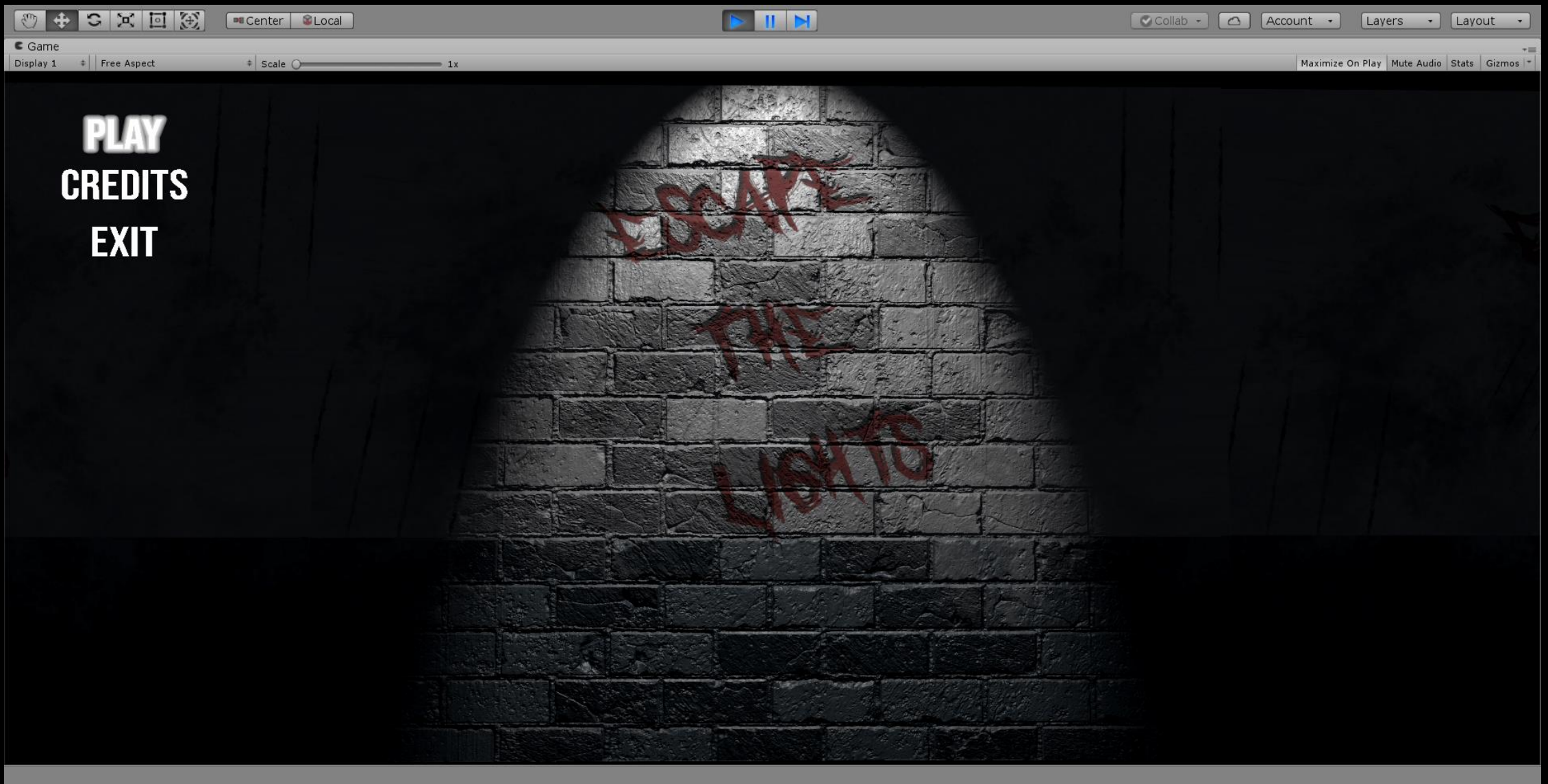
Concept of the UI of main menu



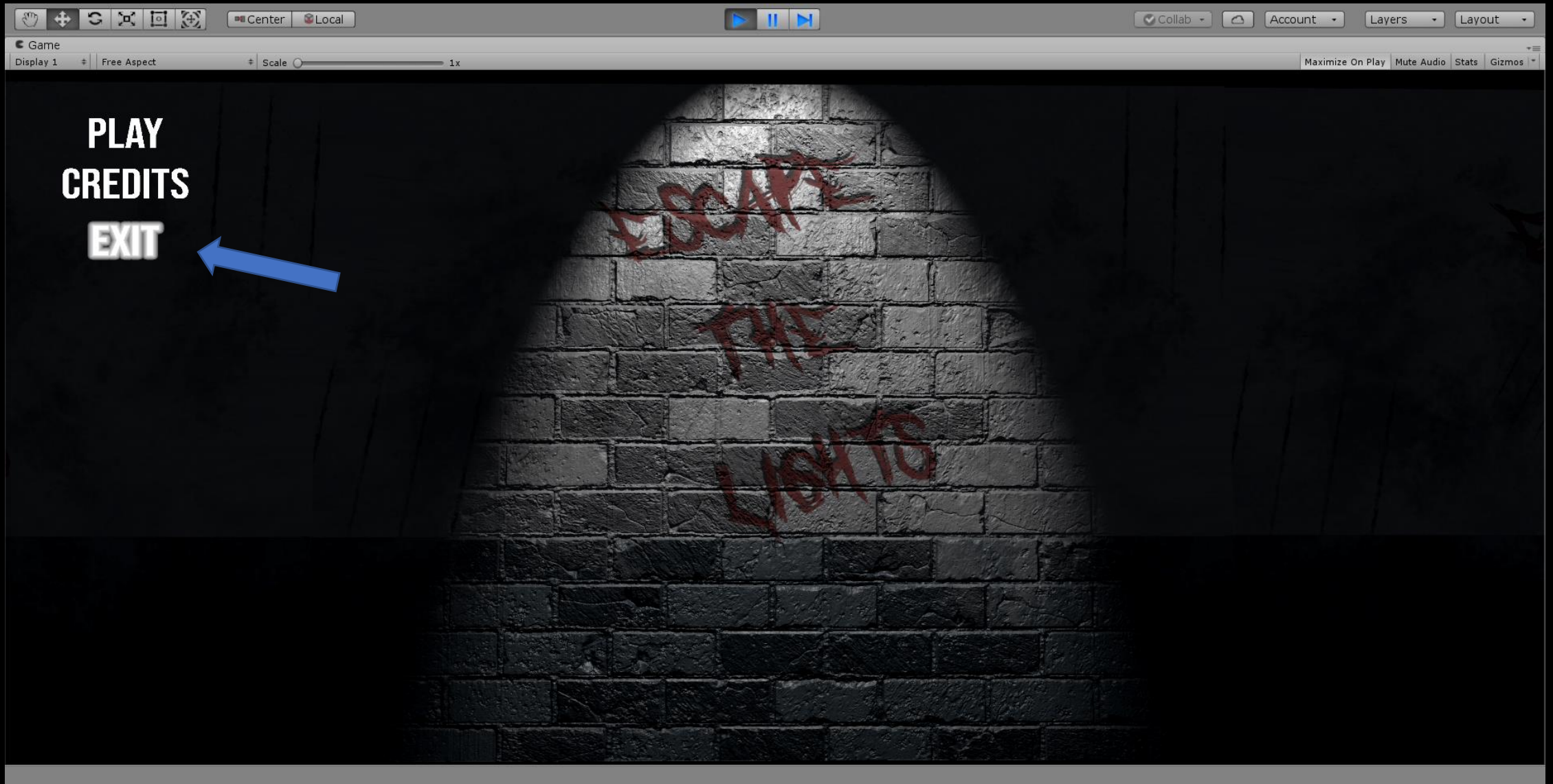
I thought of making the UI in 3D the wall of the prison in background the spot light from the middle of The wall and under the spot light the name of the game and on the left side button for the main menu.

Out put





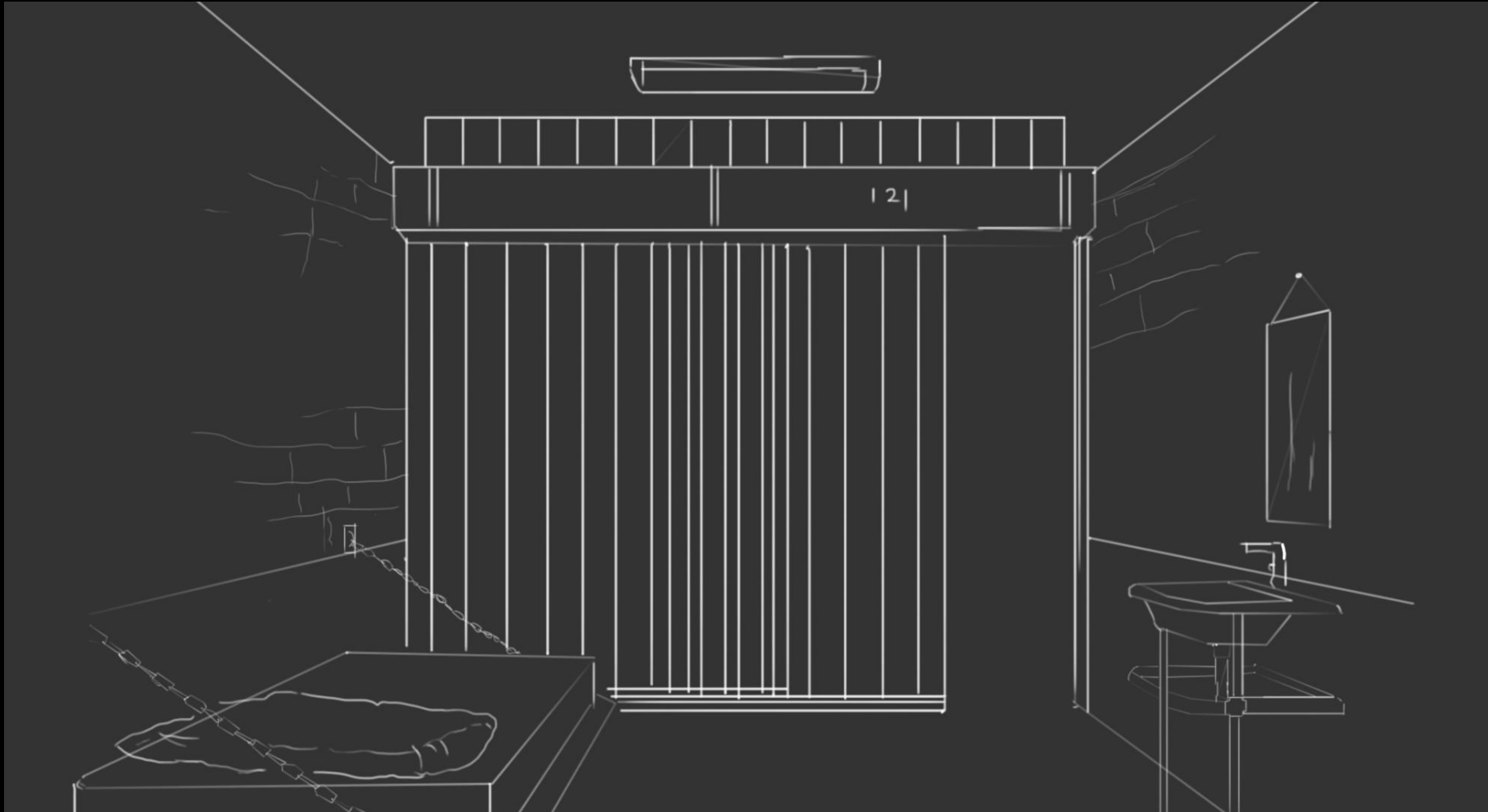
Created the basic ui for the prototype its not the final one, this not looking so good so I am trying make it more real. For prototype I have used this UI menu.

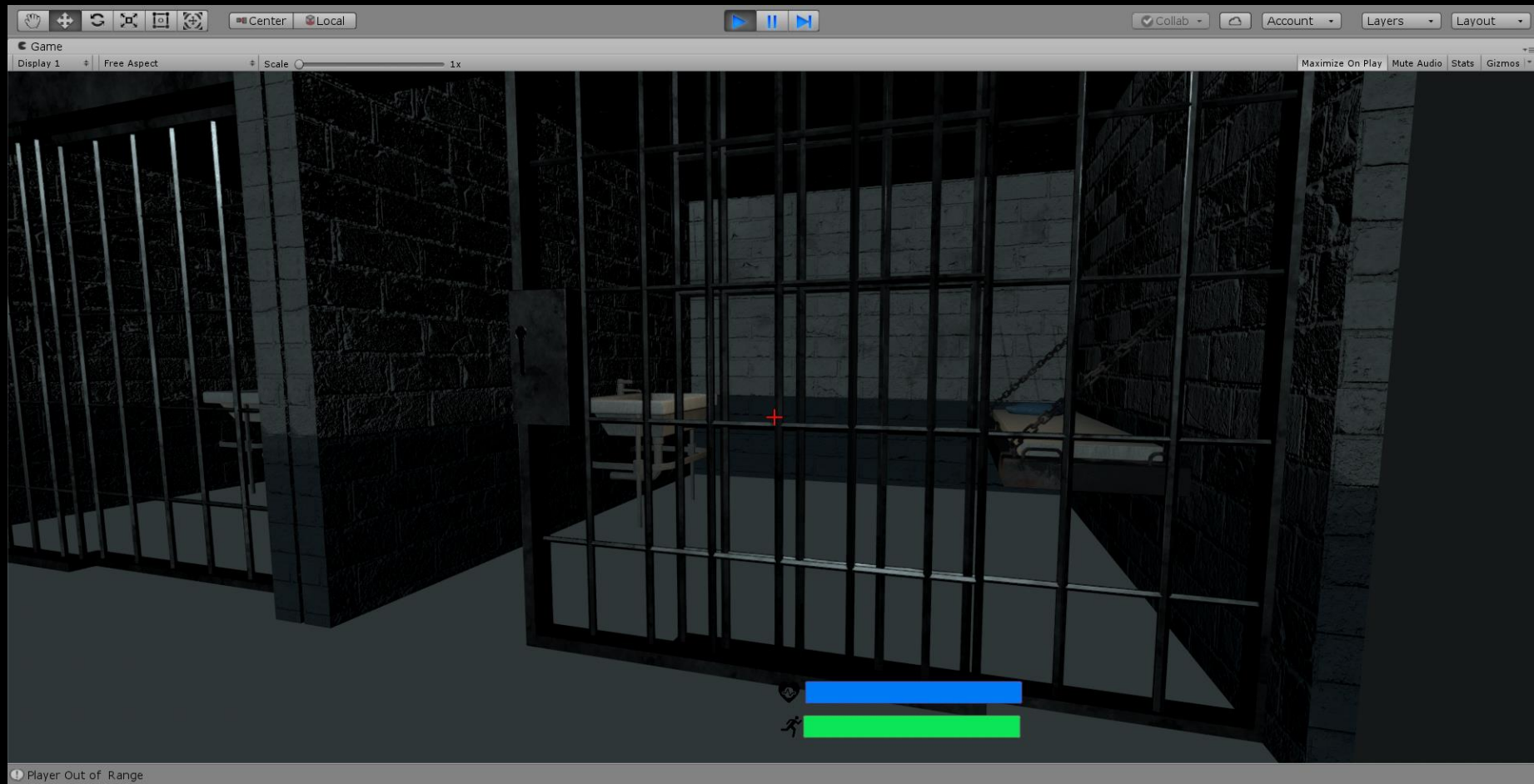


I just added a glow effect whenever you mouse over on any button I need to add more menu options for Controls and help which I will make in the bet aversion of the game.

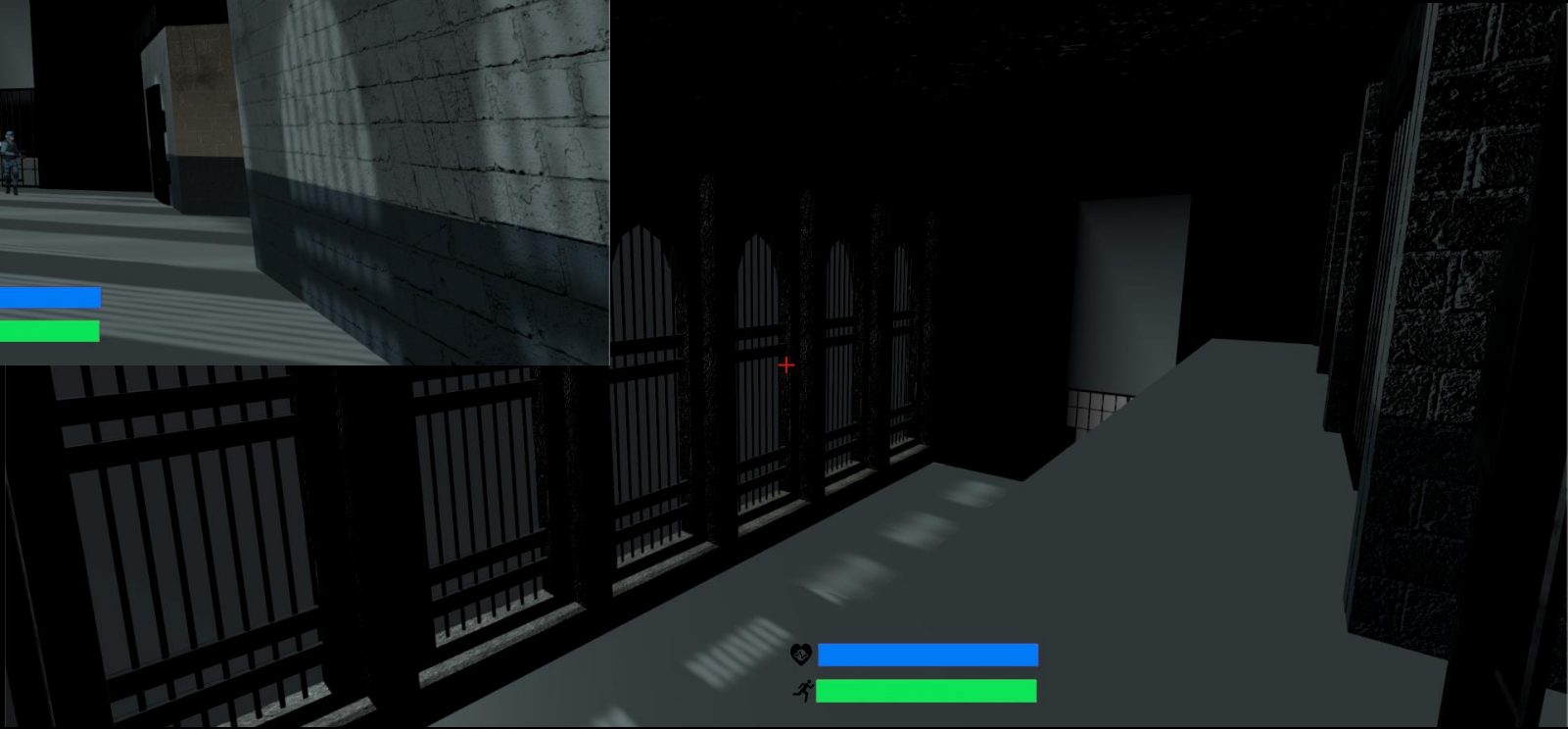
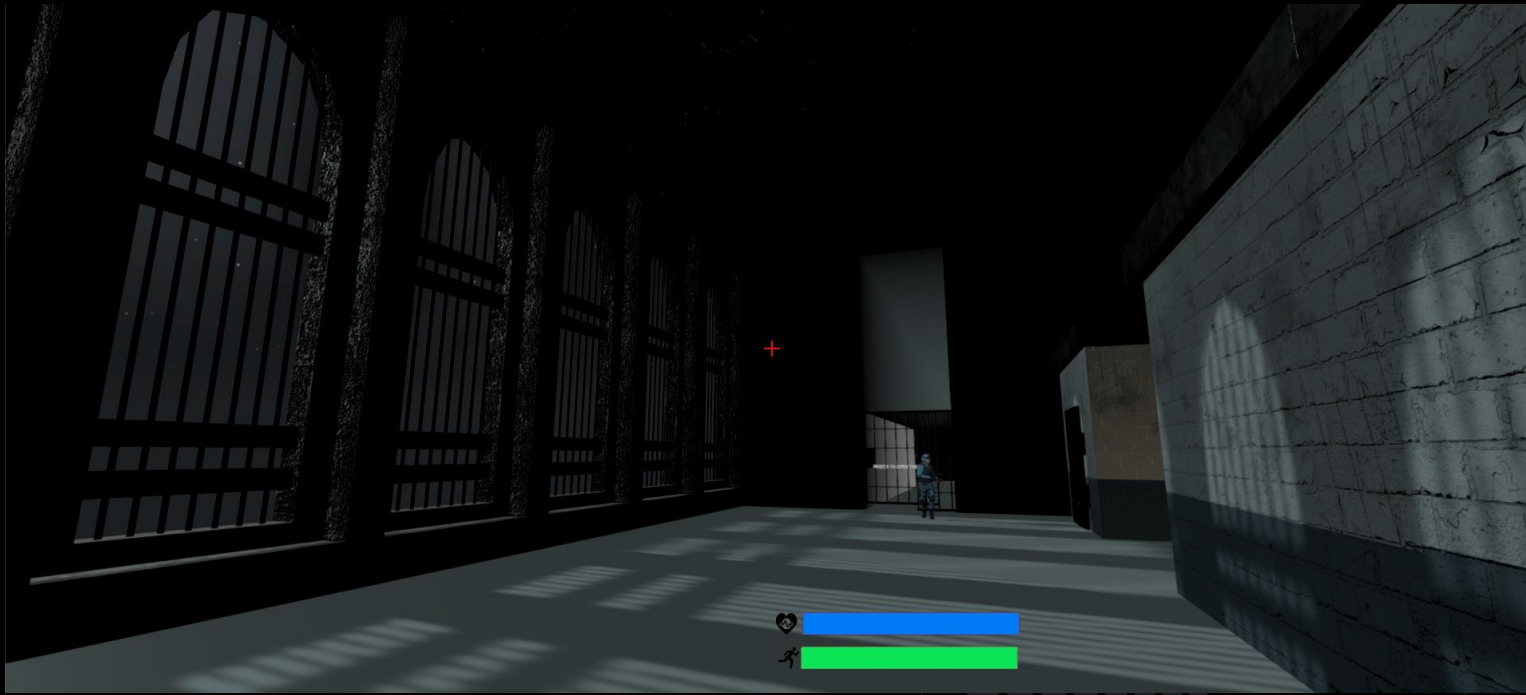
Environment set up for prototype

Concept for the spawning room of the player





I made some prison rooms and made the props in Maya and textured it into substance painter to just give the Basic knowledge of how the game will look like. I took some references from the games and movies for the game Environment. And have planned all over map of the game and will start soon to put it in the engine.



Prison corridor set up, i did not do much detail because its just the prototype version and not the final Set up for the game.

Environment prototype set up





For Weapons I have added 1 rifle which is downloaded for the player to attack. I created it as spawn system from where the player can pick up the rifle and the same gun if you go over will max your ammo again if you are out of them. I added some of the particle system for the gun to highlight it as a weapon for the player. I just added a single to the game Right now and more 3 guns will be added to the game.



The player is the first person when you pick up the gun the hud about the gun details will appear on the top right Corner of the screen which will indicate the amount of ammo you have and which gun you are holding. You have limited Ammo so for refiling you ammo you need to go over on the gun once.

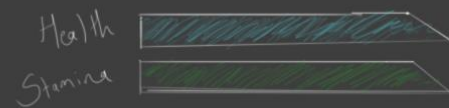
HUD placement

Weapon info



Ammo → 30/30 Gun Name

Player info





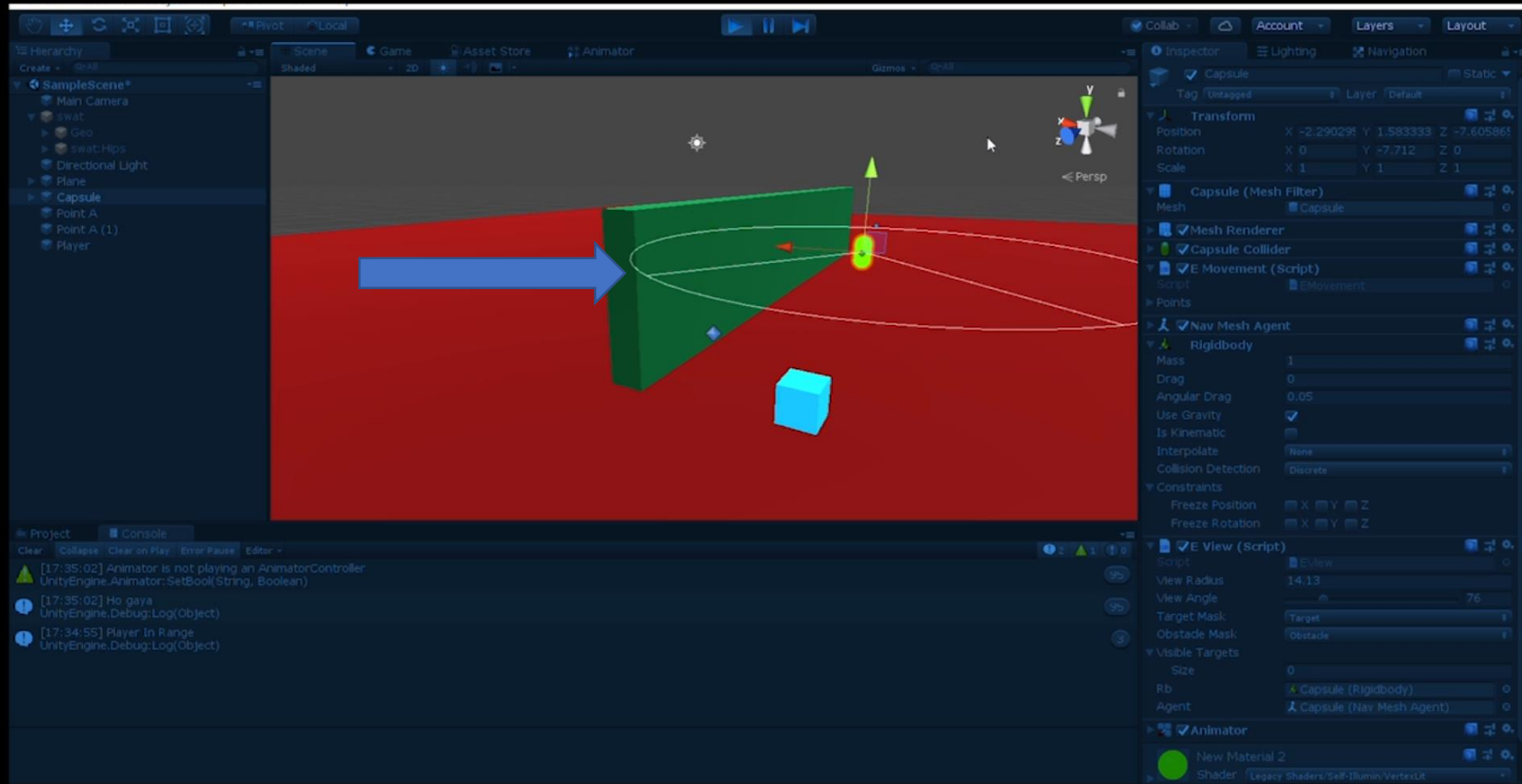
The players health and stamina bar is given below the blue one indicated the health and the green one is the Stamina bar , our health bar decreases when the ai fires at us and the stamina decreases when we try to run.

AI

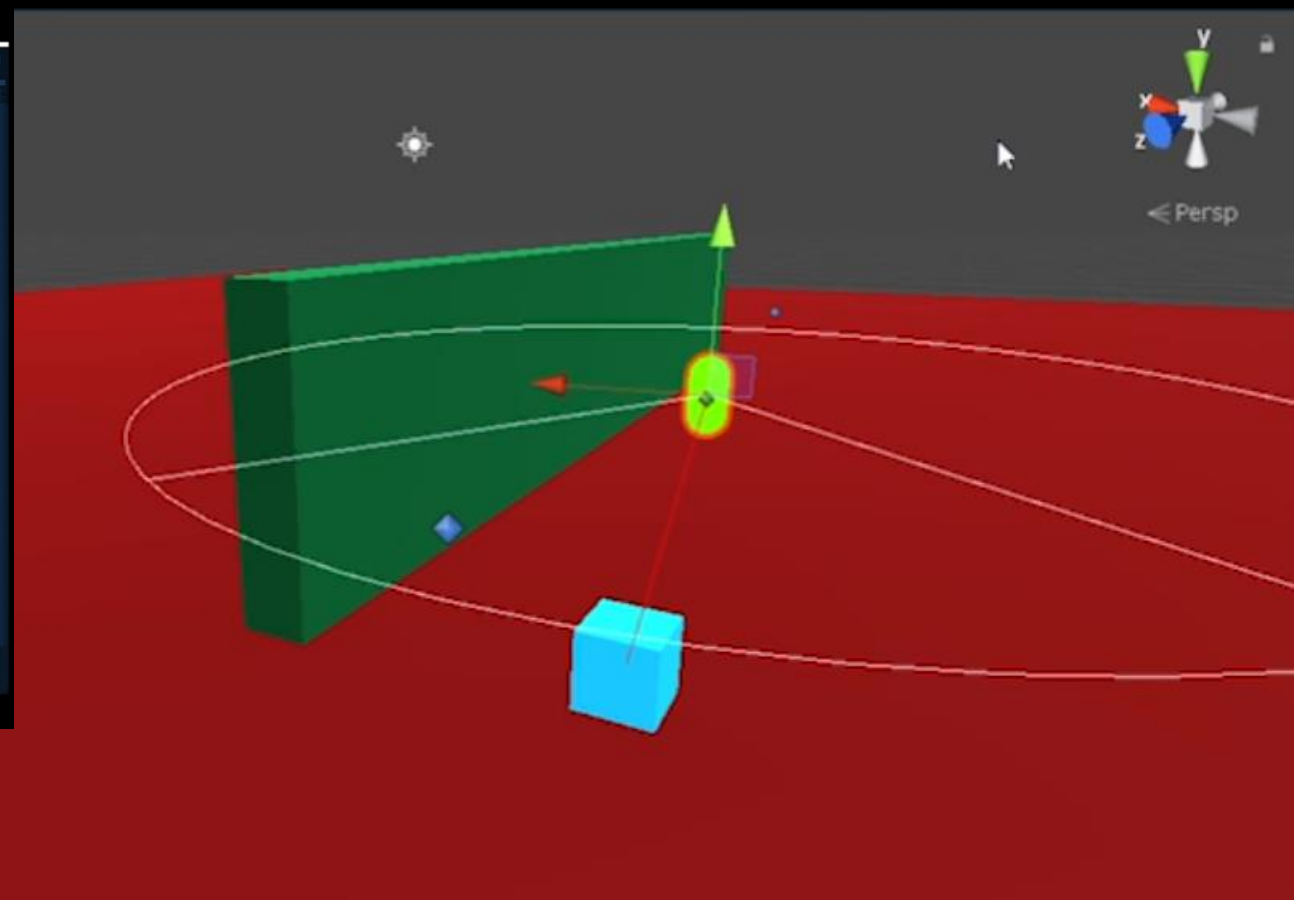
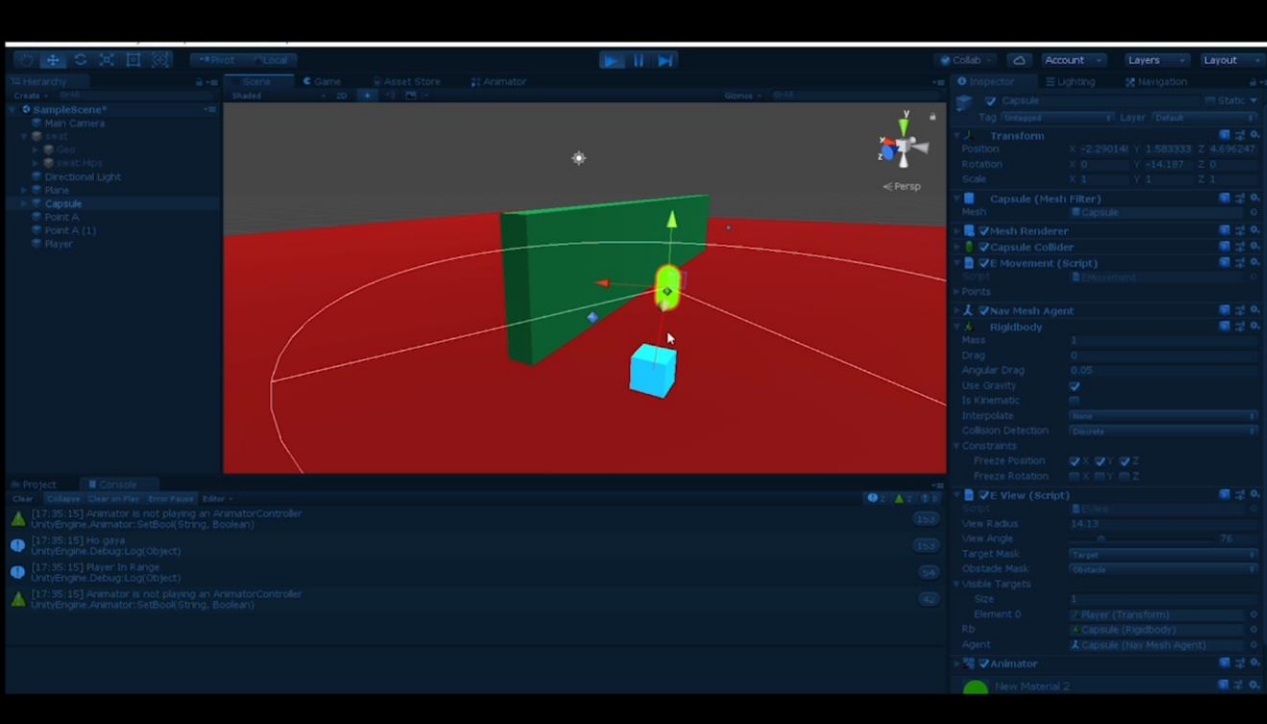


The enemy Ai for the prototype is used as swat which is downloaded from the mixamo and all the animations also have been Downloaded from the site.

AI behaviour

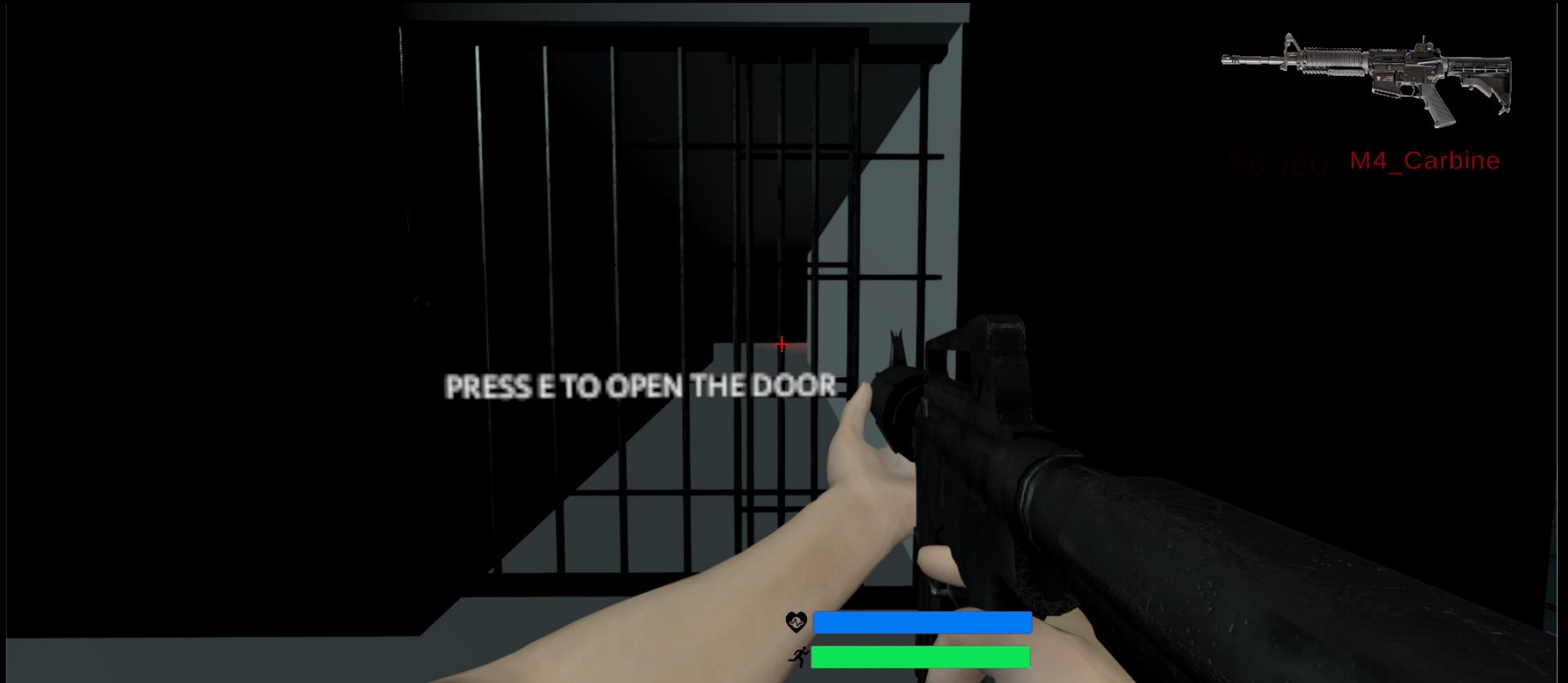


For the scripting of AI I took capsule and created a script in a way the AI have a radius in which is the area where The player comes in the AI know he is in the Area and there are two pints A and B which is the area in the capsule Where if the player enter the AI will shoot him.



The red light indicates the AI is shooting the player and the AI cannot shoot the player when the player is at the Back of the AI. The AI can only shoot when the player is in point A and B inside the capsule.

Door sliding mechanics

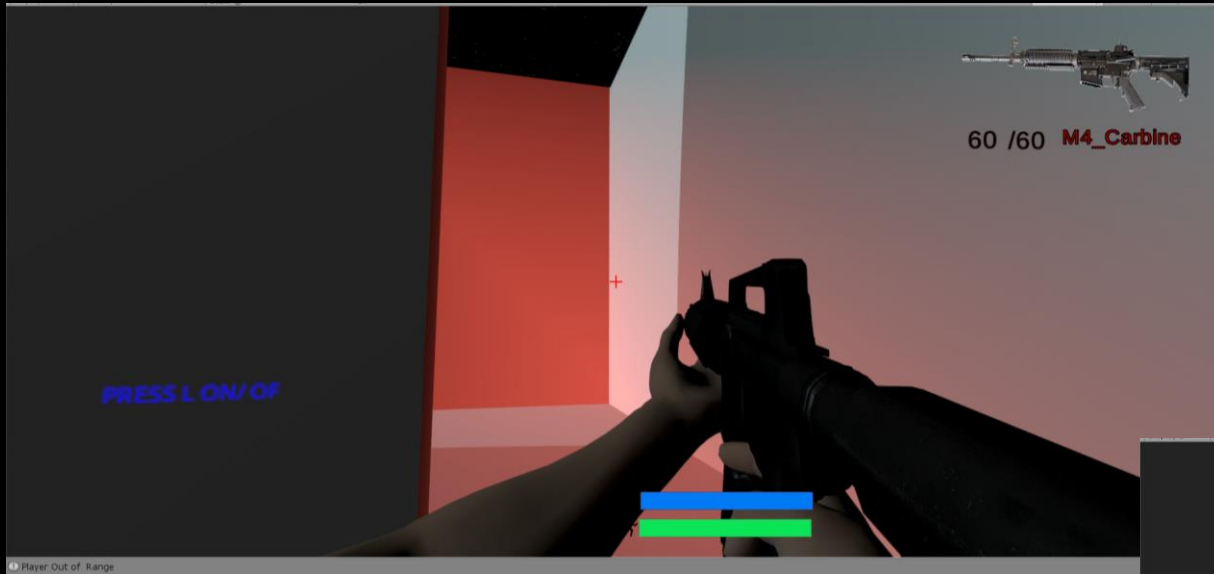


Added some sliding door mechanics in the game created to types of different prison cages and animated in the unity
In such a way that its slides inside.



So when the player presses the button e in the game the door will be opened in the sliding motion.

Lights control



Added the light triggers where you can turn on and off the lights with pressing the button L for the stealth escaping The room or else you will be spotted.



Center Local



Collab



Account

Layers

Layout

Game

Display 1 Free Aspect Scale 1x

Maximize On Play Mute Audio Stats Gizmos



60 /60 M4_Carbine

PRESS L ON/ OF



Player Out of Range

Game bugs



Having some troubleshooting with AI swat , there is some problem with animations which has to fixed and the death Of the AI also have the bug when it dies he doesn't lie on the ground bit in the mid air looking forward to fix them.

Things to Improve

- The lighting in the game has to be improved its not like what I have expected.
 - AI mechanics of shooting and some animations has to be corrected.
- Need to add the machine detectors in the game but with same Ai scripting.
 - Have to add some more guns and features to the main player.
 - Need to fill the environment with all the secondary props.
- Lacking behind in the game mechanics and the game world
 - Sound and audio also can be better for the in game
 - Need to add more enemies the game is to easy

Problems faced and how I can solve it

Major problem was for the Ai swat

Couldn't able to animate it properly, still findings what's the problem.
I can solve it by adjusting the speed of the player animation to scripting.

Ai is not holding the gun properly even with the right gun script and adding it to the parent mesh.
I will try different method to put it in the character and try to solve it.

Lighting the scene in unity is different than other engines I am not familiar with unity so have some troubles
With lighting in unity.

I need to work on my post processing part to don the lighting good so will work on it.

having trouble with the light glitches in the mesh I don't know the problem is with GPU or unity older version