

Mammoth Games

DAC415 Document

Portfolio

AE1: Portfolio Document

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Research

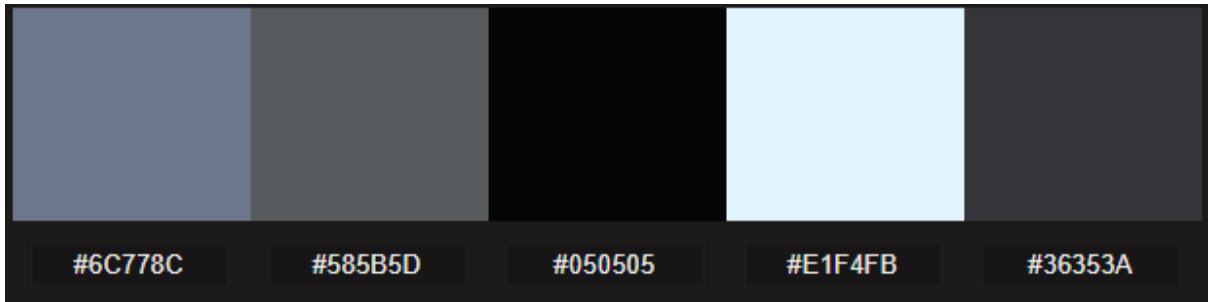
Chosen Art Style

Initially our art style was stylised, after more research and discussion we've decided that going for realistic will be more appropriate. Reason for change: It would be easier to base the assets from realistic objects. Based on the references we gather. Rather than trying to convert the references into a toon style. Or try and find assets similar a more animated style.

Colour Palette

Pallet Idea 1

for our chosen art style, we decided to expand our colour mixtures and compare what would relate and appeal more to us for the spooky farmhouse theme. This colour palette was taken from our second house reference (see in bibliography) that there are different variations of black to grey with a hint of metallic blue. this gives a chilled contrast that makes a valuable appeal.



Pallet Idea 2

The second choice of colours was less decisive as it only consisted of two colours the grey gives a light aspect to the atmosphere perhaps the walls and ceiling. and the black can give the shadow silhouette effect bouncing of the map itself.



Pallet Final Decision

In the end, our group decided to go with a wooden-terrain contrast that aids in the setting of a farmhouse with its wooden floor boards, shack thin walls and single beams to hold up the ceiling. also, it gives a dusky effect when the map starts and by the time you enter the house, it will be pitch black outside.



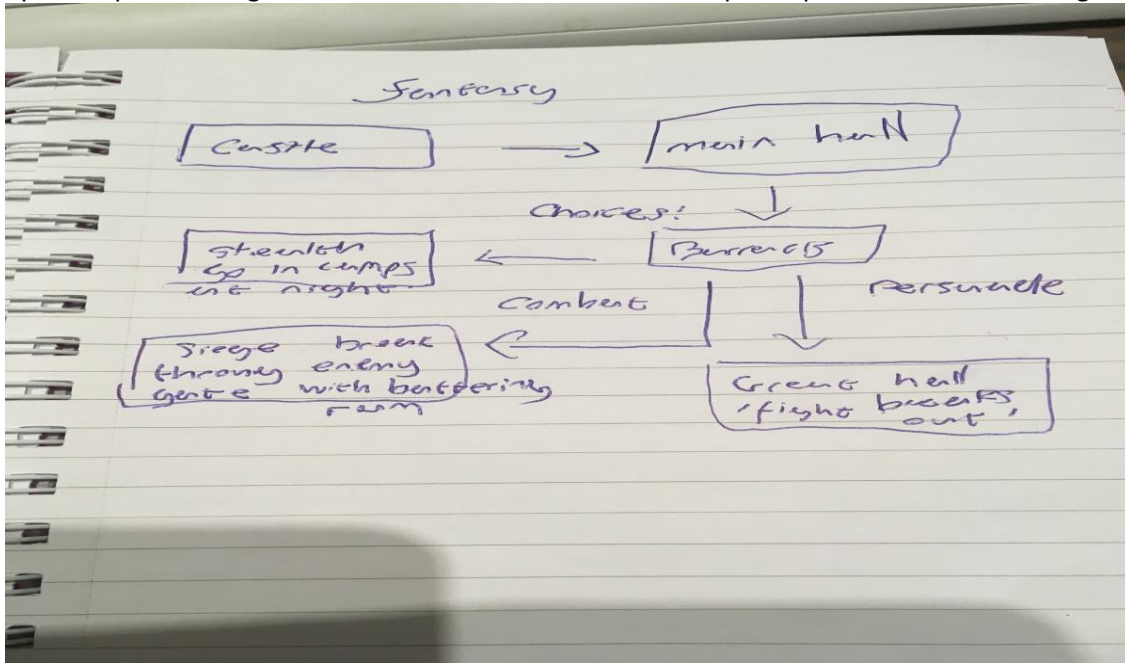
Environment Research

With the benefit of communication, we as a group covered various themes to choose from. Pen and paper gives us a rough starting point in where we want our theme to end up. Here is the evidence of our mapped our ideas:

Fantasy

We came up with a start-up theme involving a fantasia-based environment. this would expand to various locations of that theme involving castles forts and camps. For a third-person shooter, this

opens up advantages to use ruins for cover and open spaces for hard-hitting combat.



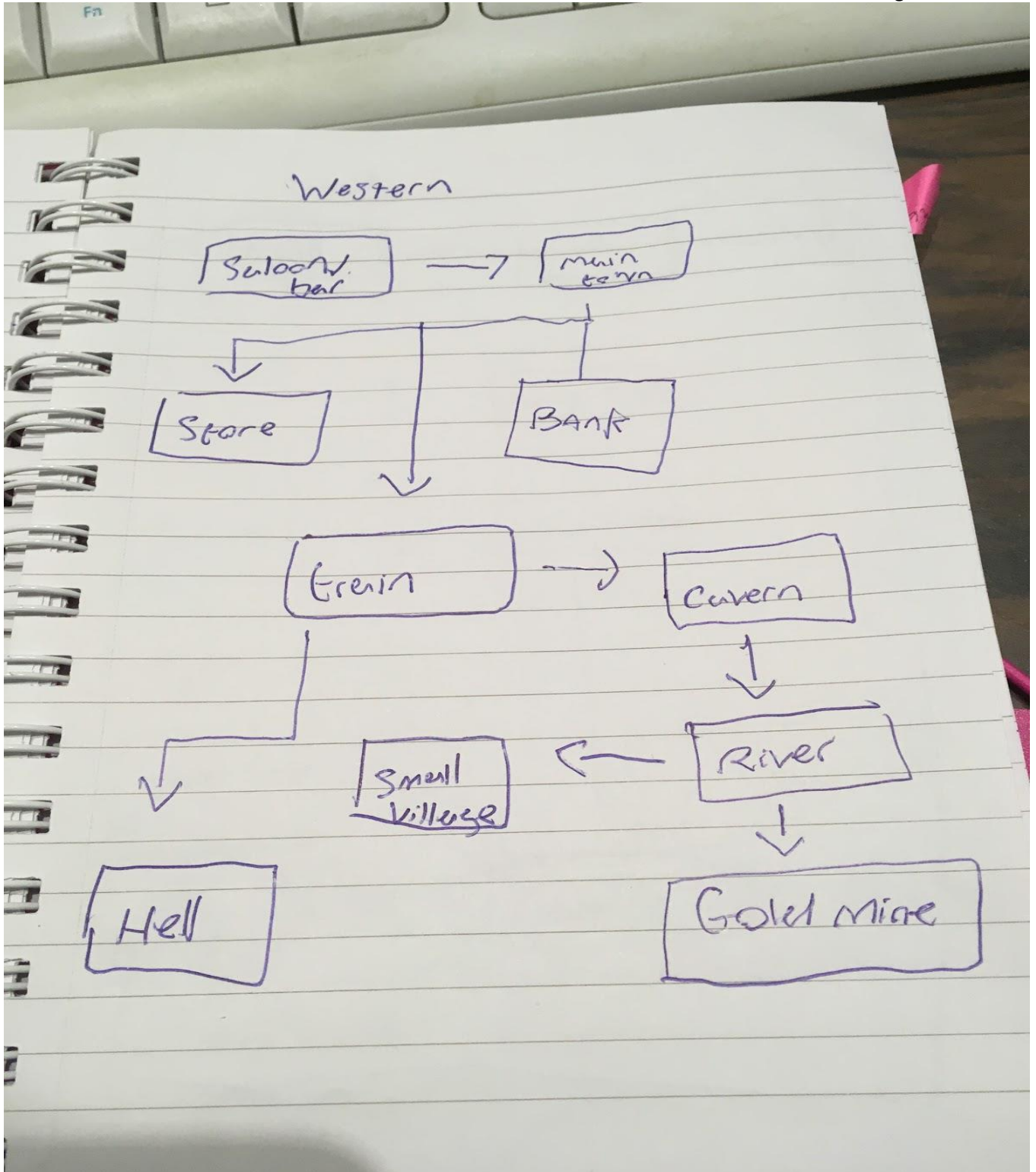
Western

The idea in a western theme creates a stronger shooter style due to history as we know it. We thought about a simple map structure around a ranch that would include sections like a bank, saloon and many

other

western-based

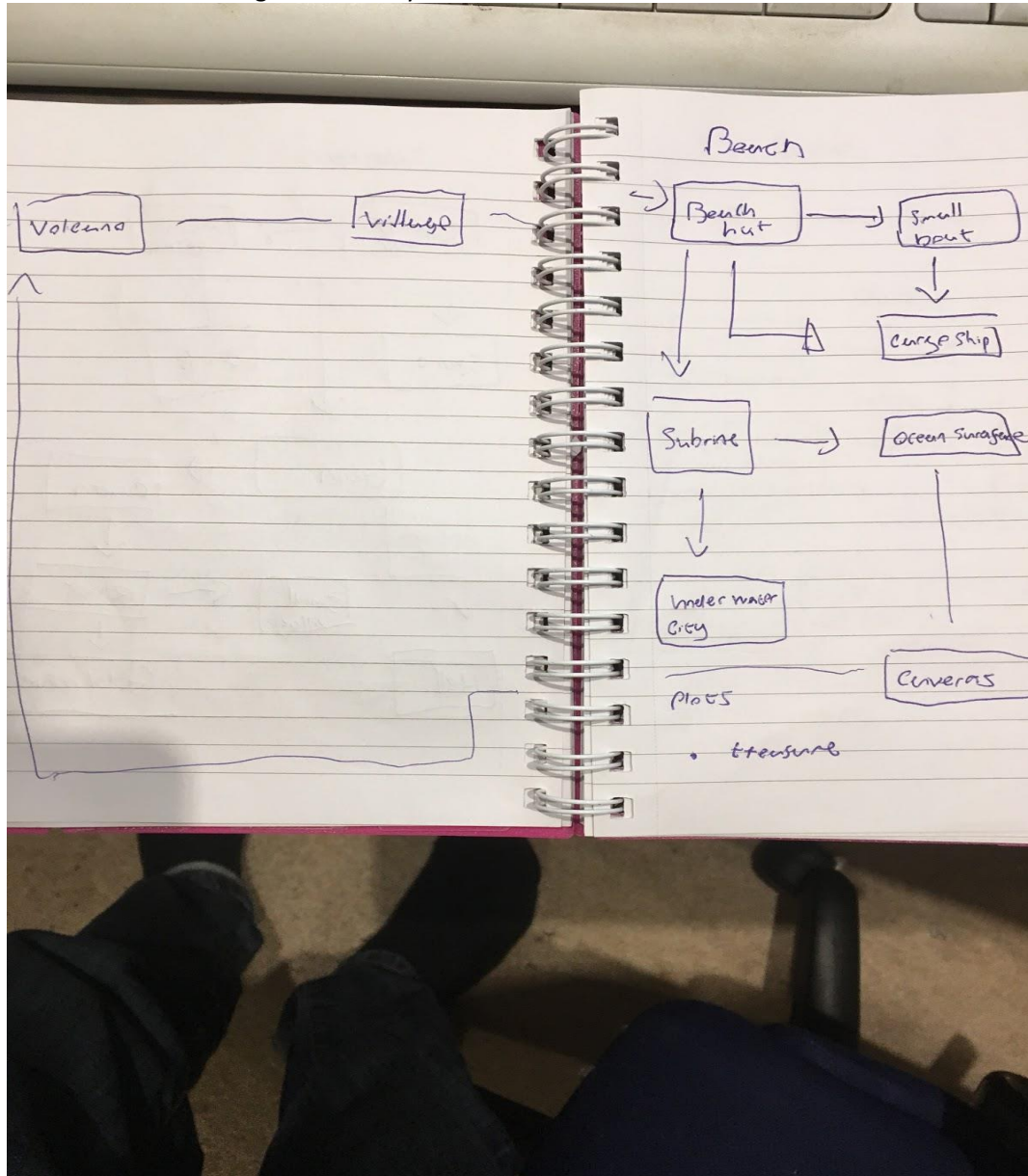
buildings.



Beach

This theme was us thinking more open with fewer landscapes as level plan. The shores of a beach allows the combat to be exposed leaving minimal advantage to survive. collectables like treasure could

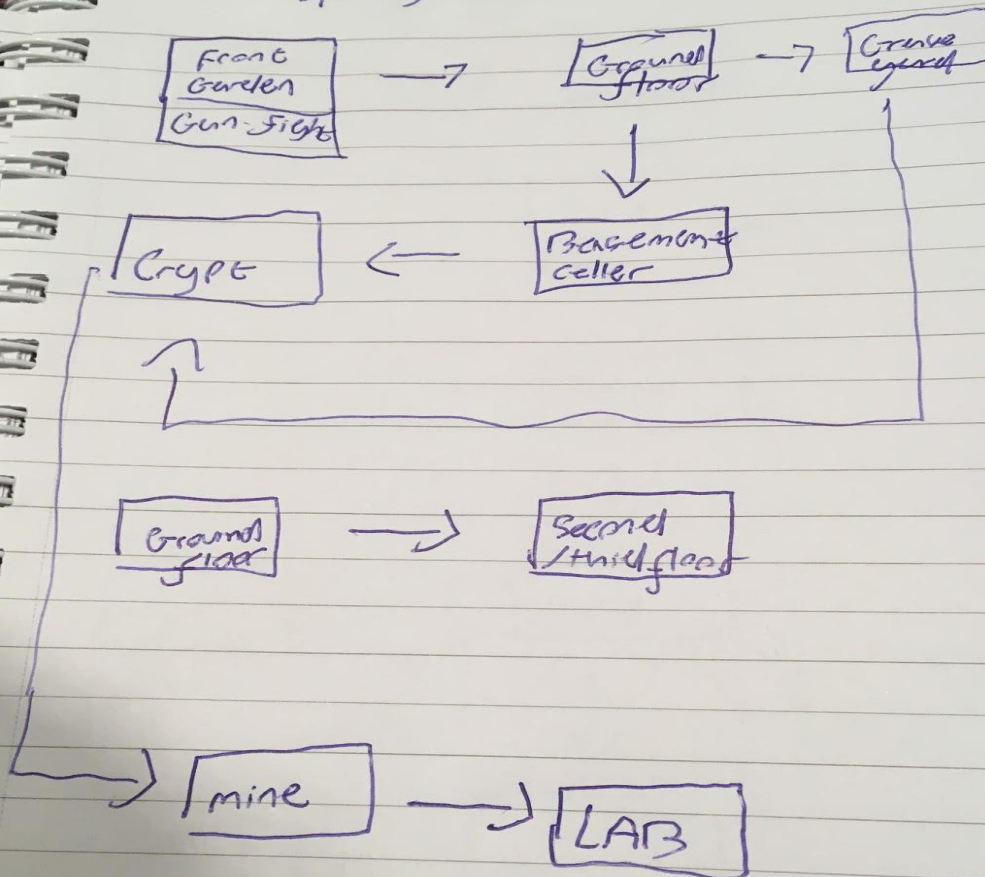
be discovered during which may lead to extra achievements to unlock further into design.



Spooky Science/Western

This theme was a different direction compared to the others that we suggested. The reason behind this is due to a combination of the same western style, but pairing it with a “Spooky Science” theme that contains different layouts more towards a linear level design. The proposed areas to include like a graveyard, main house, lab, and mine gives a feel and turn over into what type of appeal we would like the environment to have.

Spooky Science / Wespen



~~WWT/2~~

Western / Spooky

Gun fight
entrances

Attic

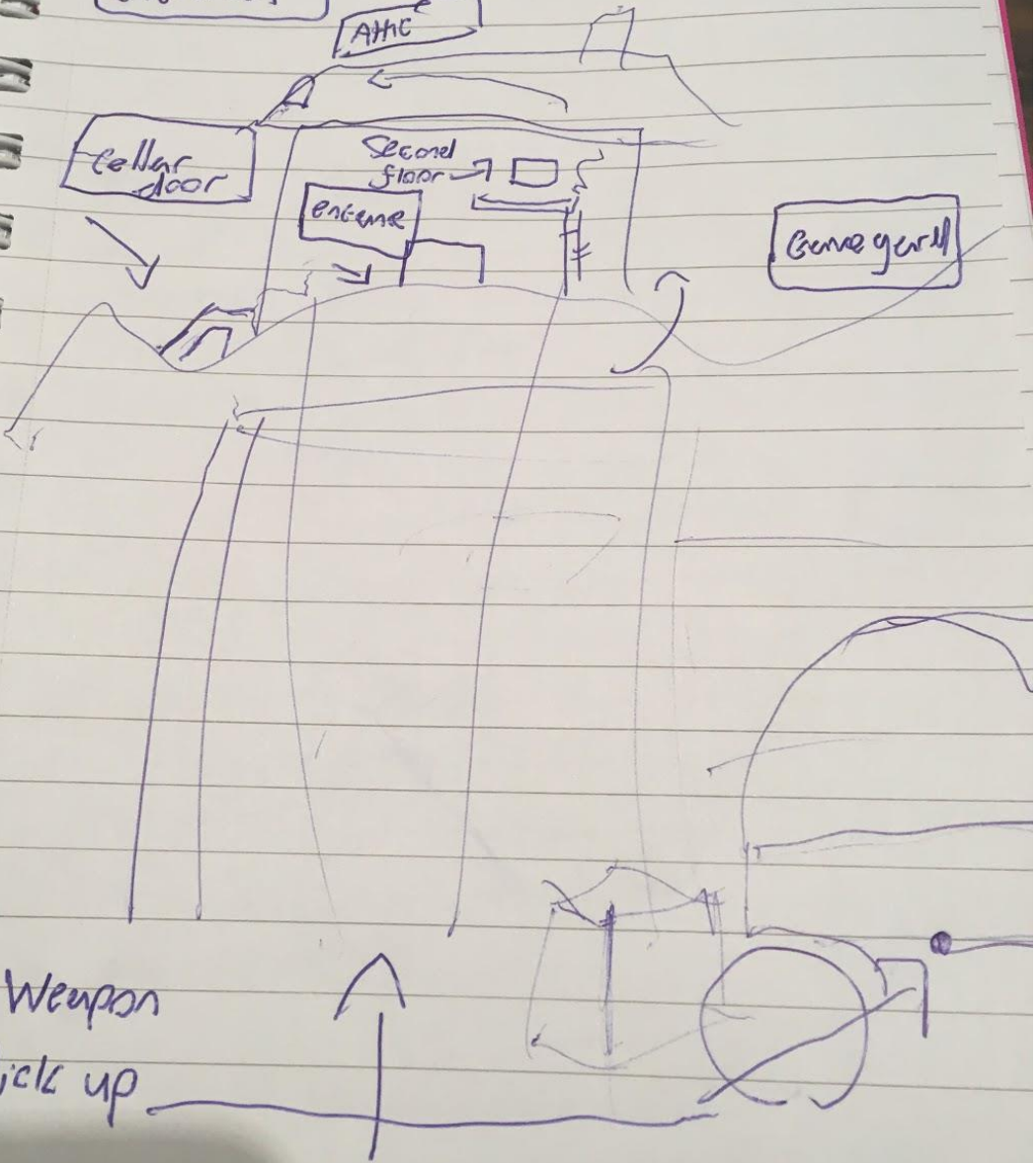
cellar
door

Second
floor

engine

Gene yard

• Weapon
Pick up



Spooky Farmhouse



Figure 1, a black and white image of a farmhouse



Figure 2, an image of a farmhouse in the hills



Figure 3, a piece of art featuring an old house

Fences



Figure 4, an image of a broken old fence



Figure 5, an image of a fence which a tree has fallen onto



Figure 6, an image of a wire fence

Trees



Figure 7, an image of an old tree in the fog



Figure 8, an image of a tree broken in half



Figure 9, an image of a large tree on a hillside

Wooden

Steps



Figure 10, an image of some steps outdoors



Figure 11, an image of some wooden steps on a hill



Figure 12, an image of a wooden staircase

Grass



Figure 13, an image of some long grass swept over

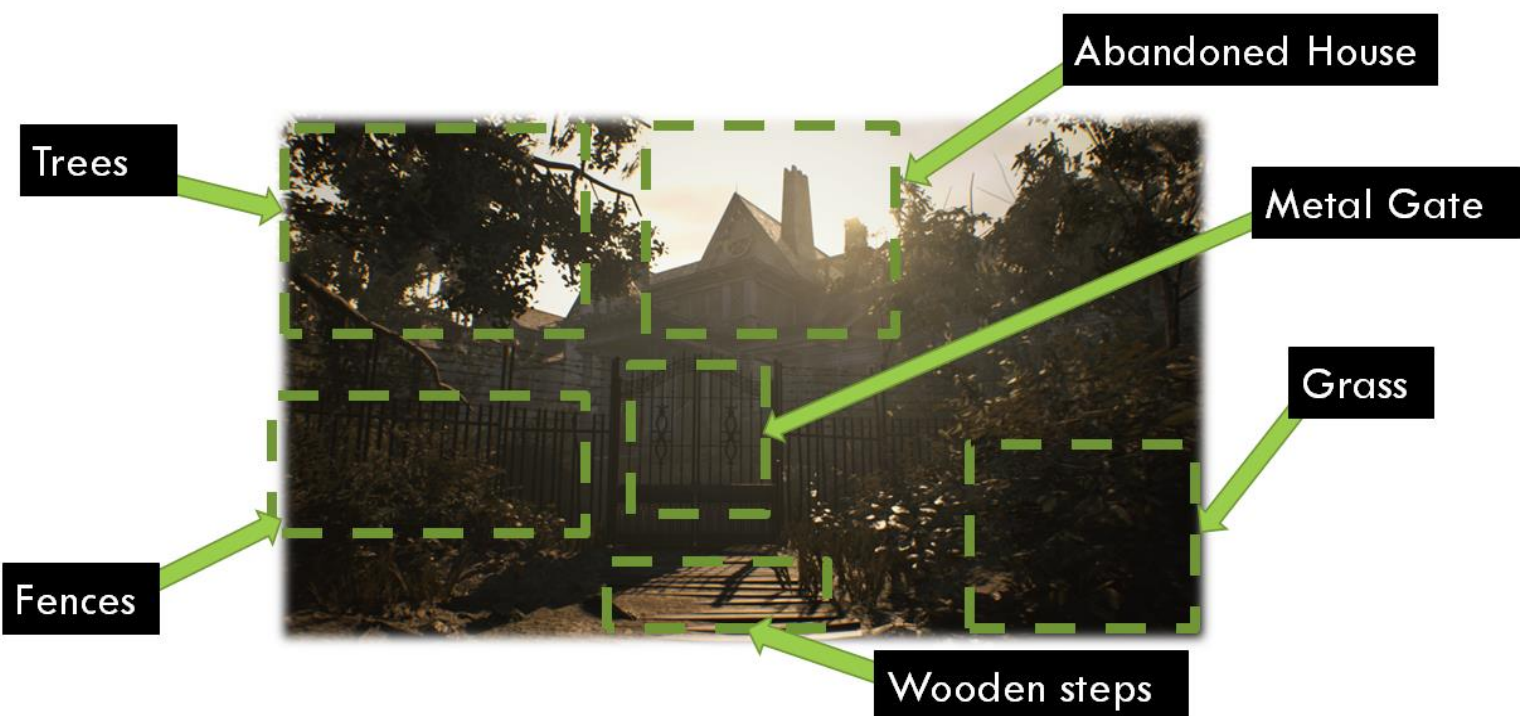


Figure 14, an image of some overgrown grass in a garden



Figure 15, an image of a large field of grass

Research Breakdown



From what we chose with our theme, the best approach to continue was to create thorough dismantlement of our theme to know the specifics and what type of environment we needed to think about in the terms of level design.

As you can see from the image above, we outlined all the possible parts of the map to find potential design ideas such as variations of wooden steps, grass/trees, a house itself and a metal fence/gate.

This image is from the Resident Evil 7 Biohazard showing the front of the abandoned house of the bakers. The images that enabled us to expand our research are included above. Using the table of figures should help you locate the images of our breakdown as well as the bottom of our references page.

Chosen theme

On a mutual decision, we all came up with a Spooky farmhouse theme. Initially appealing as a horror. For DeadForce Redemption. The reason as to why we chose this theme is due to certain aspects that can work to our advantage. In a third person shooter, you have the goal in solving problems and executing strikes before the enemy strikes you back. No matter what type of map you give a genre like this, there will always be high concentration and persistence. Incorporating a spooky farmhouse changes the appeal to a player as the scarier the environment, the better focused they will be as it raises their awareness towards the surroundings. The idea of a theme like this enables us as a group to follow one area or another in a divided manner that suits all our needs which will predict a strong outcome of the design itself. With the chosen theme now in motion, it allows us to research thoroughly to adjust how the game's appearance is going to look.

1.) Entrance to mansion + tutorial. (Brendan)

Player has the option to either skip the tutorial or proceed with the level tutorial before the level begins.

Afterwards the player will have to fight a few enemies before advancing to the basement. Due to it being the beginning the enemies would be exposed in an open area, where as the player would have more cover compared to the enemies. Therefore providing the player an advantage over the enemies. Because the basement would be on the left hand side of the upper map. I would have a turret and sniper to guide the player to the level exit. Another method is to design the level layout to make a clear path for the player to follow, or see where their next objective is.

Once the player has reached the cellar door and proceeds down the staircase and corridor. The next section of the level will load.

2.) Cellar/ Basement

In this section the player will be fighting their way through corridors of enemies. Keep in note that the player's camera will not be affected by the level layout. As the corridors interior design will have third person perspective in mind.

In this area new type of enemies are introduced such as the combat and heavy units. (The assault units run towards the player, & the heavy contains a lot of health compared to the other units.

This section firstly focuses on being introduced to the assault enemies. The narrow corridors will make it easier for the player to understand the enemy's new pattern/AI behaviour as well as their objective.

Then the player will proceed into a small room where a single heavy is introduced as a form of mini boss. Once defeated the player will have to pick up a red key from the room/where the heavy died at. In order to proceed with the later phases and completion of this section. This will teach the player about the heavy's and the key functionality within our level.

3.) Ground floor (Kyle)

Firstly the player will be introduced by picking up bombs and will have to destroy a single turret secluded in a small room along with 2 enemies with cover going around the turret. Where the player would have to place the bomb behind the turret, in order to destroy it. Once destroyed the door will open and the player will be able to proceed.

The next section will take place in a large room/area where it is split into 3 different entrance points for the player. The large room would consist of left corridor, main room/Centre and right corridor. To make it easier from a design perspective the room will be symmetrical, so that the left and right corridor are the same, as well as only swapping enemy placement/ unit type. As for the main room it will have 2 heavies and a few other types.

All 3 sections will lead back into a large room, where the player can restock on ammo and bombs then proceed into the final main room, where they will fight through waves of enemies before obtaining the blue key from the defeated turret before proceeding to the next section.

(Note: The player somehow may uses all bombs without defeating the turret, if so then have bombs placed within room)

4.) (Jack) Second floor

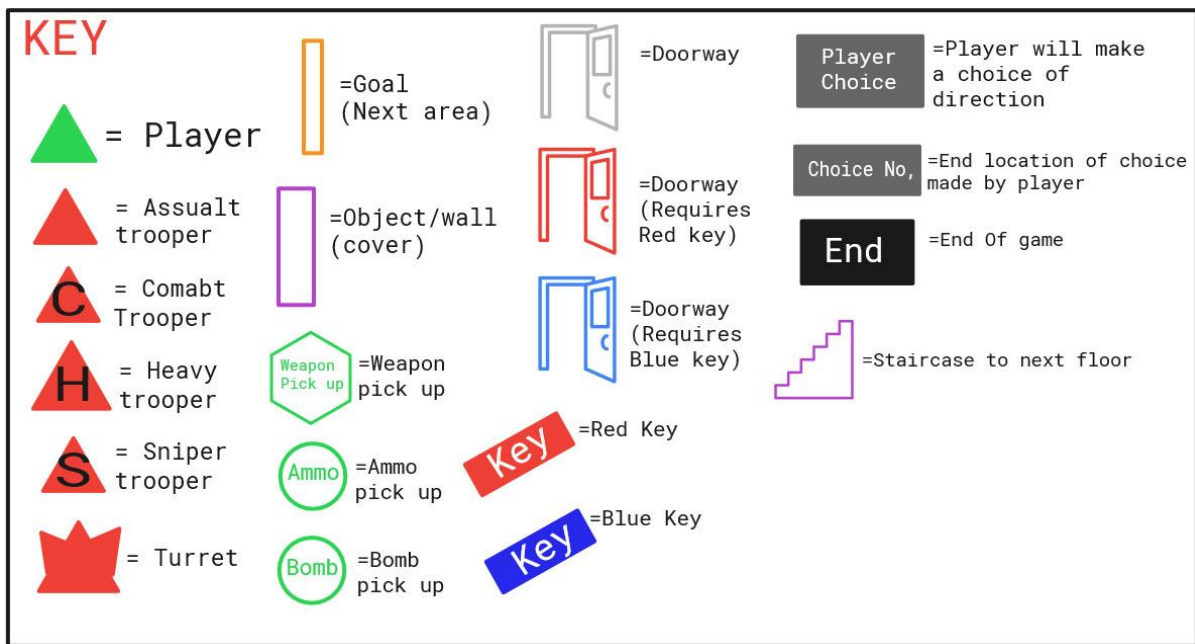
From here the Player will have to travel up the small staircase, where they would proceed into a small corridor, where 2 Enemies will be. Afterwards the corridor will have 2 exit points. From here the player will have to fight their way to the centre balcony in the main hall.

To save production time Jack will have the layout already semi done and could use Kyle's layout as a base foundation for creating the second floor.

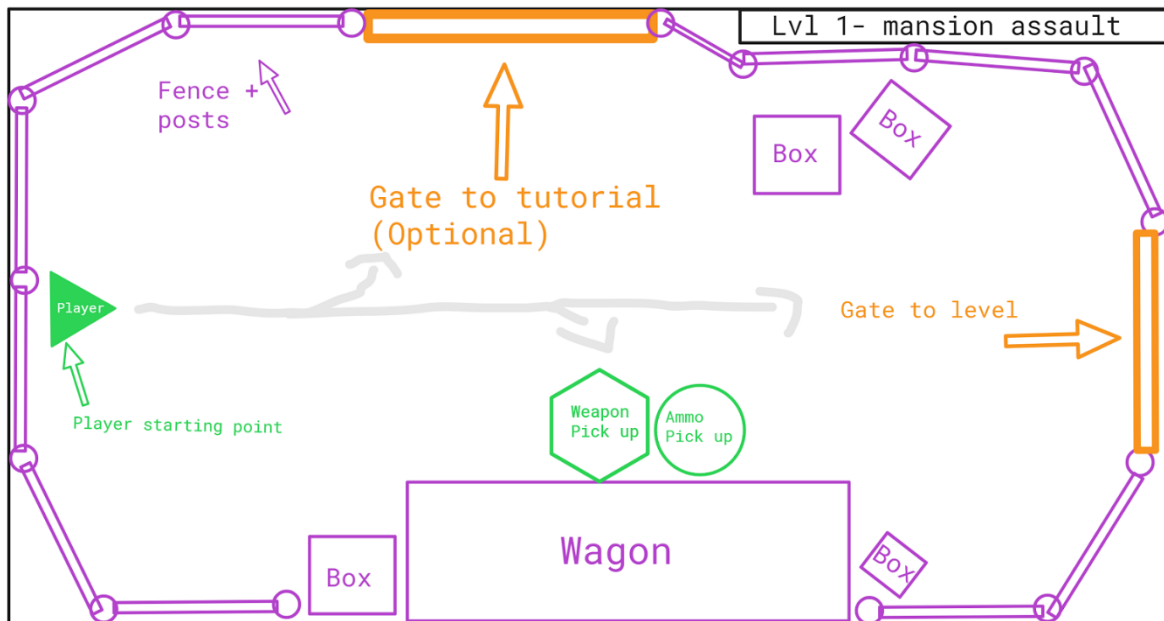
Within this section the player will have to go through a gauntlet of all of the enemy types in phases. Therefore ammo/bomb placement will need to be plentiful as well as cover.

When player reaches small room it ends the demo.

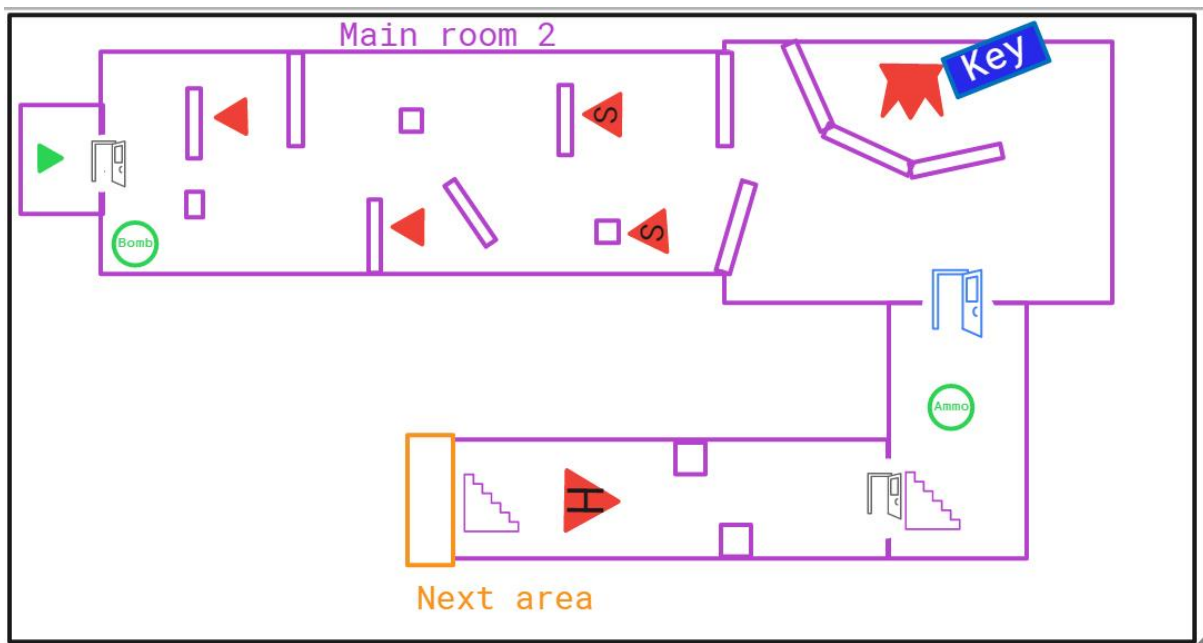
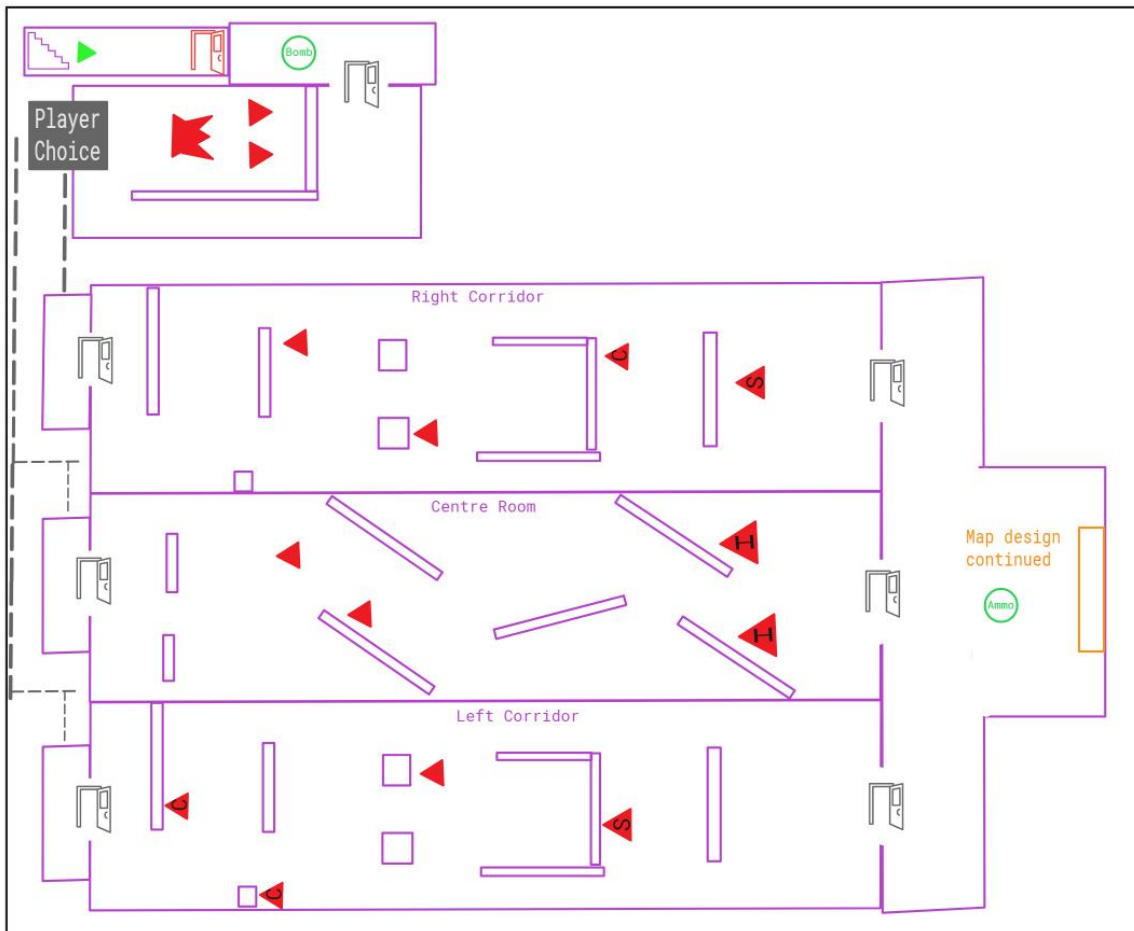
Note: These are rough ideas for level layout. Will most likely change/adapt to be better tailored gameplay/narrative wise. Within the future of development.

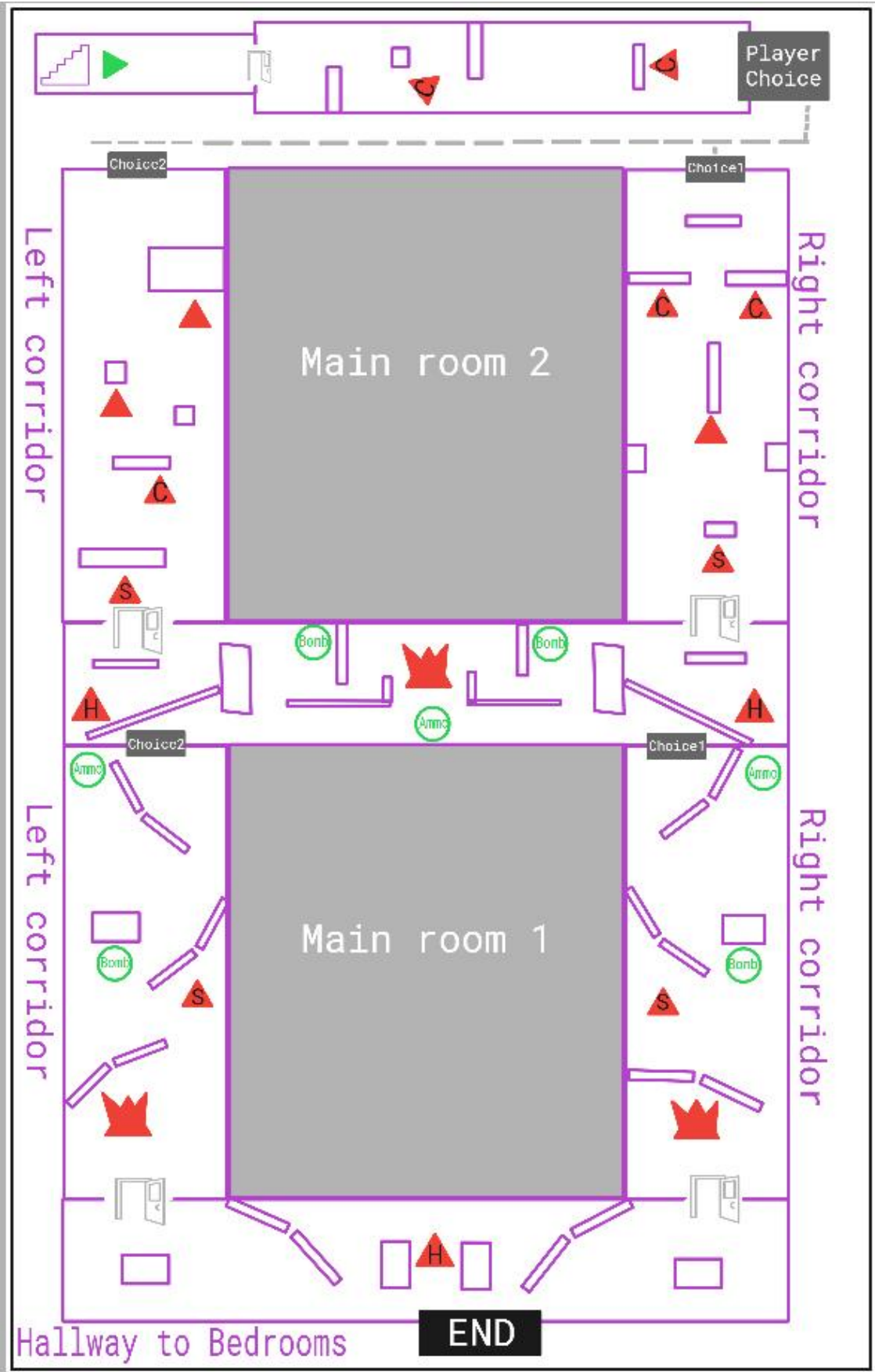


Rough Designs for front yard layout. (Section 1.)



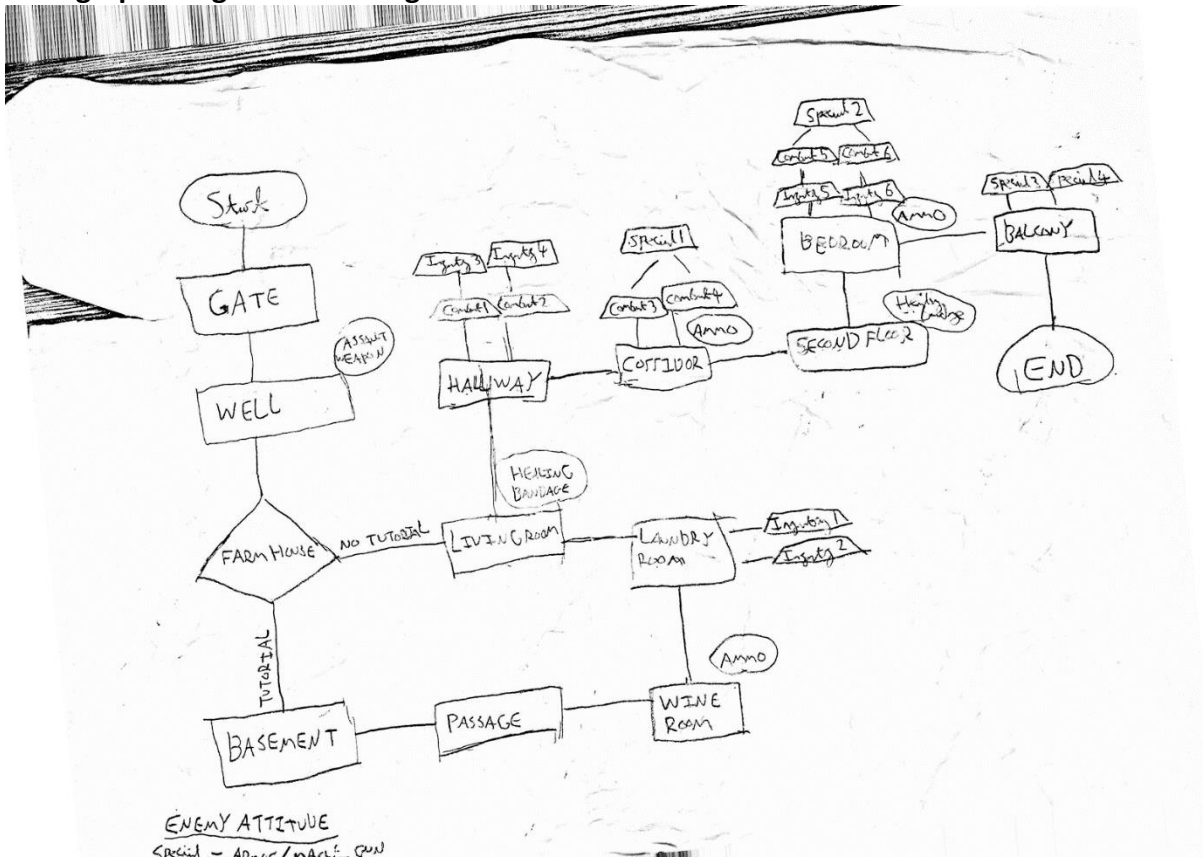
Rough Designs for Ground floor layout (Section 4.) 'The last section'



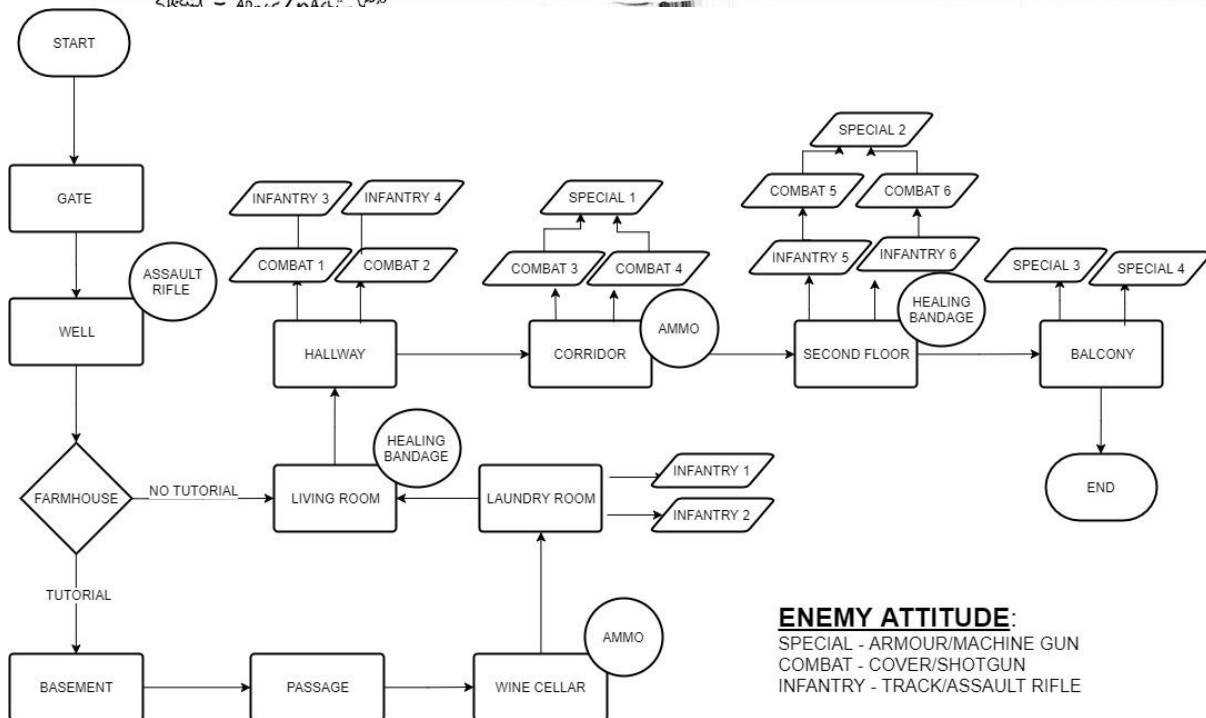


Kyle Cornwell Level Section

Flow graph Rough Sketch & Digital Version:

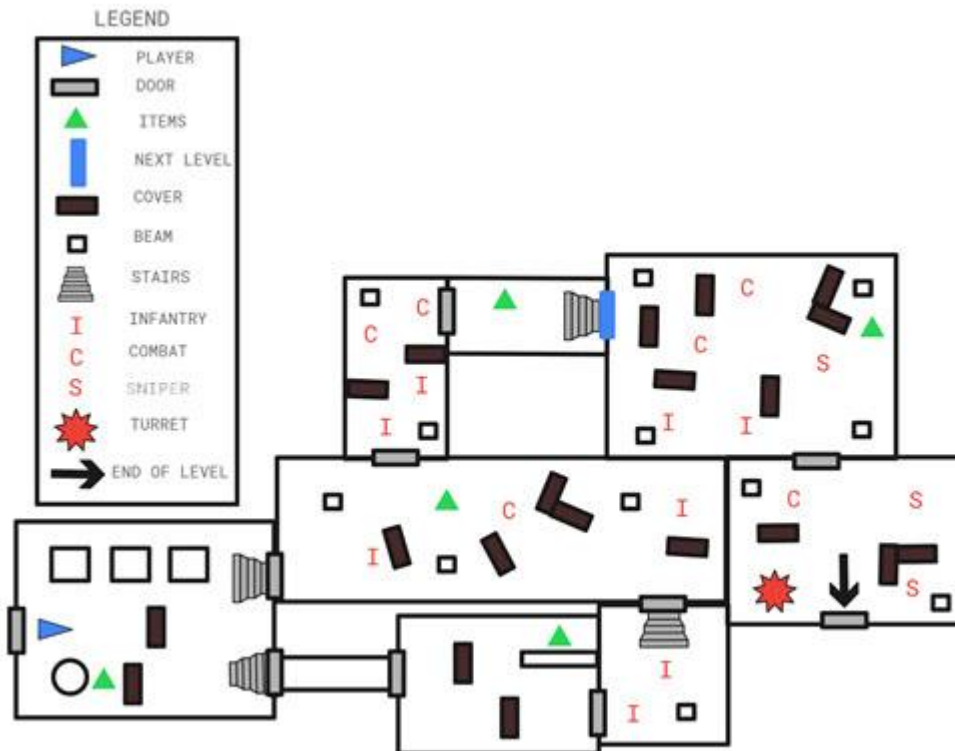


ENEMY ATTITUDE
Special - Armour/Machine Gun



ENEMY ATTITUDE:
SPECIAL - ARMOUR/MACHINE GUN
COMBAT - COVER/SHOTGUN
INFANTRY - TRACK/ASSAULT RIFLE

Graph Design (level View)

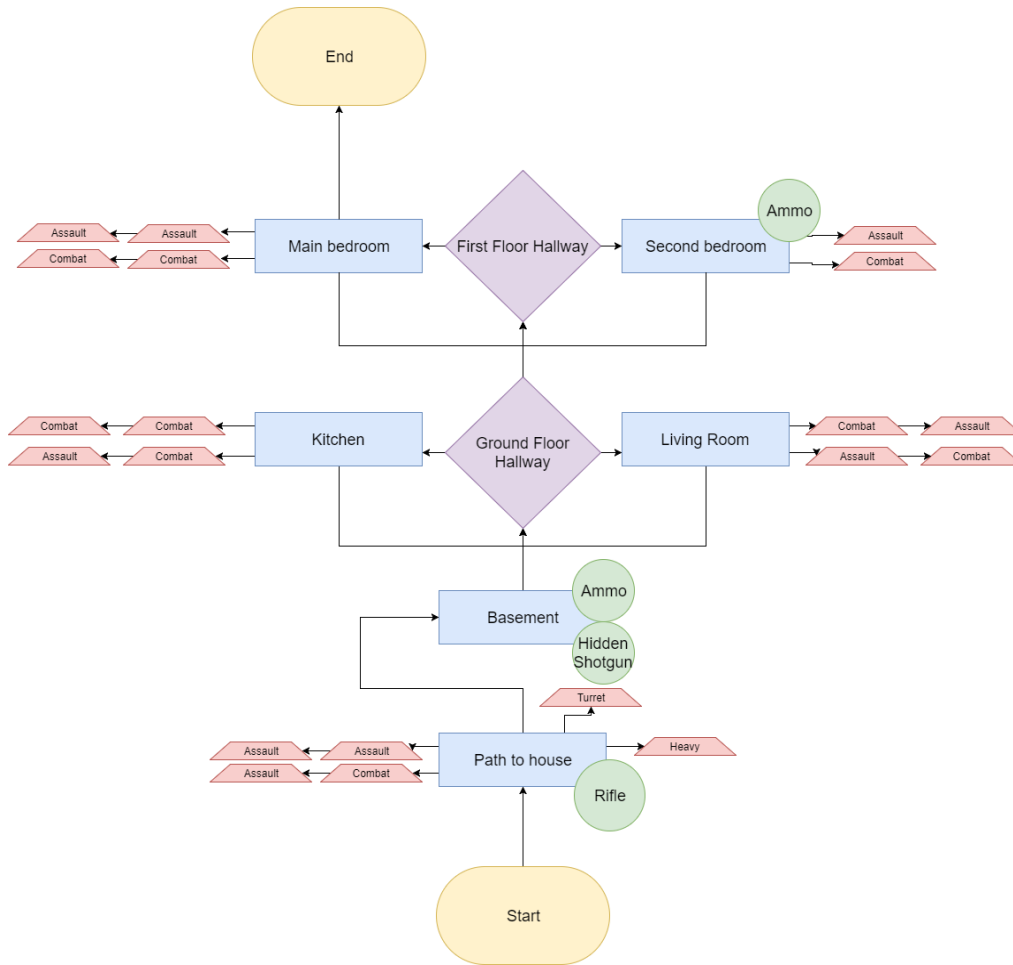


From the flow graph to the improved design levels, it shows a consistent path showing how each section ties in with no draw to confusion as it would not be meeting the specifications such as including a turret or an optional tutorial. The level design starts off with the courtyard, picking up your first introduced weapon and practicing to shoot before entering a spooky farmhouse. The door is locked and needs a key so the player must mind their alternative way into the basement. If the player decides to shoot the lock this will take them straight into combat alerting enemies. There will be different enemies including combat with shotguns, infantry with assault rifles and snipers with as you can guess.

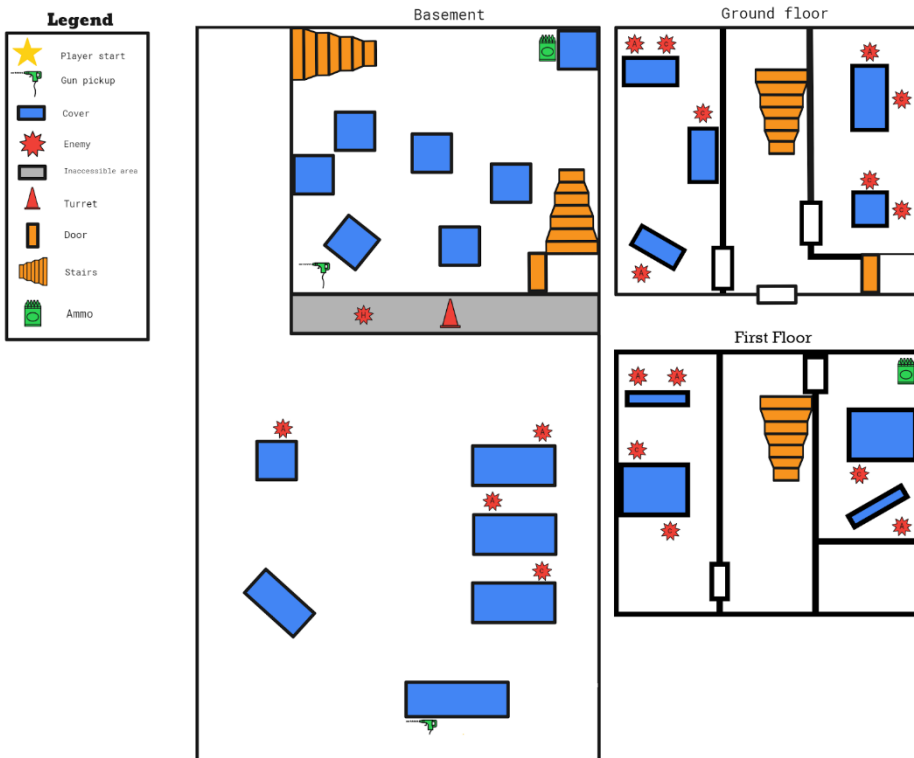
Each section will gradually get harder for the player so it becomes more of a challenge with picking up new skills along the levels. Eventually, the player will fight their way to the first floor of the spooky farmhouse to find a turret. There will be optional ways in taking the turret out but that is up yourself. Once the main weapon has been destroyed, the level will end and the player would have completed their mission. The layout allows the prototype of the chosen 3PS to open up new ways of design and how we as a team can adapt our modelling skills to fit the game's purpose.

Jack Donovan Level Section

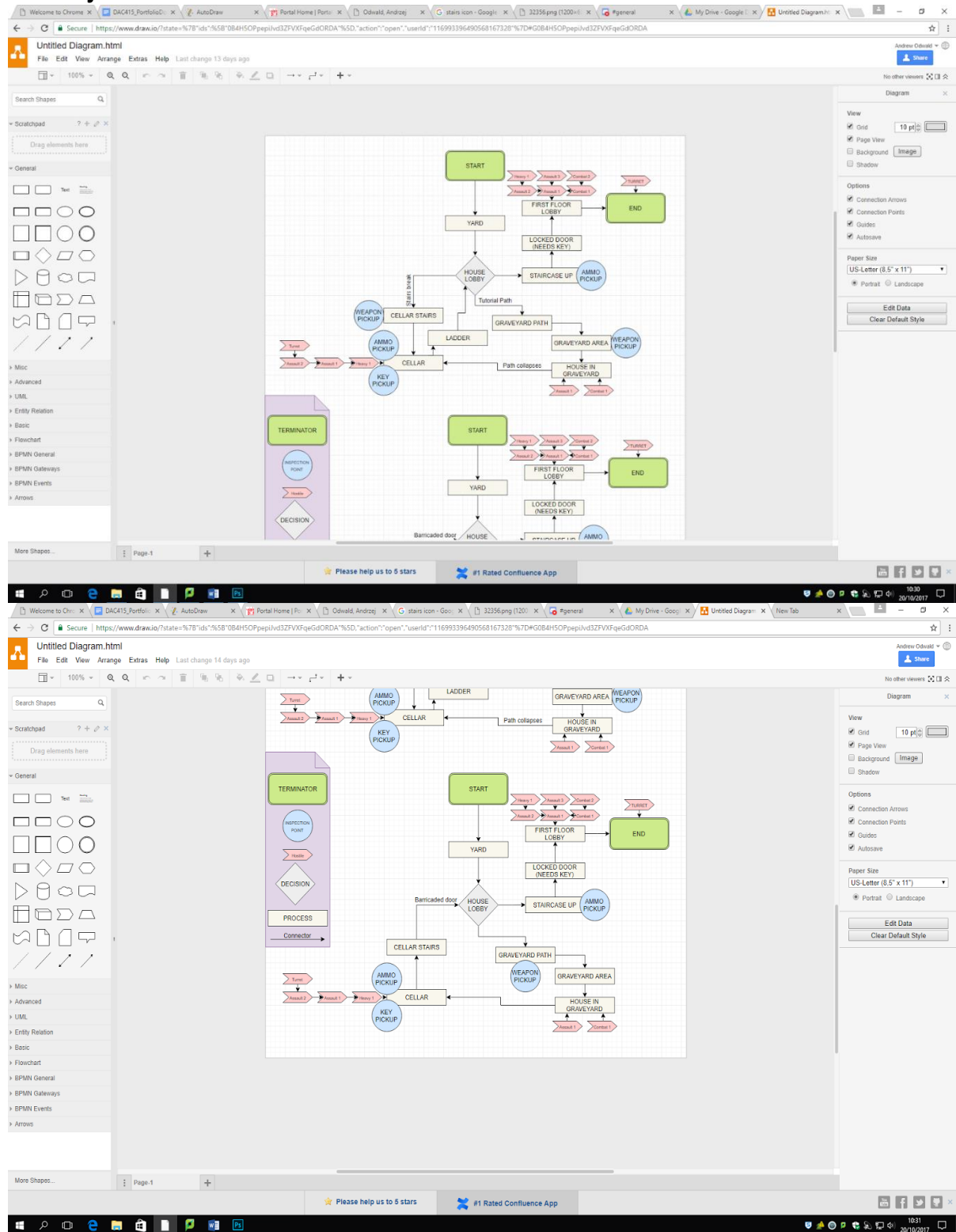
Flow chart



Level design graph



Andrzej Odwald Level Section

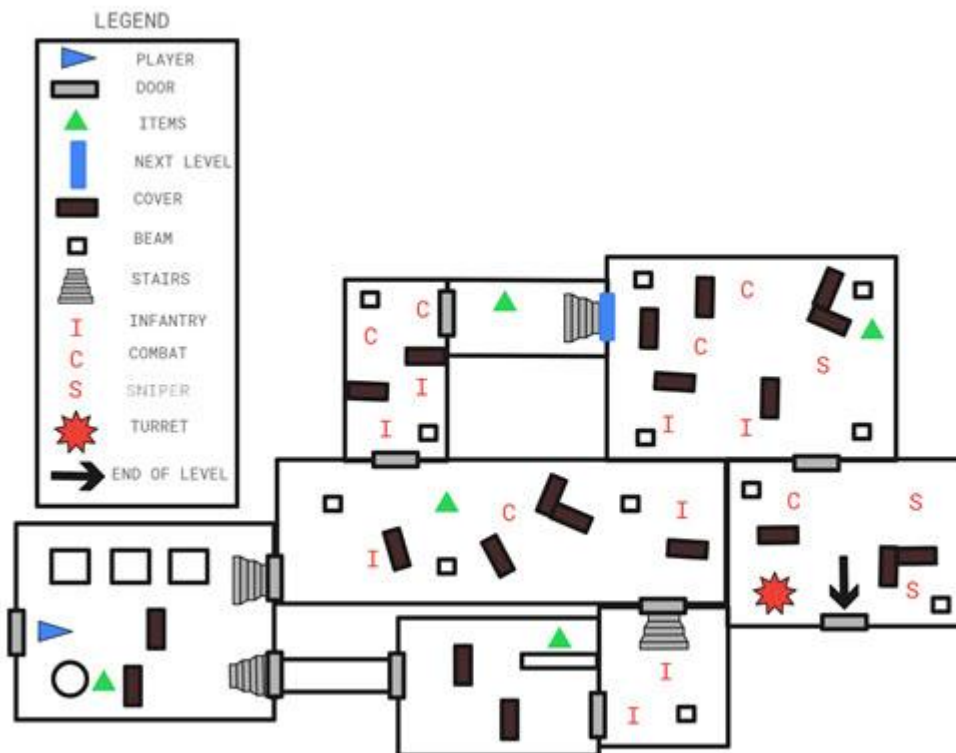


I've designed two alternative graphs, one which has a tutorial and one which hasn't. I will most likely stick to the second level graph due to time constraints and difficulty.



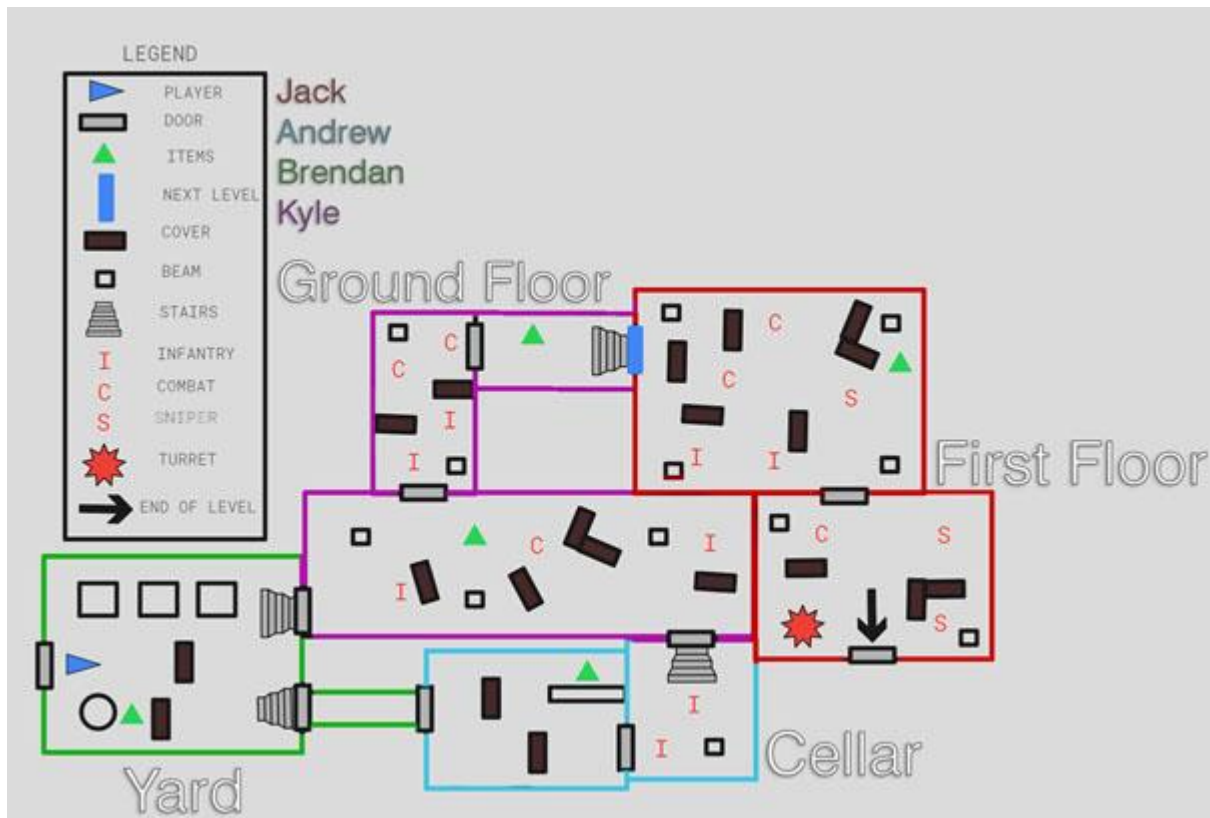
Final Level Design

Conclusion of chosen level design



We have all come to the conclusion of using Kyles level design layout. The reason for this because his design is more compact, simplistic and well organised. Therefore it would be suitable for our team's skill level and not completely over ambitious which makes it less concise. This also ensures the encouragement of gameplay of a linear map where one section leads to the next starting from the

“what to do” and “where to go” increasing to a challenge at the end. Once the chosen level has been divided, we can suit each group member's needs as well as skills.

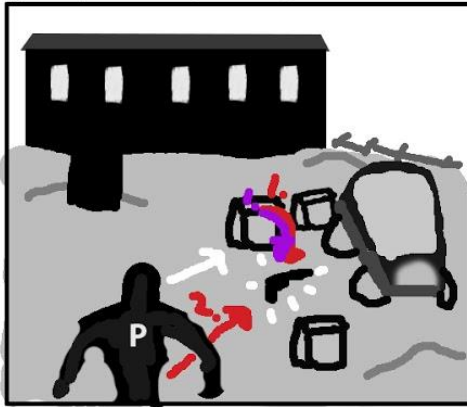


After the final discussion in what level design would suit our theme towards the game, we needed to devise the level up into various sections which gives ease of design. Above is the map split up into four sections to take and design to what we think shall work best. Splitting the map up benefits the upcoming gameplay due to its linear layout (read back to the level descriptions) which gave us the front yard as section 1, the cellar as section 2, the ground floor as section 3 and the final section being the first floor of the farmhouse. Each obstacle within this design assists in designing the storyboards and how we can link each section up not just in design, but also in a narrative way since we will develop the designs as we continue with the project. Each team member will work on their sections to create potential storyboards. Our primary intentions are to remain consistent how the storyboards which makes the frames in sync without missing key parts that are easily visible to capture on the top side view of the level graph.

Storyboards

Brendan Collum Storyboard

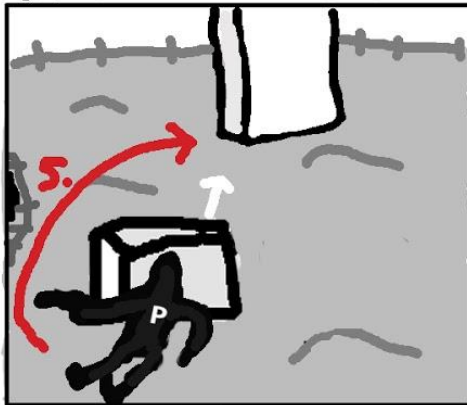
1. Player notices gun falling of box



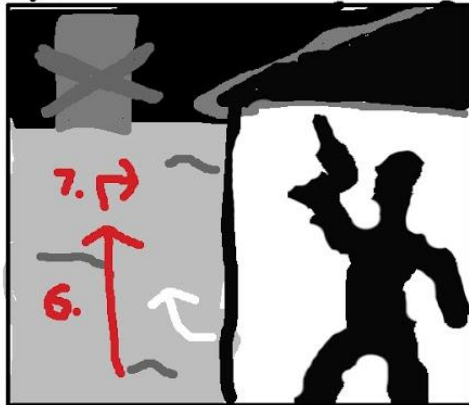
2. Picks up gun and hears a sound in background



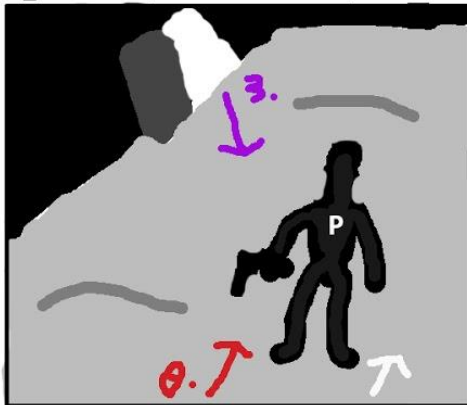
3. May take cover due to being wary of noise



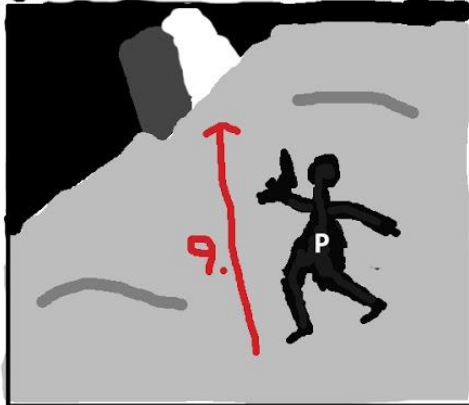
4. Finds out noise was false alarm



5. Alert, player hears cries of help



6. Dashes into cellar entrance



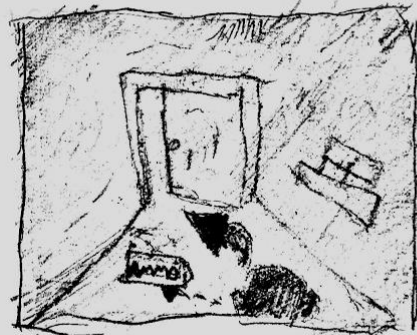
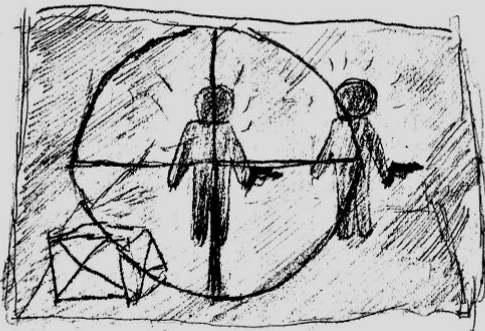
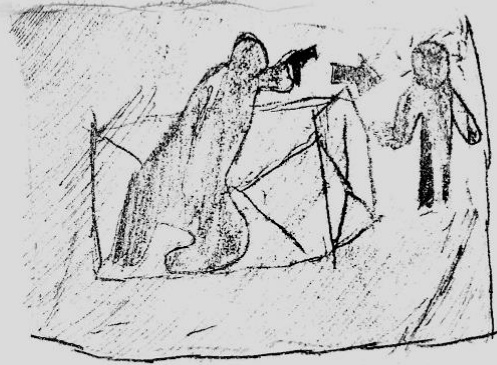
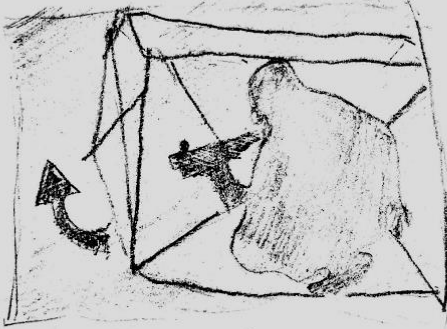
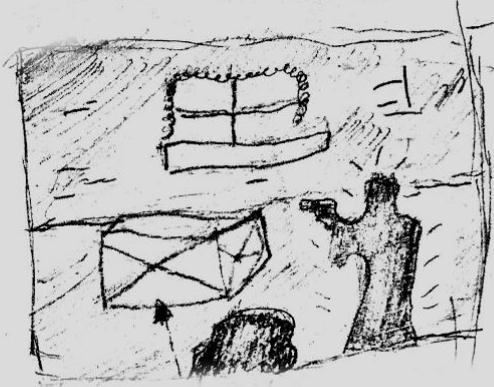
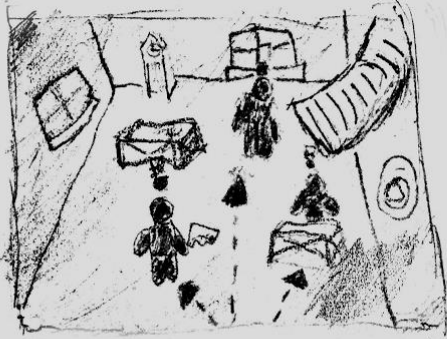
Kyle Cornwell Storyboards

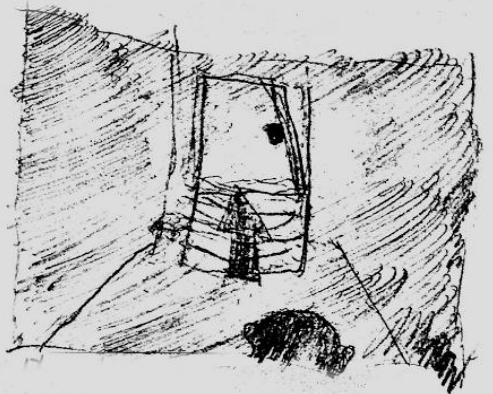
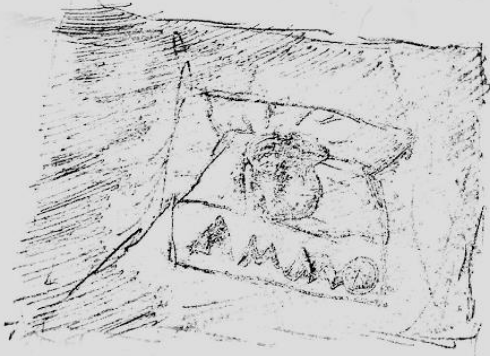
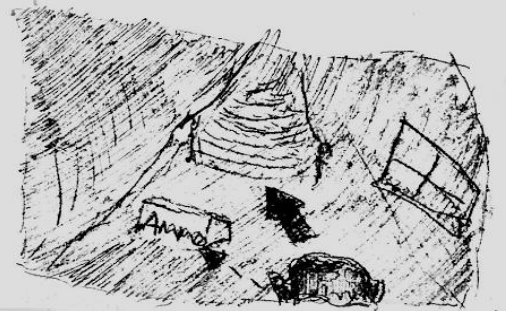
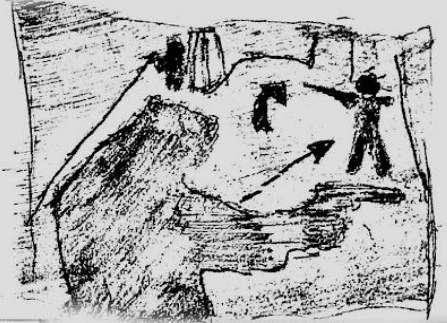
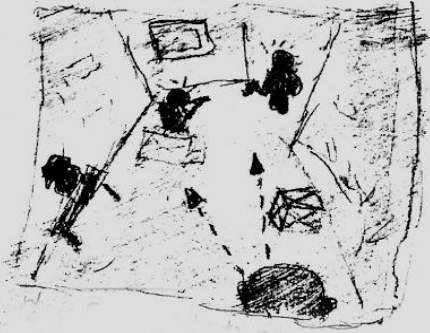
Ground

Floor

Storyboard

Sketched:





Ground Floor Storyboard Digital



16
Player enters farmhouse to find three enemies monitoring the living room.

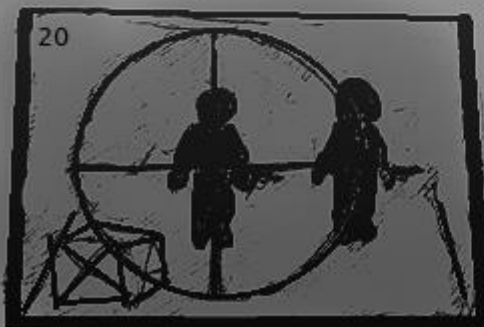
17
Player moves to cover before an enemy opens fire.



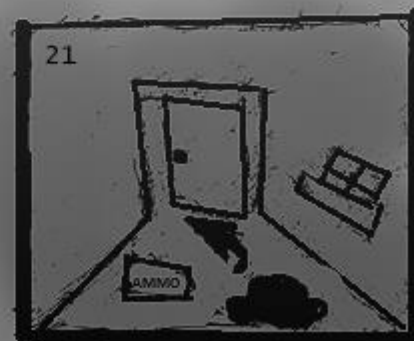
18
Player moves around cover to flank an enemy from behind.



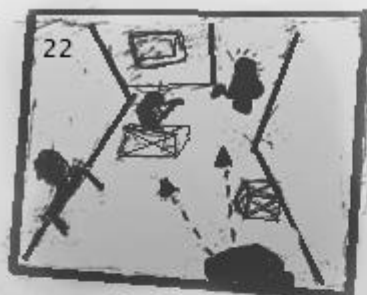
19
Player fires from cover and shoots enemy in the back.



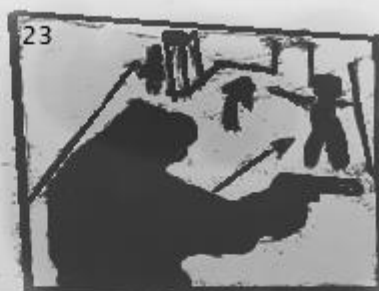
20
Down the scope of the rifle, player takes out enemies before they call for backup.



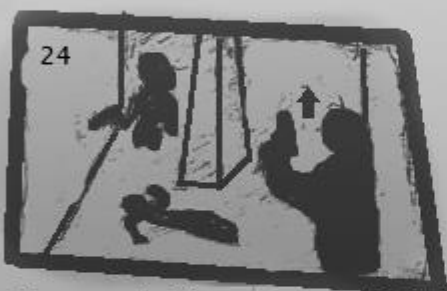
21
Player proceeds to a corridor where an ammo box is close by.



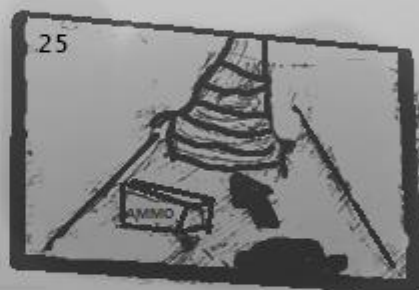
22
Player finds two more enemies who are about to attack.



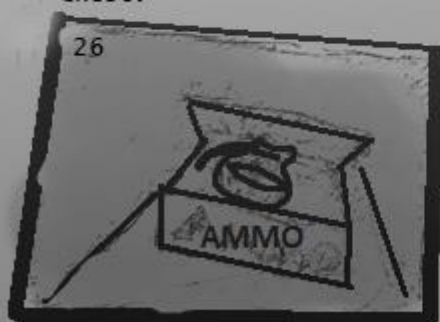
23
Player shoots the enemy armed with a shotgun unaware of the other hiding behind beam.



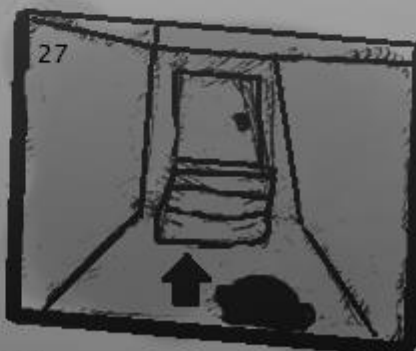
24
Player quickly takes out hidden enemy and shoots directly in the chest.



25
Player walks to hallway to find another ammo box.



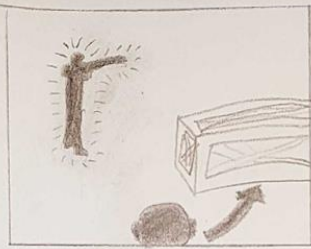
26
Inside the ammo box is a grenade that can do more damage to enemies.



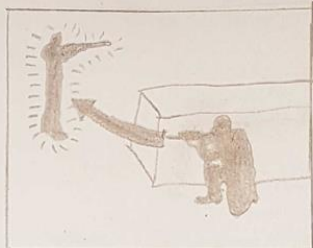
27
Player proceeds up stairs to the next level.

Jack Donovan Storyboards (First Floor)

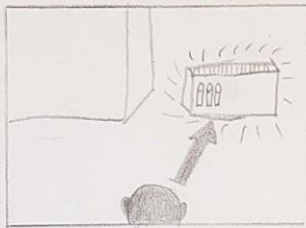
Rough sketches



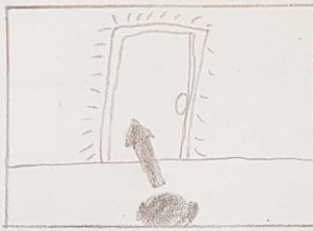
The Player sees an enemy and must take cover



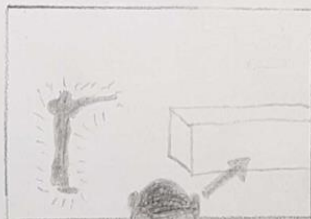
From cover the player can kill the enemies



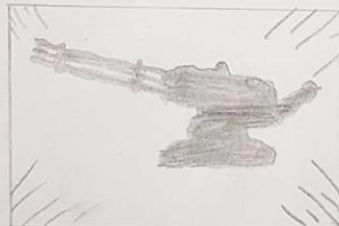
The player finds some ammo and takes it



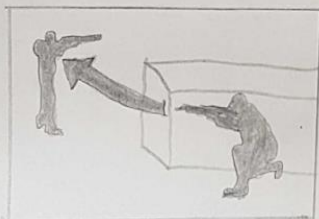
The player finds a door and goes through it



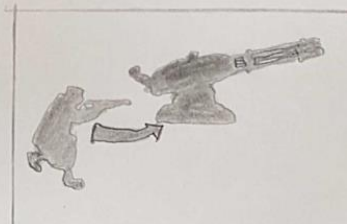
The player sees enemies in the room and must take cover



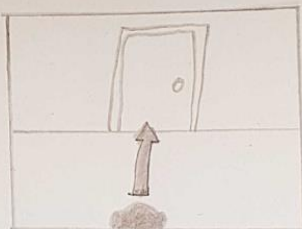
The player also spots a turret



The player must now kill the enemies

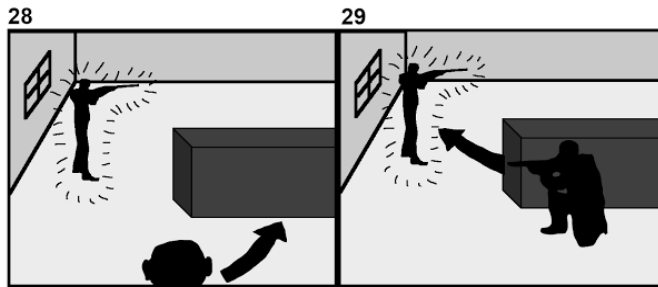


The player must get behind the turret and take it out



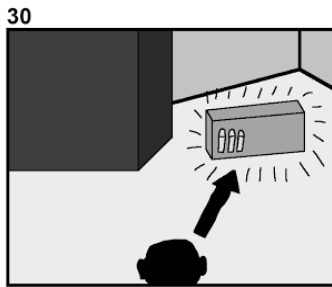
The player can now walk through the door to end the level

Final digital storyboard

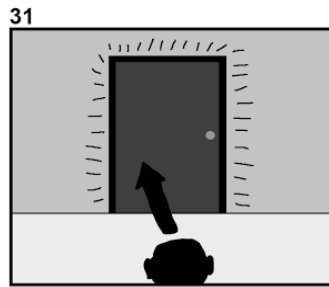


28
The player sees an enemy and must take cover

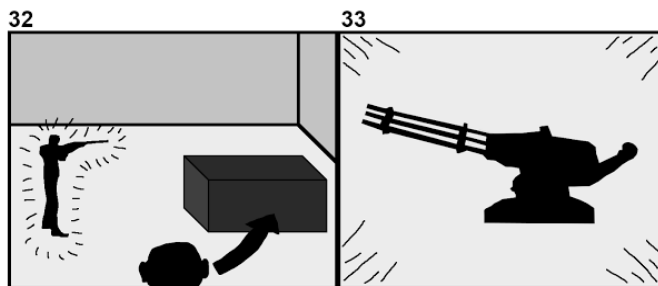
29
From cover the player can kill the enemy



30
The player finds some ammo they can pick up

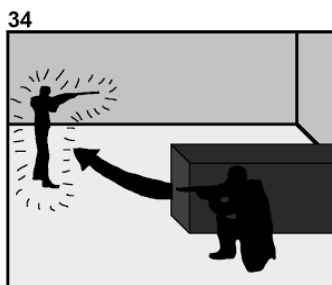


31
The player finds a door and goes through it

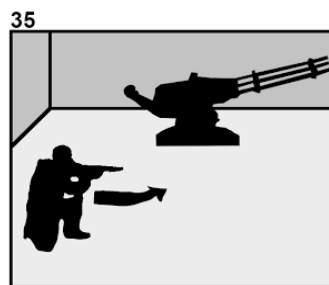


32
The player sees enemies in the room and must take cover

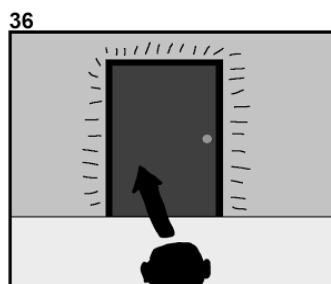
33
The player also spots a turret



34
The player must kill the enemies using their cover

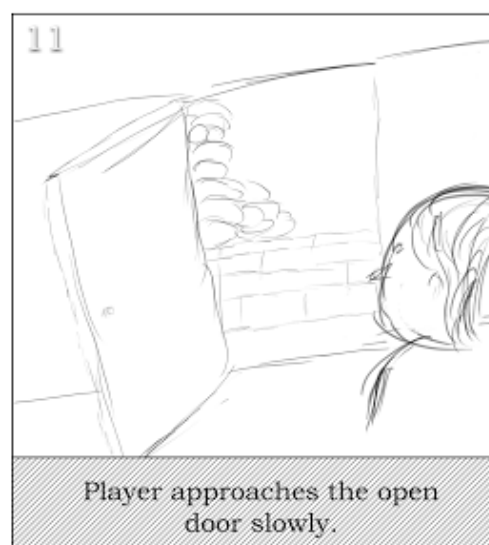
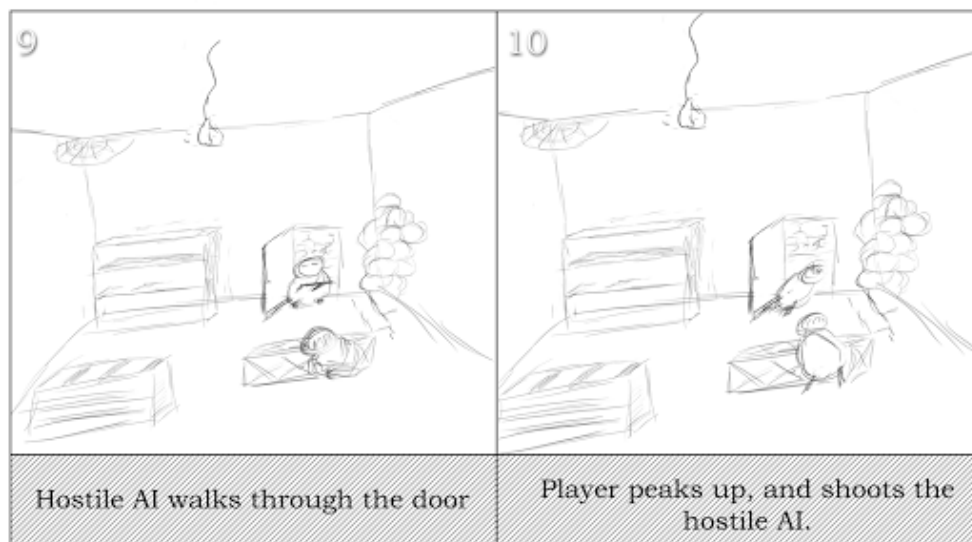
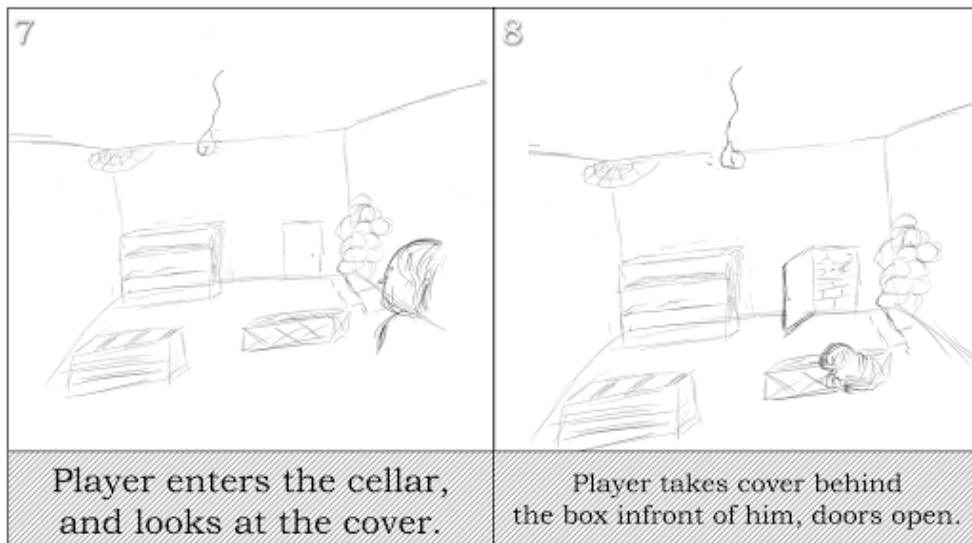


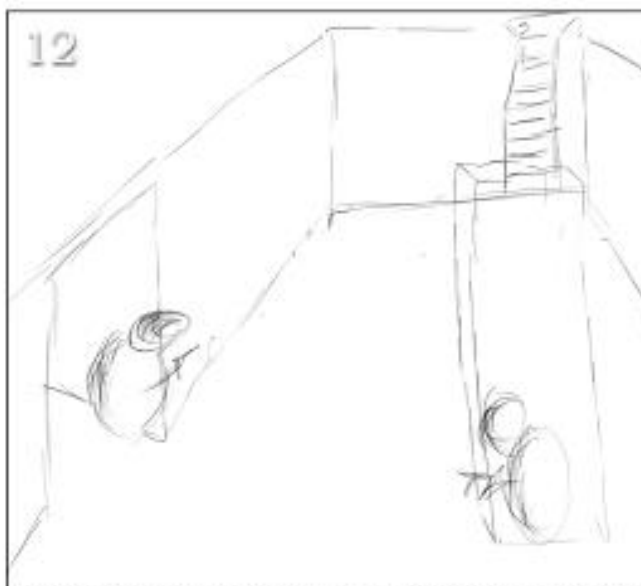
35
The player must then destroy the turret from behind



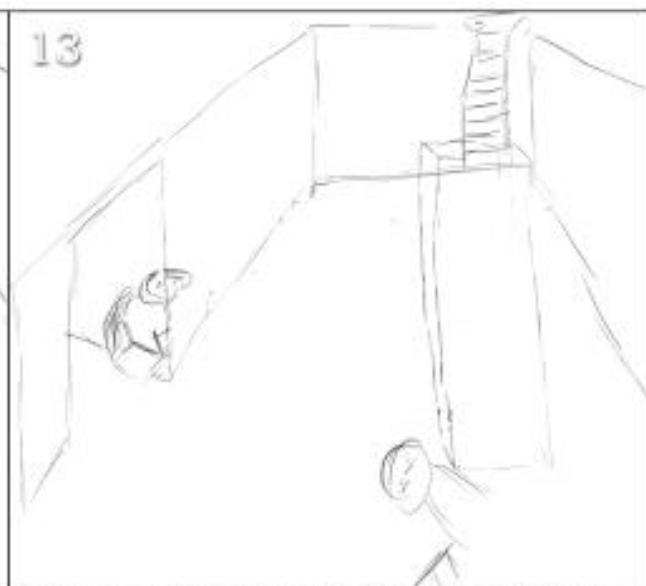
36
The player can now walk through this door to end the level

Andrzej Odwald Storyboards

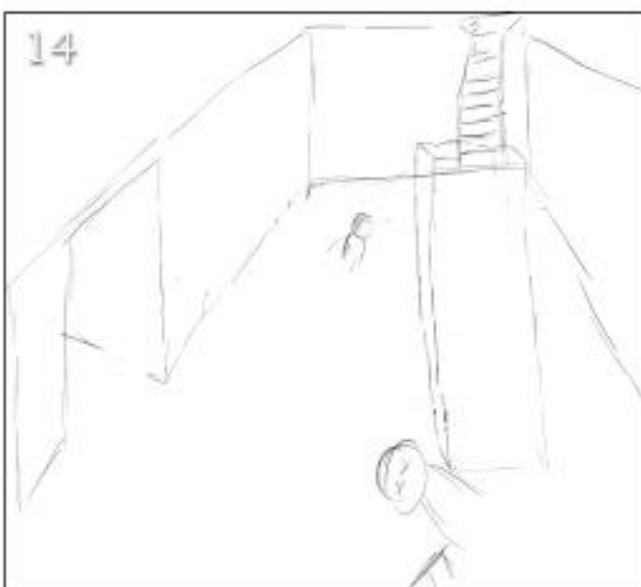




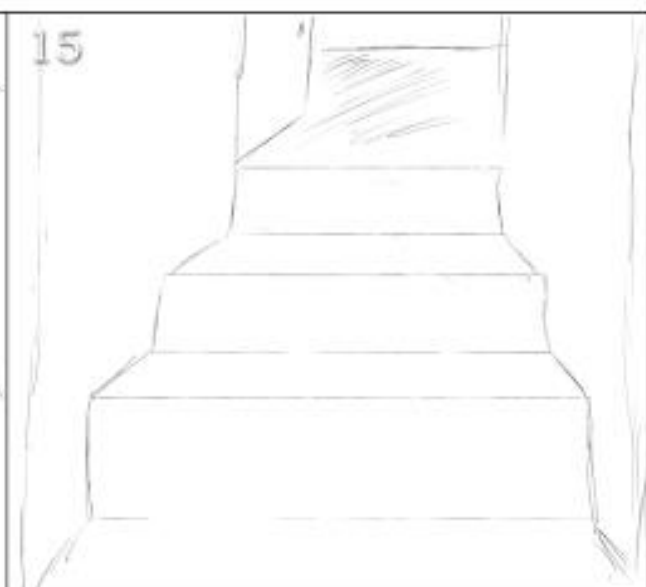
Upon entry to the room, player looks around whilst peaking from the door



Player finds an enemy and shoots them until they drop dead



After looking around more, player runs for the staircase



Player approaches the stairs and starts to go up them

Justification

With our level designs matching up meeting our chosen theme with strong art style that shall maintain consistency throughout the map, we could have developed our ideas towards a narrow direction such as trying to create an ease of use with the alternative route which could have expanded our theme even further than just one setting to a spooky house. A strong point for the level design was that we managed to keep a linear pattern going as the sections continue opening different atmospheres as the player progresses. This could adapt to more development in the future to solve lack of creativity in specific themes. If not for the familiarity of the chosen theme, there would have been a more of a challenge to overcome.

Asset & Texture Lists

Brendan Collum

Assets

- Wagon
- Fence
- Ammo crate
- chicken coops
- House walls
- Doors
- Gate
- Rocks
- Tufts of dead grass
- Crates

Textures

- Wood, (Dried Sun damaged)
- Cloth (Weathered tattered)
- Rock stone
- Ground floor (dead grass)
- Metal- For some of the crates
- Straw/hay- for the chicken coops

Kyle Cornwell

Assets

- Chair
- Lights
- Stairs
- Windows
- Portraits
- Sofa
- Table
- Walls
- Ceiling
- Ammo box
- Beam
- Wooden floor
- Old Fashioned clock

Textures

- Broken/snapped wood
- Plaster for beams
- marble for windows
- concrete slabs
- worn wood for crates
- damaged glass
- plastic
- metal for door, clock, window etc
- damp wall material/torn wallpaper

Jack Donovan

Assets

- Bed
- Pillows
- Bedside table
- Drawers
- Door
- Bannister
- Chair
- Lamp
- Wardrobe
- Window

Textures

- Furniture wood
- Wooden floor planks
- Wooden window frame
- Door wood
- Bed covers
- Pillows
- Light bulb
- Glass
- Metal door knob
- Metal for lamp

Andrzej Odwald

Assets

- Cobwebs
- Stairs
- Crates
- Wooden pillars
- Planks of wood on the floor
- Barrels
- Broken furniture
- Stone wall & wooden floor
- Hanging lightbulb which is swinging
- Light Switch

Textures

- White dotted texture for the Cobweb
- Bricks with moss on them, for the walls
- Rotten wood
- Crate wood

- Plastic
- Damaged wood for the barrels & broken furniture
- Glass for the lightbulb
- Wet/mossy wooden planks

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