

“Alien Ship Game”

1 Month Project - Stealth Puzzle

6 Member Team: Laurence, Ken, Sima, Patrick, Miguel, Jay

Trello: [Greenlight Jam Project Dev | Trello](https://trello.com/b/1uLJLJLJ/workingtitle-games-greenlightjam2022)

Github: [WORKINGTITLE-GAMES/GreenLightJam2022 \(github.com\)](https://github.com/WORKINGTITLE-GAMES/GreenLightJam2022)

Engine Version: Unreal Engine 4.27.2



“Asteroid Base: the unimaginable”

Week 5 Tasks Left:

Feedback Changes:

Gameplay Overview:

First meeting notes:

- Stealth focused
- Twin-stick shooter
- Clear the Level of enemies, Reach the Goal etc.

Core Mechanics:

First Meeting Notes:

- Isometric camera setup with dual-stick shooter controls

Stealth focus

- 5 senses? 3 senses (smell, sound, vision) Fast player death, High enemy Time to Kill

Player:

360 movement ((very?) loud, faster, growing smell?)

crouch (slower, quieter, stealth mode, no smell)

roll? (moderately loud?)

[Do we need Weapons?] -----

pistol (weak? - silenced, no muzzle flash)

rifle (strong - unsilenced, muzzle flash (light))

Maybe weapons are pick-ups with limited ammo.

Flashbang (loud, light)

Burn bodies (Smell, light)

NPC:

pre-placed routes, able to break away from the route and go into self-preservation state

Vision cones vs vision bubbles?

3(4?) stage awareness: patrol, aggressive, cautious, cautious+?
Melee (Dog like?) [more sensitive to sounds, Sensitive to smell]
Ranged Units (humanoid?) [more sensitive to light and sound]

Environment:

Activate Mines (needs Electricity) class/skill dependent?
Activate Turrets (needs Electricity) class/skill dependent?
Gates (Crowd Control) class/skill dependent?
Puddles (Reduce scent(Can be electrified))
Activate/Deactivate lights & Shoot out lights (needs Electricity)
Power Generators w/powercables (Provides Electricity)

Status Effects:

sound, smell, light
Electricity (light)
Fire (smell, light)
Bullets (sound)

Notes:

Move bodies? (Despawn/respawn body)
hiding spaces
sound circle ui indicator
-dynamic with materials
-sense bar

Controls:[key/(controller)]

WASD/(LeftStick):	movement
Mouse/(Right stick):	look
Right click/(Left trigger):	aim
Left click/(Right trigger):	fire
Esc/(Back)	open pause menu
E/(X):	interaction
F/(A):	pickup/drop
Ctrl/(B):	crouch
Left shift/(Y):	roll
G/(RB):	throwable
C/(LB):	switch weapon?

A Moment in Play:

(description of an ideal moment of gameplay)

Story & Narrative: **TBD**

Art Style:

References to other similar games: Gothic Scifi? 1980's scifi? Alien Movie. Dead Space. The Outer Worlds

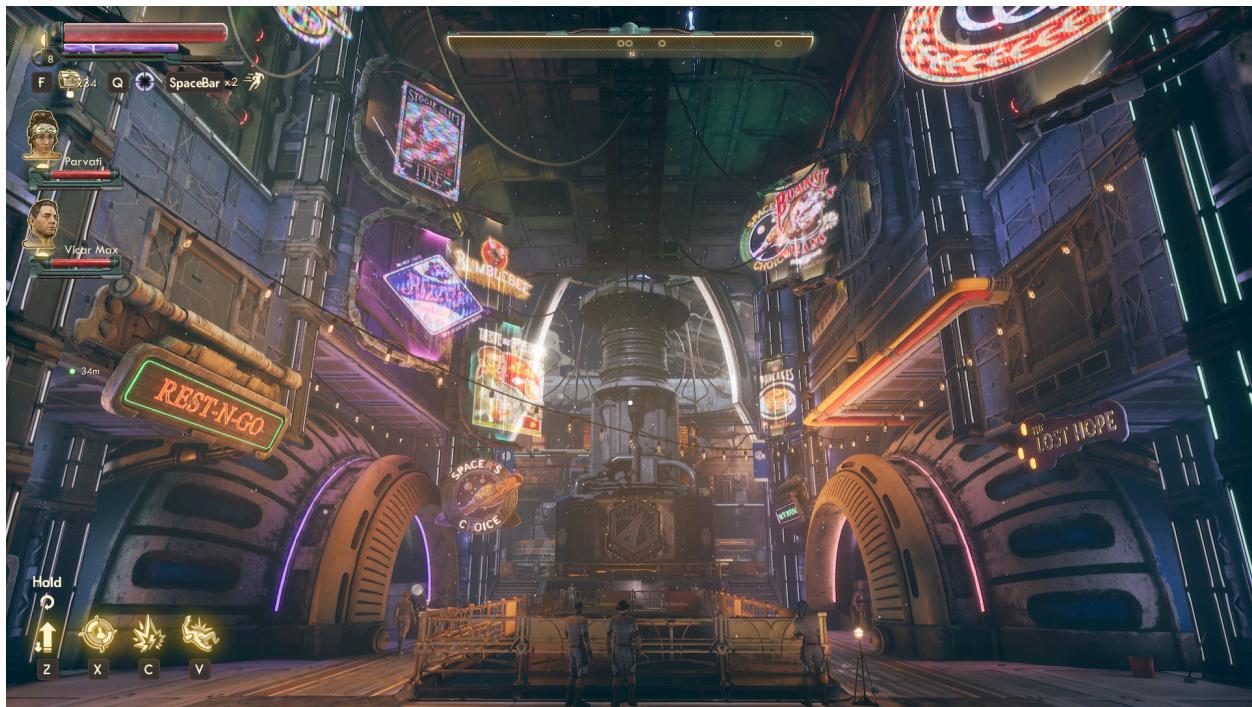
Inspired Art:

Camera Look and Feel: Alien Swarm 2





World Colour: (Brighter & more colourful than typical scifi horror?)
The Outer Worlds

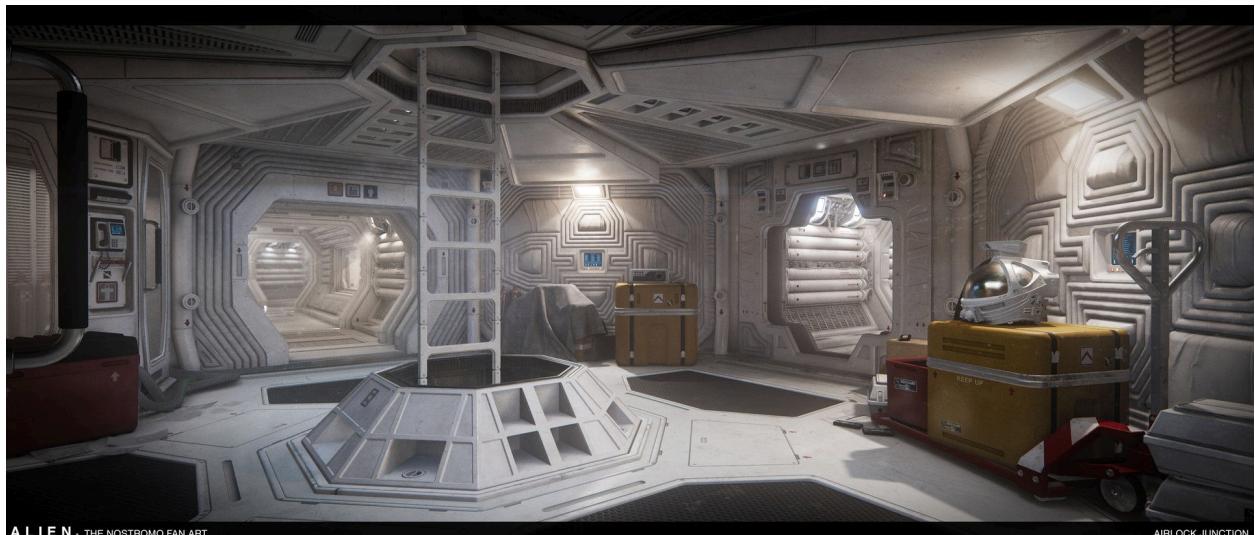




SHIP DESIGN

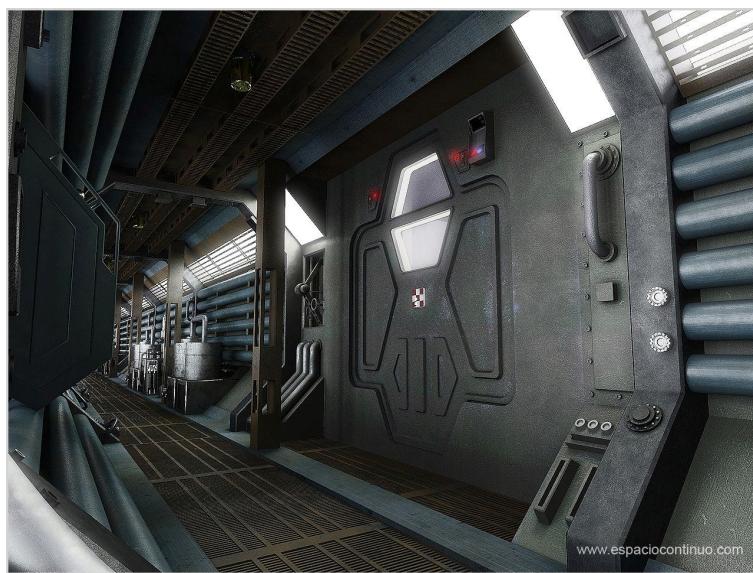
Alien Movie





ALIEN - THE NOSTROMO FAN ART

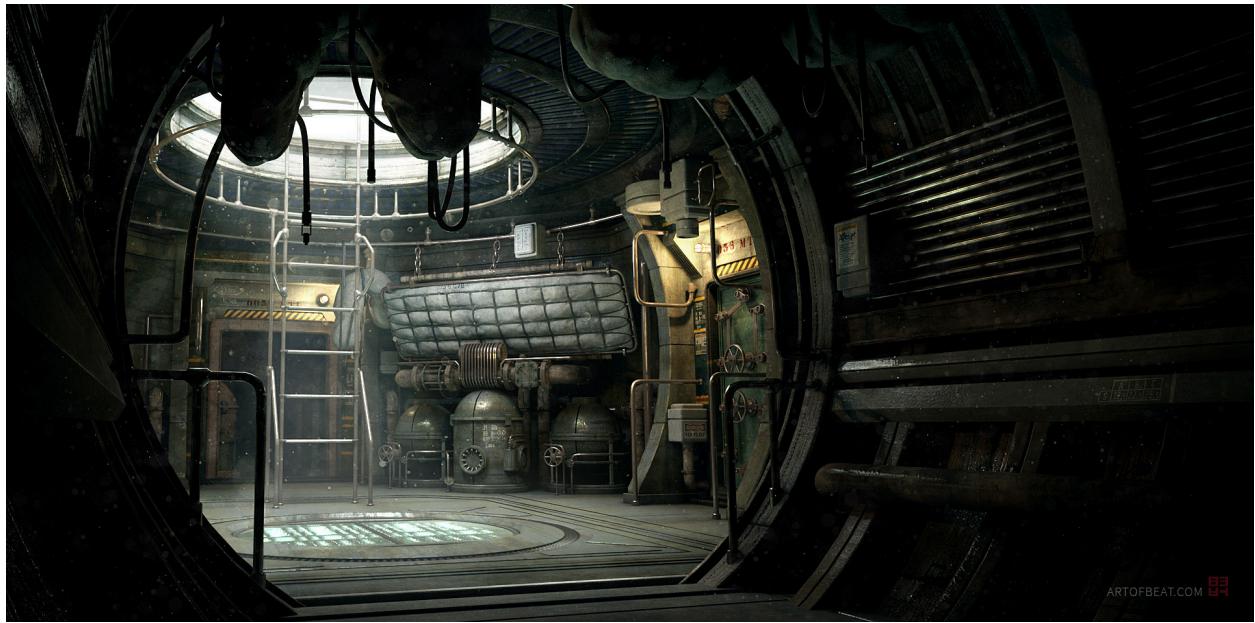
AIRLOCK JUNCTION



ATMOSPHERE:

Dead Space

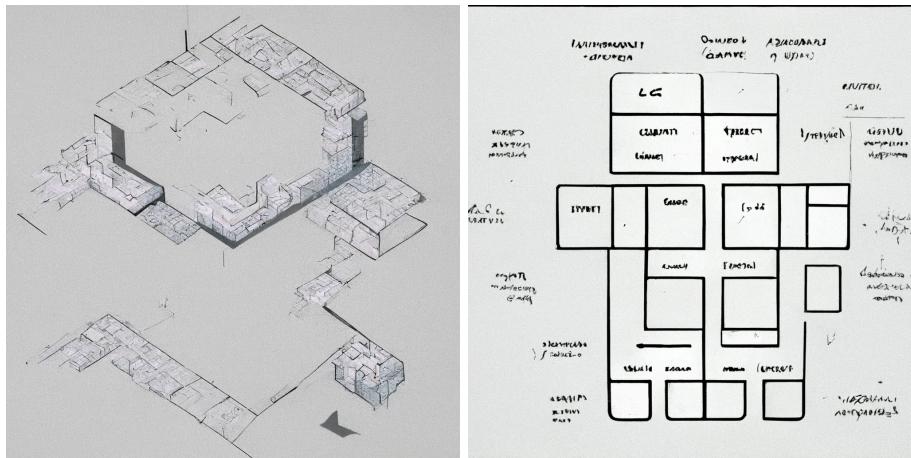




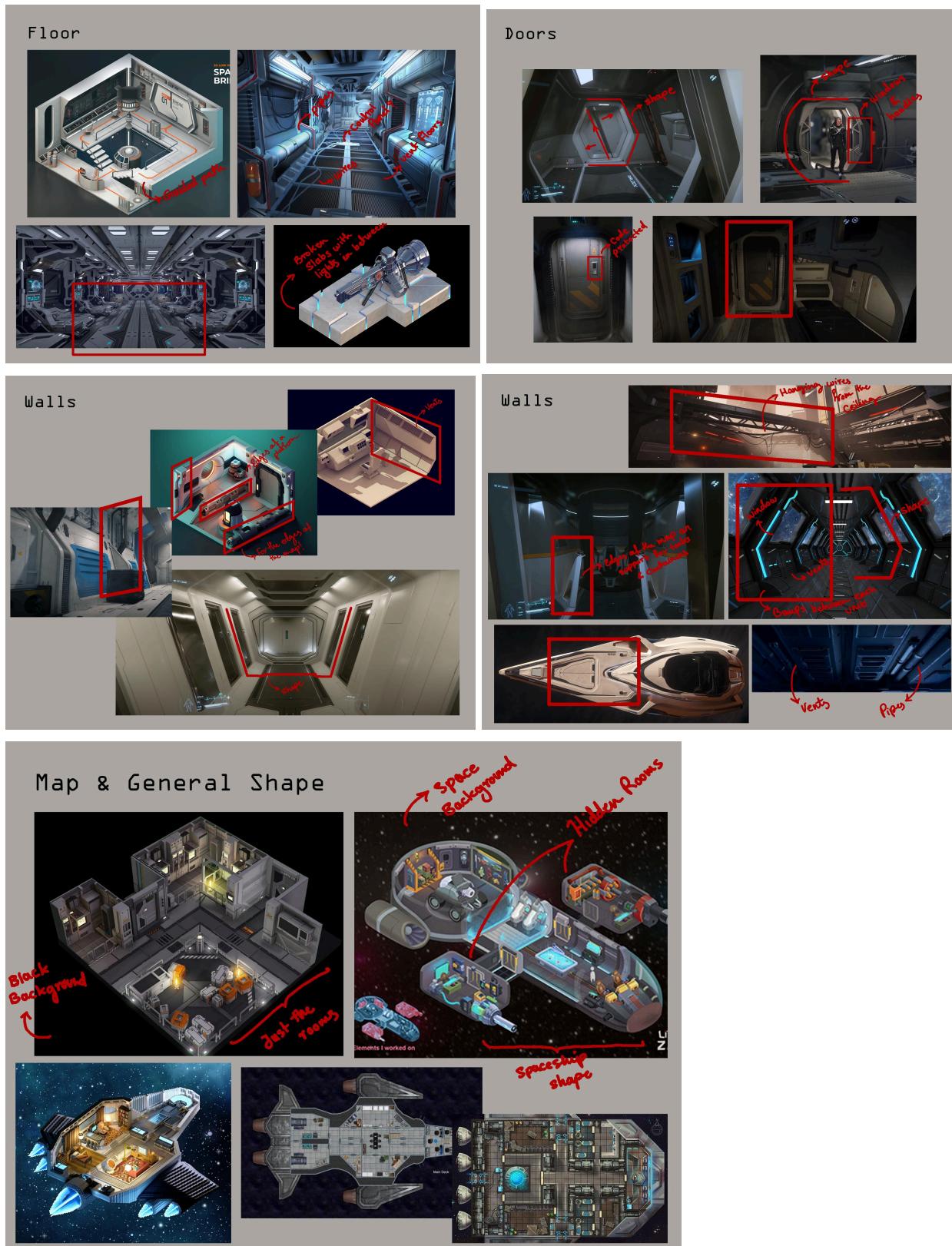
ENEMIES: Alien Movie



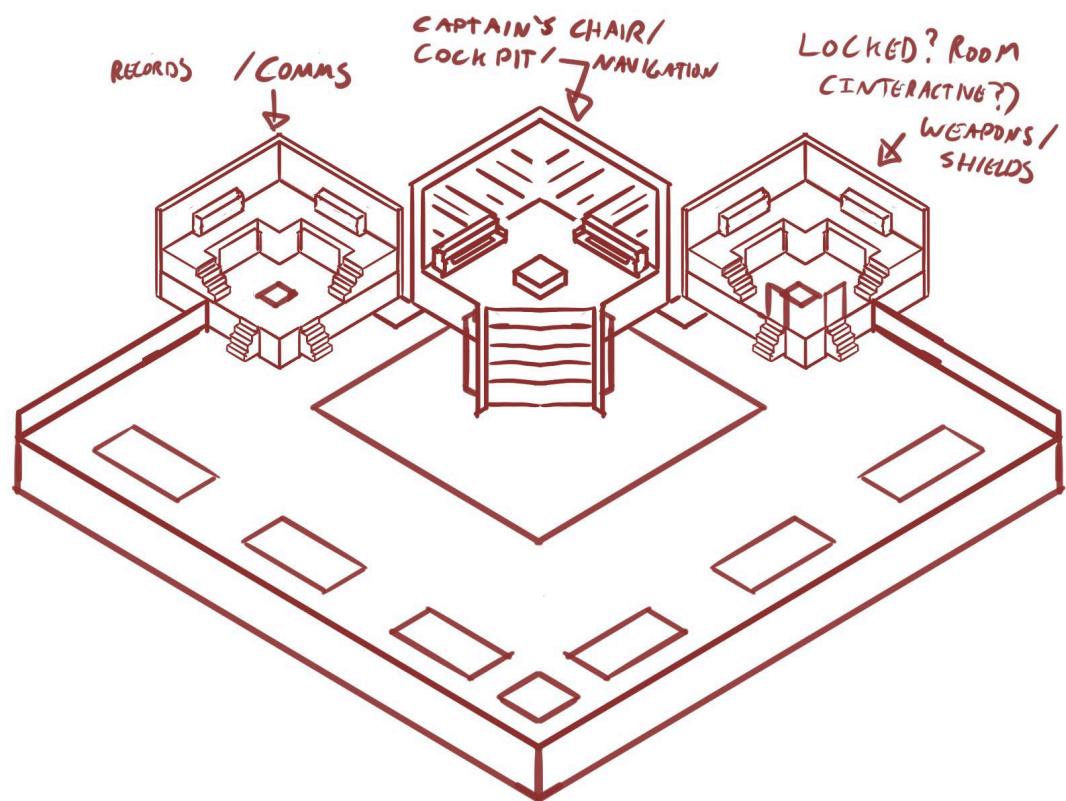
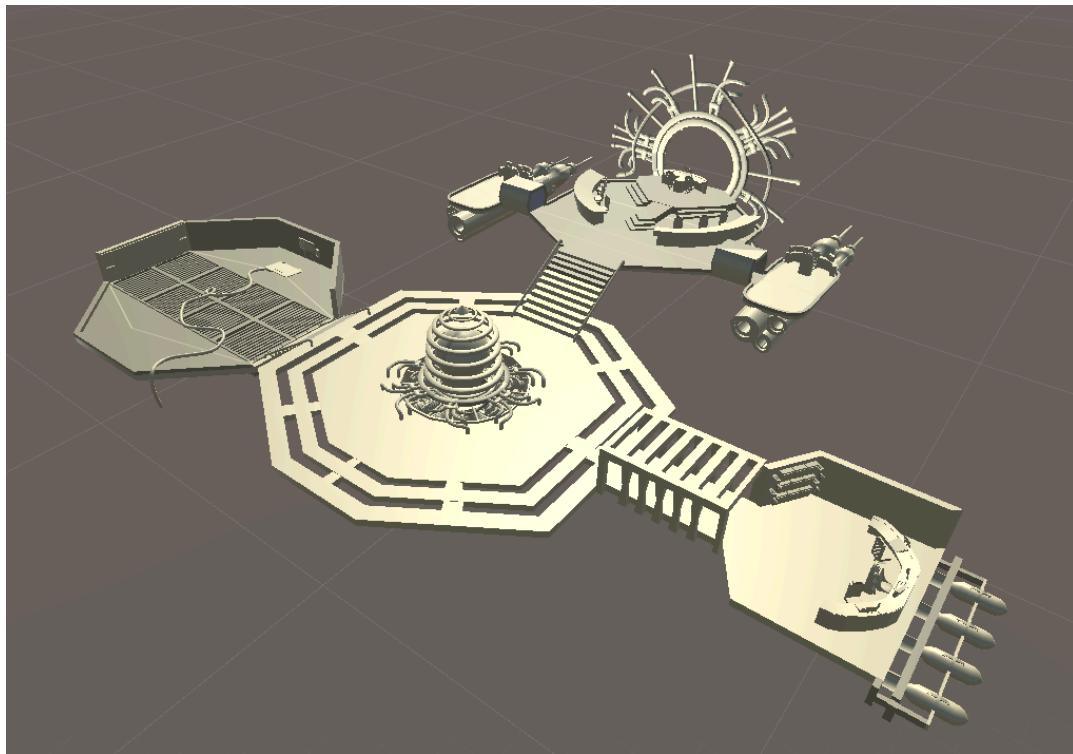
Level Layout Example:



References:



Level 01 (Captains Quarters) - Not confirmed:



Priority List

Priority List

Level 1 [High Priority, "Must-haves"]:

Character Controller

- Movement (360, crouching vs standing)
- Aiming w/ verticality
- Pistol
- UI Indicators

AI

- Default "A-B" Route Pathing
- Vision Cones
- UI Indicators

Environment

- Mines
- Turrets
- Puddles

Status Effects & Attributes

- GAS code (Sound, smell, light)

UI

- Health bar
- Ammo Count
- Sound Indicator
- Vision indicator
- Smell indicator
- Contextual buttons
- Main Menu
- Pause Screen
- Game Over Screen

Level 2 [Secondary Priority, Try hard to make happen]:

Character Controller

- Rolling
- Rifle
- Flashbang
- Burning Bodies

AI

- Break from route
- Dynamic pathing
- Enter self preservation state

Environment

- Gates
- Lights
- Power Generators w/ power cables

Status Effects & Attributes

- Perk system / pickup access codes / Pickup abilities

UI

Level 3 [Would be really nice to have]:

Character Controller

- Cover system?
- Class system?

AI

- Flanking?
- Coordination?

Environment

- Wiring Equipment

Status Effects & Attributes

-

Art Priority List

Priority List

Level 1 [High Priority, "Must-haves"]:

- Main Characters (at least one player and 2 types of enemies) baked, textured, rigged and animation applied.
- Main interactables and assets baked, textured and animated if necessary.

Level 2 [Secondary Priority, Try hard to make happen]:

Character Controller

- Extra details in textures.
- Level Animations? To make things look more alive.
- Smooth animations.
- Enhanced lighting and particles.
- More small details and story elements in the levels.

Level 3 [Would be really nice to have]:

- Add more levels?
- Pretty UI

Schedule:

Week 2 Prototyping:

- **GAS System setup and implementation**
- Basic movement and aiming

- AI Basic Pathing
- Character designs
- Sourcing of Assets (Audio, Art)
- Level Block outs
- UI solutions figured out

Week 3, Production week 1 (Alpha Build):

- **All Must have features implemented even if in very buggy state**
- Playable level (completable)
- Textured assets
- Placeholder Level assets
- SFX/Music are in
- Basic minimum viable UI
- **First external playtesting sessions**

Week 4, Production week 2 (Beta Build):

- “Try to haves” complete even if buggy
- Full gameplay loop is playable
- Final Level assets
- Scene Lighting
- Menu System
- Fleshed out UI implemented
- **Second Playtesting sessions**

Week 5, Polish & Publish (Final Build):

- Lots of playtesting
- Bug fixing
- Level detail
- Itch.io Page
- Final Build

Art Schedule:

Week 2 Prototyping:

- **GAS System setup and implementation**
- Final Concept art and Placeholders
- Detailed prop/asset list
- Texture list
- Interactable item research/moodboard
- Interactable item maps and design
- If time allows: Getting started on characters and main assets highpoly.

Week 3, Production week 1:

- Detailed highpoly of main assets (walls, floor, doors. etc.).
- Detailed highpoly of characters.
- Detailed highpoly of Intractable assets.

- Detailed highpoly of all other assets
- Main textures (walls, floor, doors. etc.)
- If time allows: Getting started on characters lowpoly.

Week 4, Production week 2:

- Lowpoly of main assets (walls, floor, doors. etc.).
- Lowpoly of characters.
- Lowpoly of Intractable assets.
- Lowpoly of all other assets
- Baking of main assets
- Baking and texturing of characters.
- Rigging and animation of characters
- Baking of Intractable assets
- Baking of all other assets
- Texturing

Week 5, Polish & Publish (Final Build):

- Assembly of assets in the engine.
- Bug fixes
- Final touches and lighting