UNIVERSITY OF SILESIA IN KATOWICE

NAWA POLISH NATIONAL AGENCY FOR ACADEMIC EXCHANGE

GAME LAB

- Benemérita Universidad Autónoma de Puebla

BUAP

- Tokyo University of Technology, School of Media Science

東京工科大学 TOKYO UNIVERSITY OF TECHNOLOGY

- LUCA School

LUCA SCHOOL OF ARTS

- University of Ostrava

UNIVERSITY OF OSTRAVA

- School of Art at Northern Illinois University

NIU Northern Illinois University

- Harz University of Applied Sciences

Hochschule Harz

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Team

Grzegorz Dąbrowski/**Lider**
UE4 Developer, game producer, 3D Artist

Katarzyna Knefel
3D Animator, level designer, concept artist, texture artist

Seav May Taing
2D Artist, UI/UX Designer

Kyousuke Kurihara
UE4 Developer

Takuto Watanabe
3D Artist, level designer

Mentors

Marcin Goldyszewicz
Consultation/Art & Tech

Adrian Kuś
UE4 developer, concept artist, game designer

Title:

Mutations of nature

- 3D Adventure and Exploration game, from the perspective of a child (1st or 3th we don't know for now)

USP/Core Fantasy&Gameplay:

- An organic world with obstacles resembling a forest
- Movement: walking, jumping and flying
- Simple forms, more childish
- Creating eye catching points
- Small tasks to do, but lot of freedom
- Fantasy feeling
- Randomly generated forest - each game will be different, high replayability

What is about:

- Our game will tell us about a character who will travel through the generated and organic world of the forest with obstacles.
- The main character of the game will be simple, in the style of games for children.
- We will use the opportunities provided by the environment to guide the player. *We use the affordance principle*

Gameplay construction:

- **The main element** of the game will be traveling **the generated** and **changing 3D world.**
- We will be moving by *flying, walking, jumping and gliding.*
- Regardless of a player's location, there always will be an eye-catching point or object that will show the character's destination.
- The world map is to be open to allow free exploration.

Art styles

- Simple, organic forms that will match the childish style of this game.
- The colors of the game will be consistent based on triadic.
- In the created world, large formations (organic or rocky) will appear, which will build space and contrast with the detail seen from the child's perspective.
- The atmosphere will be enhanced by a clear aerial perspective.
- The aim of the game will be exploration itself, and optionally small tasks to enhance the wandering on the map and stimulate player's curiosity.

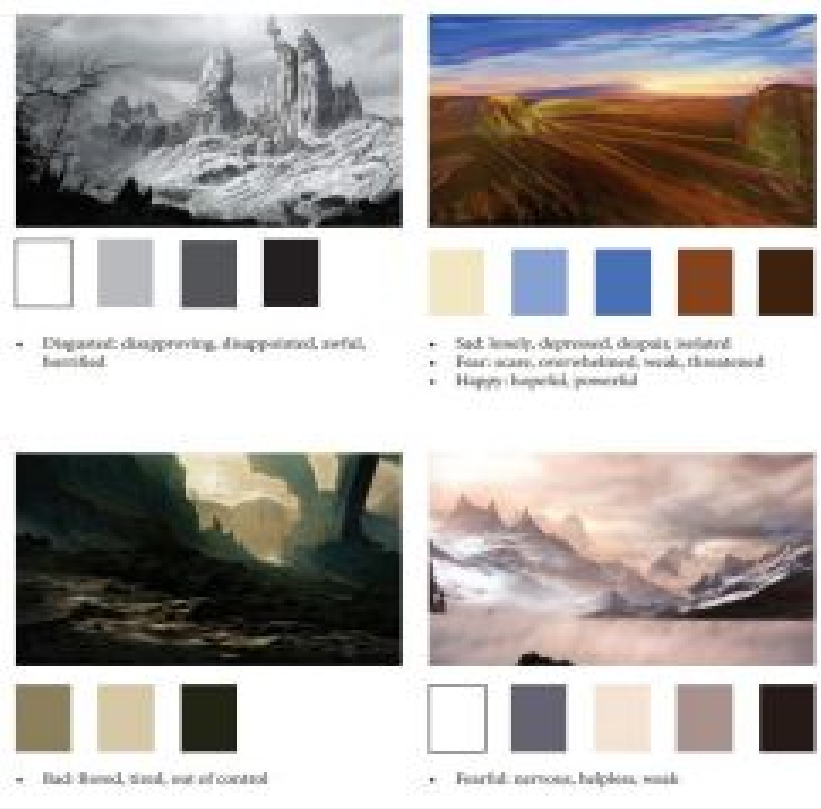
The main assumptions Art & Prototypes & Production

Inverted production line.

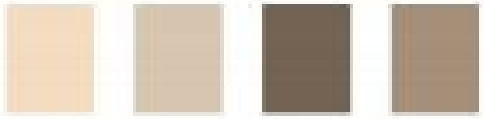
- In a traditional game, the story is often first. We start with content.
  - This approach allows us to communicate more easily and effectively in the team
    - **First**, we use the tool's capabilities to **generate the environment.**
      - **Then** we analyze **what we can** do in it **as a player**.
        - We build the story at the end.
      - In a way, it is a product of what we have in the engine.

Art guidelines and game design ideas

1.1 Color guideline



The color sketch will be used to unify the whole game. Limiting you to three base colors for the environment will help guide the player through the level. The emotions inherent in each graphic will help concept artists create further things.



- Disgusted: disapproving, disappointed, repelled

- Disgusted: awful, disapproving, horrified, repelled, appalled
- anger: let down, mad, violated, provoke, aggressive

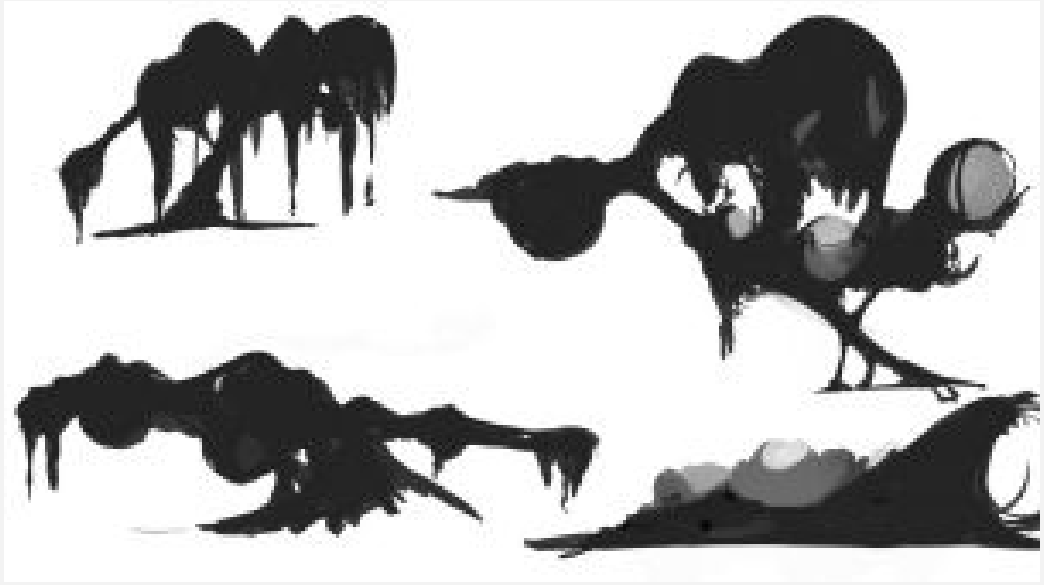
- Bad: sleepy, unfocussed, out of control, busy

- Disgusted: awful, disapproving, disappointed, repelled
- fearful: worried, nervous, weak

- Sad: isolated, lonely, depressed, vulnerable
- Fear: helpless, inferior, insignificant, worried

- Sad: lonely, empty, isolated,
- Angry: mad, provoked, sceptical

1.1 Environment forms



Early tree concepts from one of picked concept art. We plan to present the world of our game as unusual. On one hand, its forms are very repulsive, but the colors will be very cheerful and lively. Presented forms also work well when it comes to gameplay design. The player can climb up a lowered branch in order to glide through the air.

A quick color sketch. The colors used were taken from selected generated concept art. The diagram of forms that we will present during the game will be based on jelly-like, spongy shapes - they will adapt to spherical shapes. The base shape of most elements will be a sphere.

Every asset will be related to selected emotions that it represents.

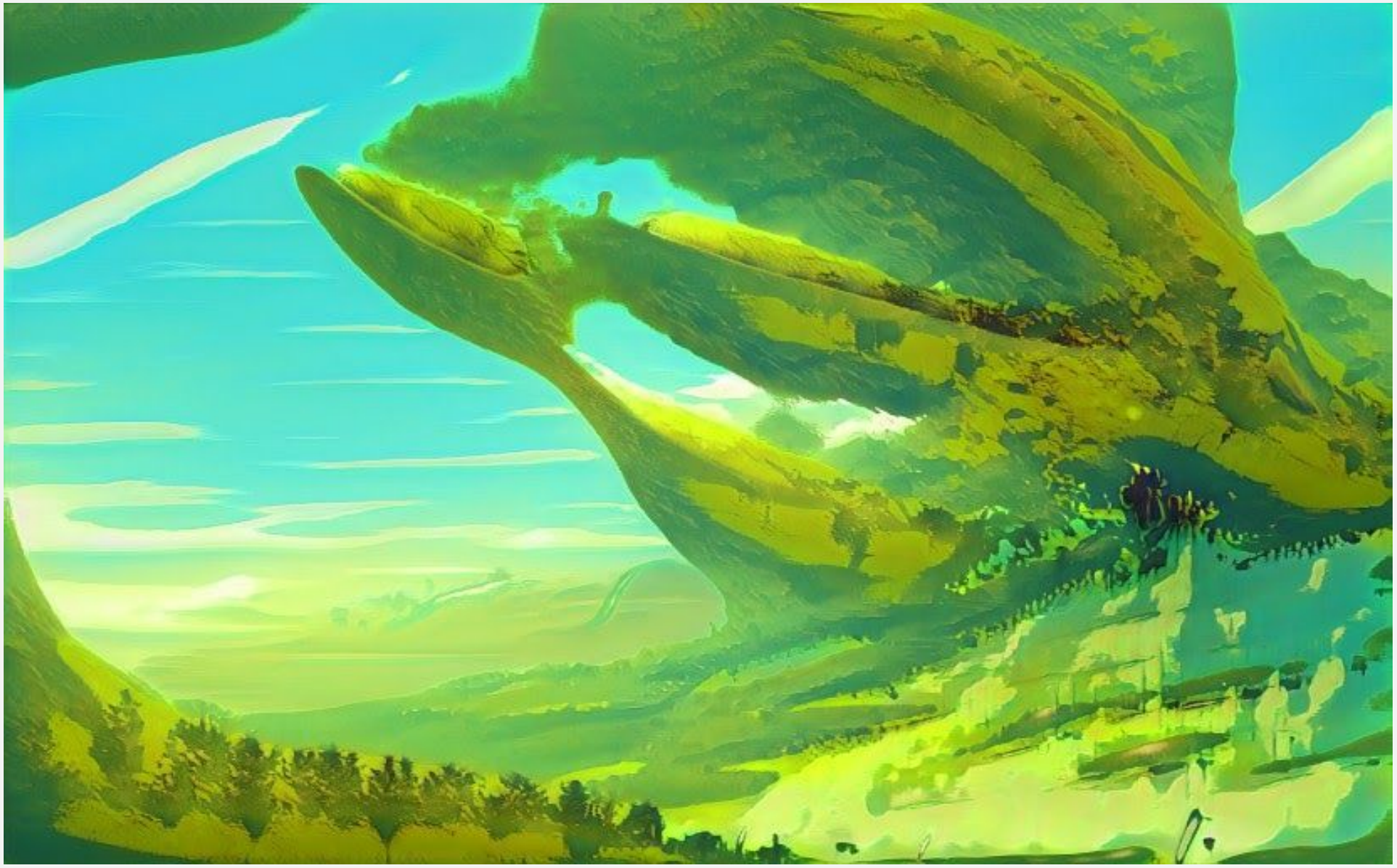
1.2 Character designs

The characters are meant to represent a childish aesthetic. I intend to be simple in form, due to the more abstract look of our game. The main character will be built on the basis of a cone with more or less undefined proportions. The colors of the characters will be adapted to the surrounding space.

1.2 Character designs

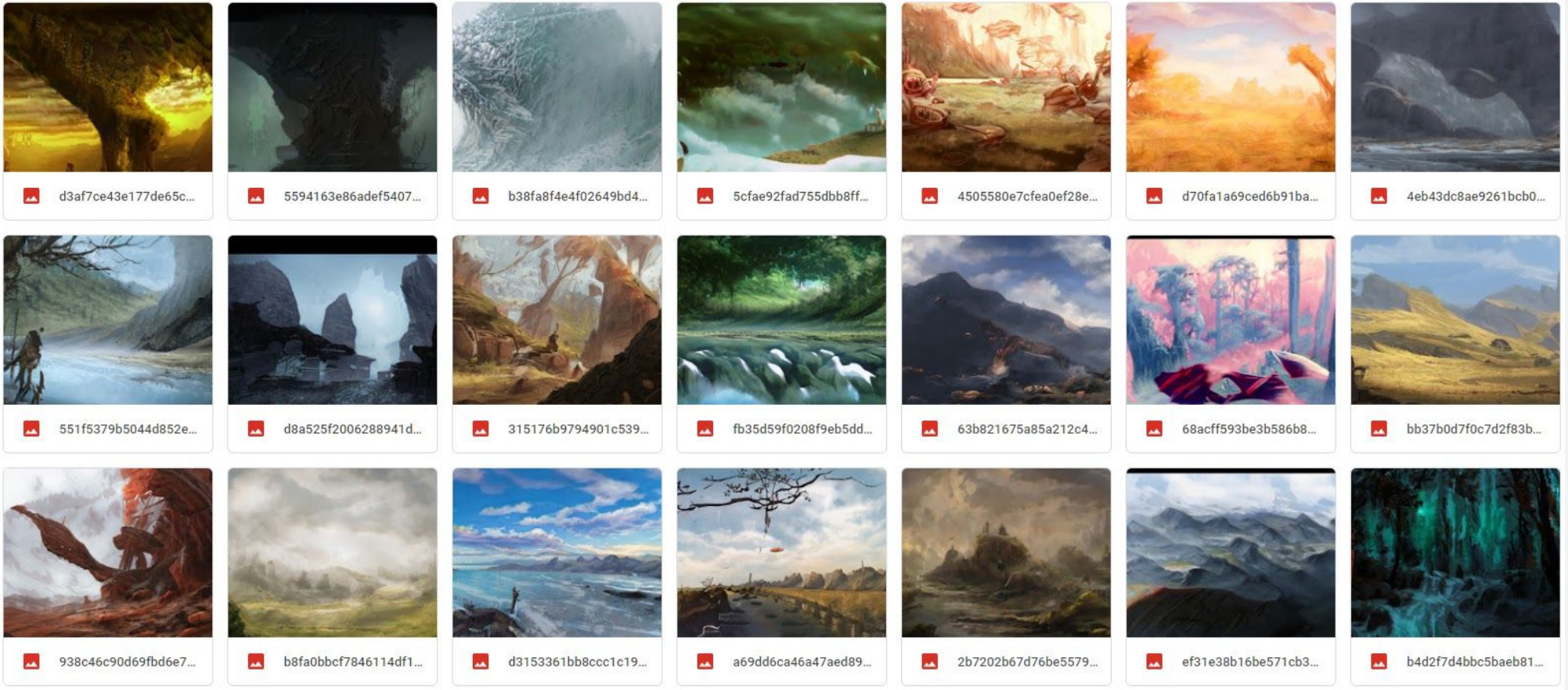
Another sketches.

1.3 Some another example concepts from Artbreeder software



link to 120 other concepts:

https://drive.google.com/file/d/1XzglAgyRMYgToGYLYIcPuwD--aKbJcrS/view?usp=sharing



concept13.jfif

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concept11.jfif

concept10.jfif

concept9.jfif

concept8.jfif

concept7.jfif

concept6.jpeg

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concept2.jfif

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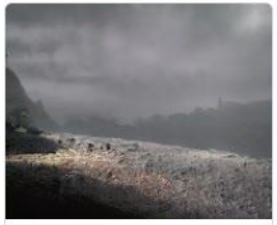
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concept21.jfif

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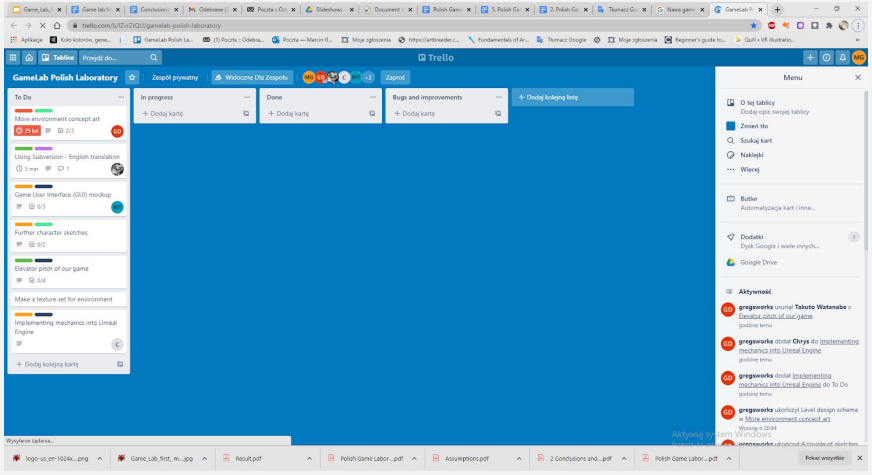
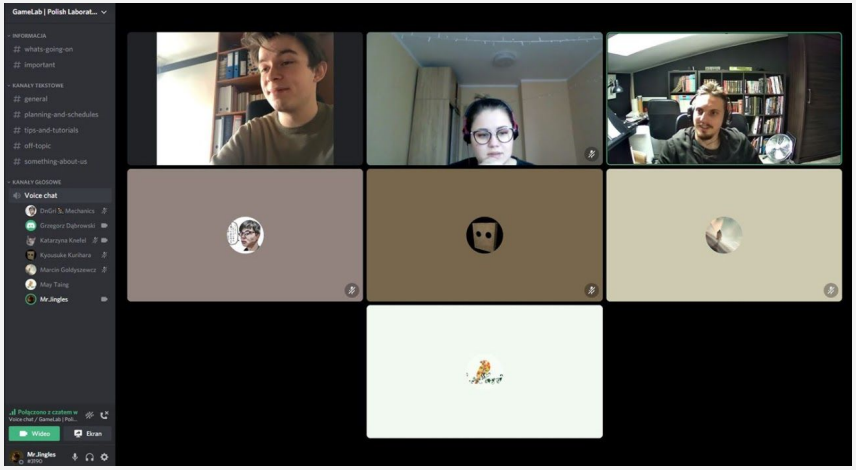
Polish Laboratory GameLab Meeting

Communications

- Google Docs is our **repository.**
- We're **meeting** on Discord.
- We describe the **tasks** in Trello
- We keep the game engine in the SVN repository and **exchange the assets** there





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Where we are now? Milestone scope

We are currently in the end of our first Milestone.

Tasks outline

Main lane

~~a) Creating AI generated concept art - 15.01.2021 - 22.01.2021~~ - **done! Great job!**

~~b) Picking best concepts - 22.01.2021 - 28.01.2021 -~~ done!

~~c) Brainstorming - 29.01.2021 - 31.01.2021 -~~ done!

d) Creating early concept work - 1.02.2021 - 13.02.2021 - mostly done

Side lane

~~**a) Designing further project management solutions - 18.01.2021 - 31.01.2021**~~

b) ~~Writing early game design documents - 1.02.2021 - 7.02.2021~~ **- done**

c) **Writing a report - 8.02.2021 - 14.02.2021 - in progress**

What's next?

Next we will building assets and prototypes to the engine

Thank you for your attention.

Additionally, documentation of the meetings is provided below

https://docs.google.com/document/d/1oZPghCBoKQrLaw9qFBQ1LFSTGAhnxACf2CUU0f0wa_8/edit?usp=sharing