GD Documentation
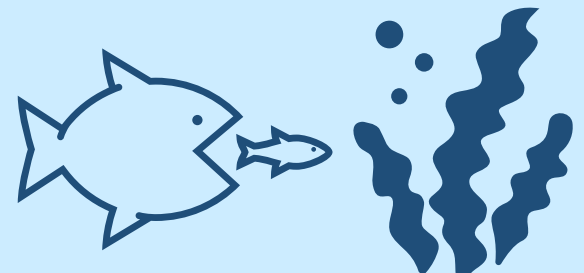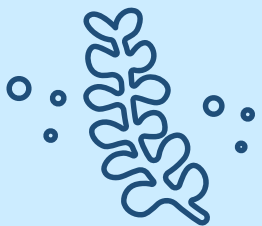
Nadine Carillo

Rough Concepts

Objective:
Adventure Narrative game: walkthrough of our hometowns
• Obby
• Puzzles
• Portal

Narrative: Character is a shapeshifter in another realm travelling between time and space to different regions.
• Inspiration from extreme Pamplona: getting chased by something throughout our hometowns
• characters have abilities to help them stun the chaser.
• shapeshifter: shapeshifting between 3 characters

Narrative: character has amnesia in dream world, and they travel places of memories where they find pieces of themselves in.
• Cutscene at the end or jus an open ending, or mini cutscenes (picture of memory)

Narrative: character loses their voice > goes through the landmarks and finds orbs/musical notes that help them get their voice back > singing notes can be used to go through obstacles (opening a door, killing a monster)

Narrative: character is colour blind but finding orbs restore a little bit more colour in the world
• collecting orb changes character too
• NPCS = maybe having to retrieve something to them and they give you an item in return?

Themes
• Relaxing
• Sad
• Whimsical
• Mysterious
• Cute

Final Concept

Summary:

A story driven 2.5 adventure game exploring 3 mini stories revolving around ghosts who visit their Hometown to find fragments of their past life, hoping to regain their memories before going to the afterlife.

Themes

- Relaxing
- Sad
- Whimsical
- Mysterious
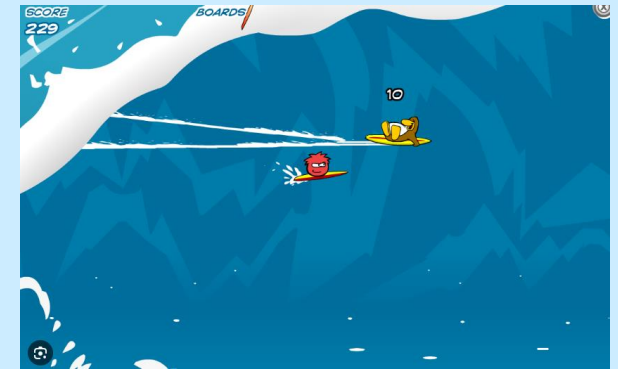- Cute

Game Visuals Mood board

Our group decided that they wanted a relaxing dream-like feel to the game with our characters being based off animals found in our Home countries. The 2D character would have a simplistic look and the environment would be much more detailed to help the character stand out from our chosen landmarks.
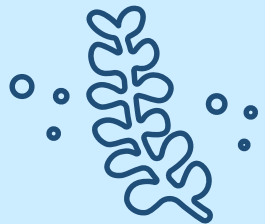
Gameplay Mood board

These games are a brain dump of what kind of gameplay I want for my section of the game. These are not finalised and will change based off the time frame that or group have. Although these are subject to change; I kept in mind what type of exploration/puzzle/adventure game obstacles there could be. I like the idea of having a cooking minigame in my section cause the food in the Philippines is a big part of the culture or since our rough concept is the character finding themselves; I thought that mini quests and puzzles would be best to show this. But the gameplay could also be running away from some entity through the different landmarks of our Hometown too. Gameplay inspiration listed below: Papa's Freezeria, The Milk Quest, Catchin' Waves and Extreme Pamplona.

Hometown Mood board: Palawan
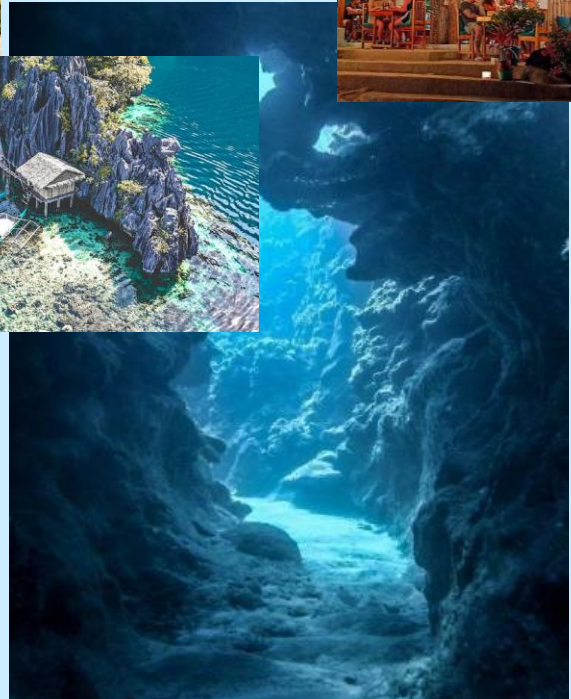
The landmark I picked from my country, The Philippines, is Twin Lagoon, Palawan. I picked this landmark because The Philippines is known for their islands. We have over one thousand, but Palawan is one of the popular ones that tourists go to for vacation. Twin Lagoon is one of the landmarks within Palawan Even though that Palawan is a tourist destination its not as commercialized as other islands like Boracay. At Palawan, you get to see the life of the locals there and how isolated they are from the large bustling cities like Manila. I picked this too to create dynamic and so that the landmarks of my group mates can relate to mine and so that no clashes are made.

Character Mood board: Whale Shark
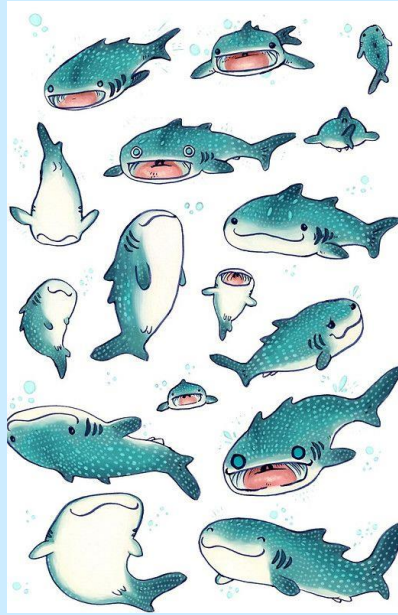
We discussed that we wanted our characters to be animals; simple and cute to contrast. I picked a whale shark to represent Palawan because it is a well-known animal that can be swam with and seen in the areas of Palawan like Coron. Some of the images in my collection are whale sharks drawn by other artists, (Alice RL) I use their work as inspiration as well to see how they simplified drawing a whale shark because the real-life images of whale sharks are so detailed.

Asset Mood board
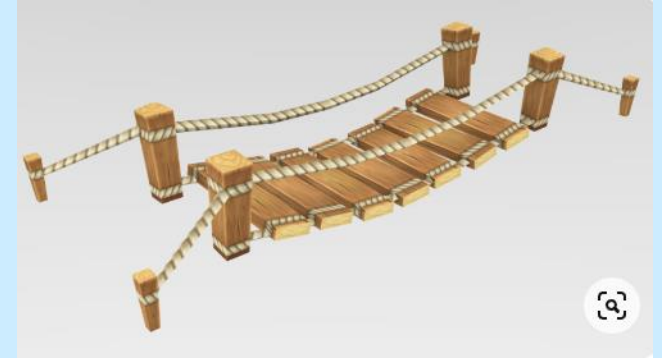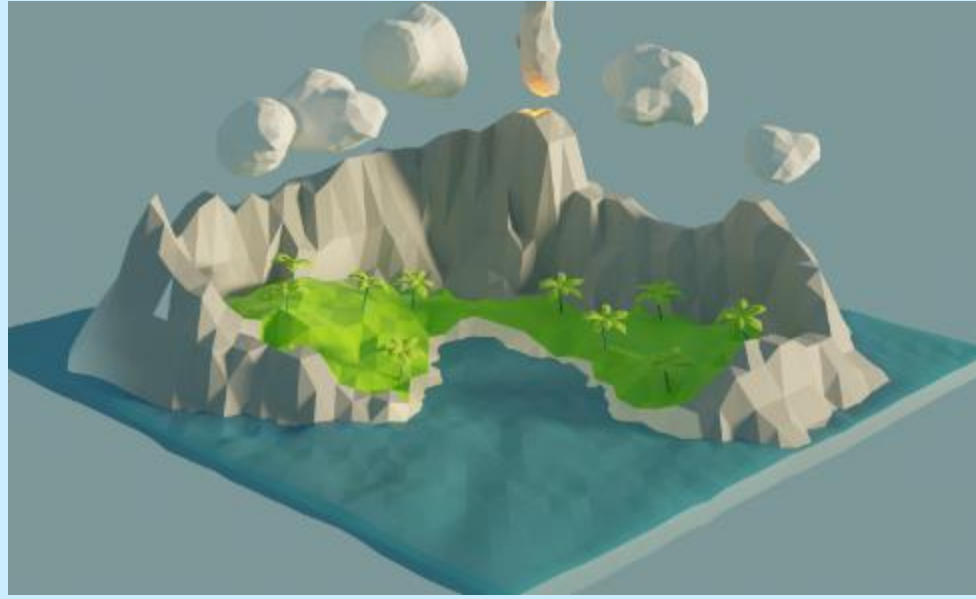
Using my environment mood board as guidance, I pinpoint the type of 3D Models I would be making for my game. Potential 3D Models would be the ocean wave, the Islands, The Trees, The wooden walk way, a restaurant hut like this image of a beach hut by Santiago Moriv This would be for the land. For the ocean I would imagine seaweed, coral, and fish that stay static in the water. To make Twin Lagoon distinguishable from the other islands I need to have a boardwalk hugging the side of the island with a hut located on the right side of the boardwalk. As well as make a simplified "Bangka" which is a filipino boat that is seen a lot in the islands.
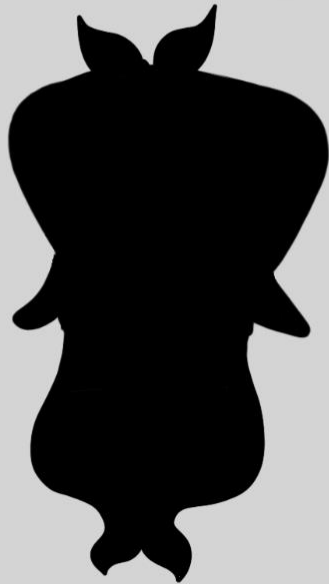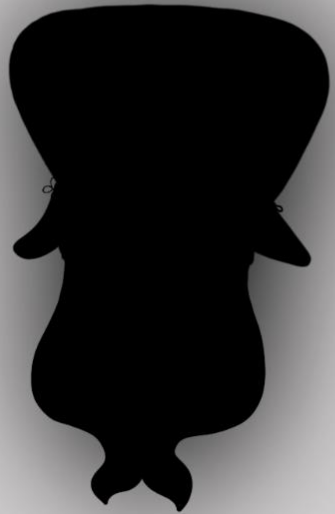
Rough Sketches
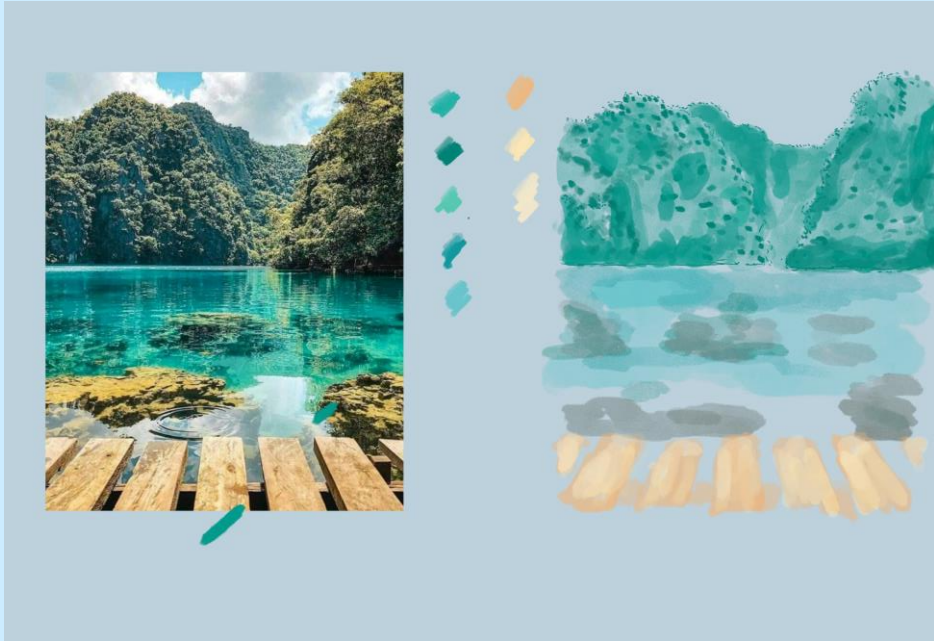
Here are the rough iterations I created so far for my section of our Hometown Adventure Game; I don't have a set idea of what the environment would look like yet so I'm utilizing the images I collected to help me get the color palette I want and drawing in the process so I can master drawing a whale shark before I continue with character designing and designing the environment.

Adventure games
High focus on
-Narrative
-Puzzles
-Exploration
*Found in genres like RPG, MMOs, Survival, Action + Open World

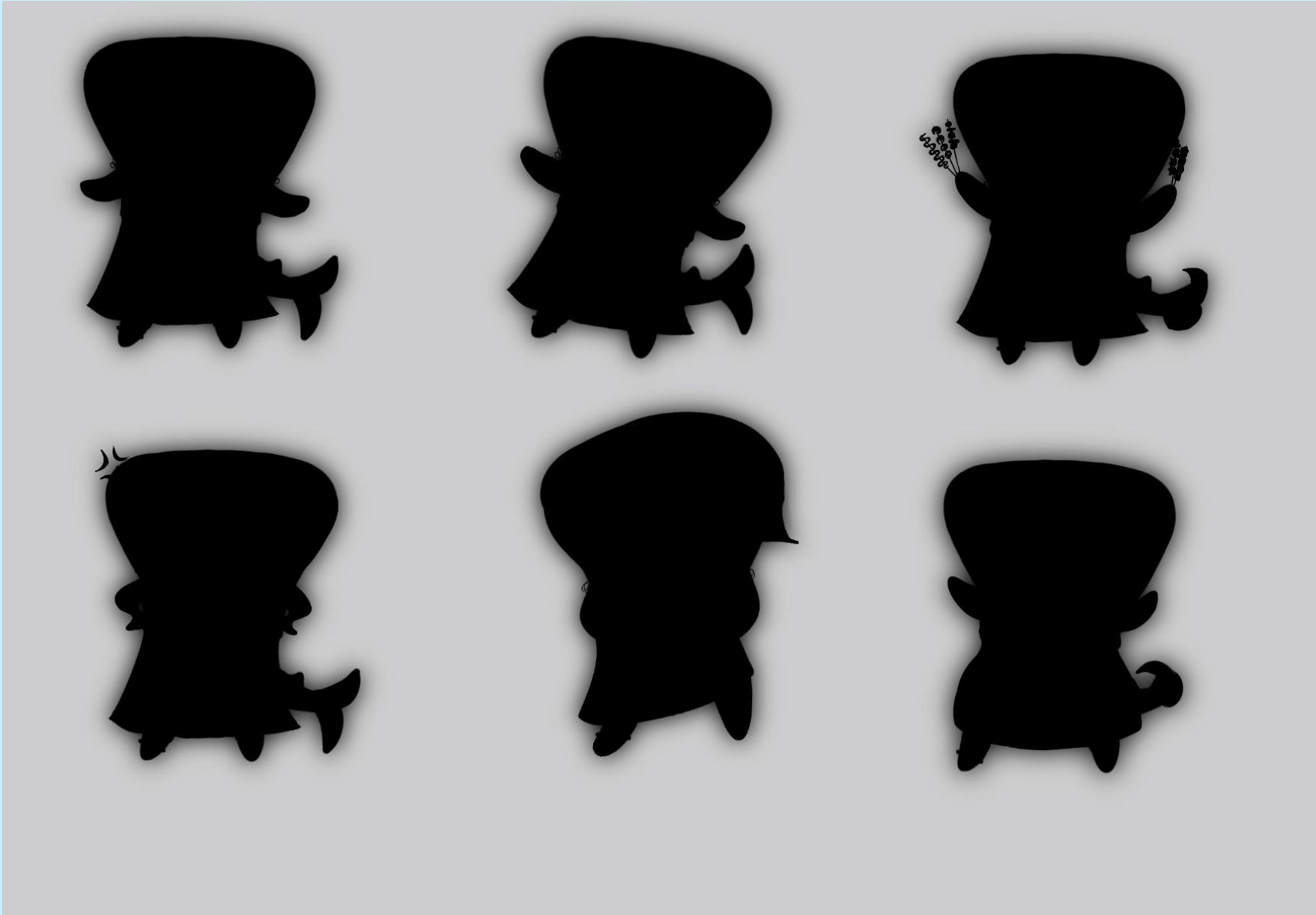# Character Design: Silhouette sketches

These are the different Silhouettes I came up with for my character in the beginning.

I imagined my character to be a chef and have a bubbly personality so I experimented with what they would be wearing or what they would be holding.

If I wanted to make them a literal ghost or if I just wanted to give them a faint glow.

# Character Design: Silhouette sketches continued

These are more silhouette sketches where I explored different front face poses of my character.

Later on I found out that my team mates were making their characters other half have a ghost tail - So I incorporated that into my final design for my character too but still kept the bubbliness and local chef characteristics of my character.

Since my character is only going to move in a left/right scenario I imagined them to look like this. (In ghost form; the final.)

Character Design: Costume Design
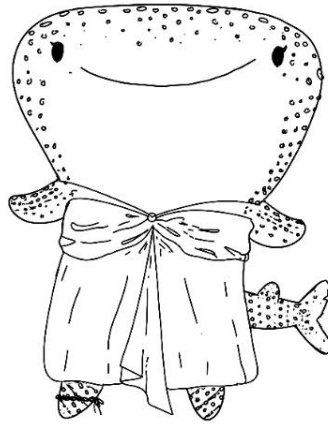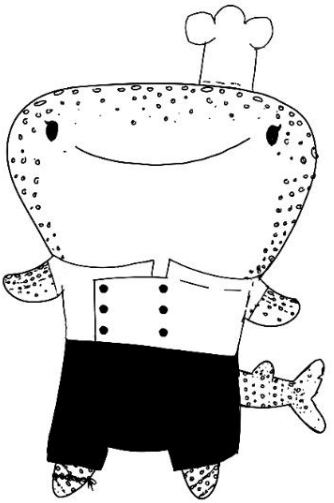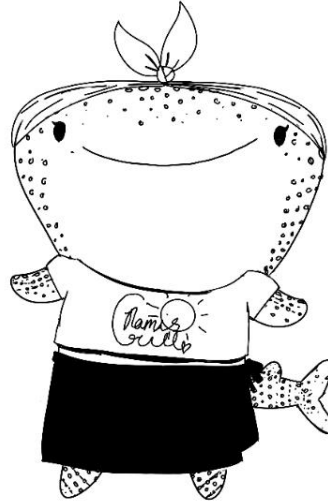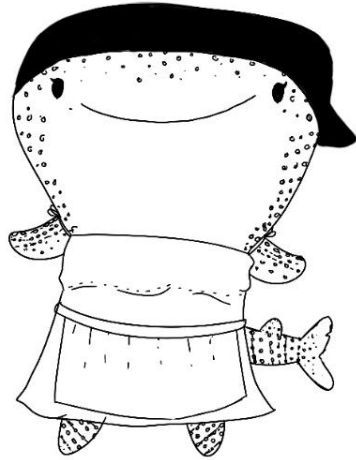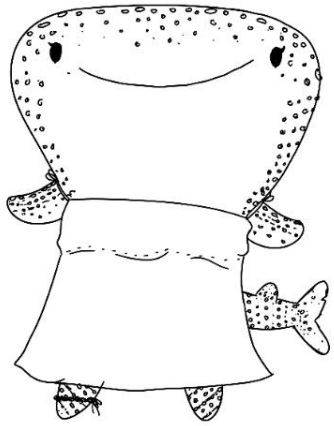

Here is the costume design for My character.

I ended up choosing number 5 because I was aiming for an outfit that would best represent the Philippines – this dress, Sarong, is typical in the islands.

It was a difficult decision to make because I favoured "Scuba boy" (Number 6.)

My character's job is a local chef but I didn't want to make it too obivious so I went for something simple.

Character Design: Colour Design
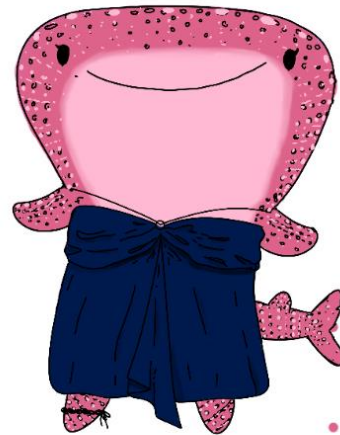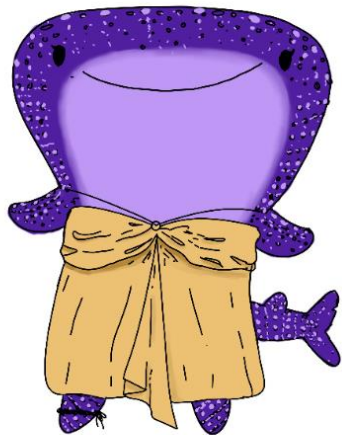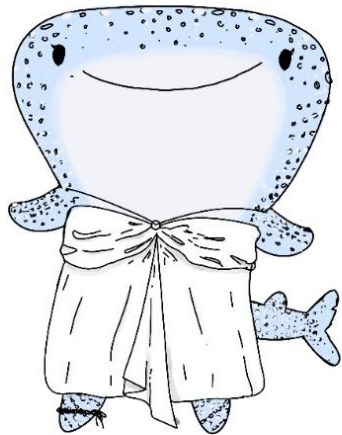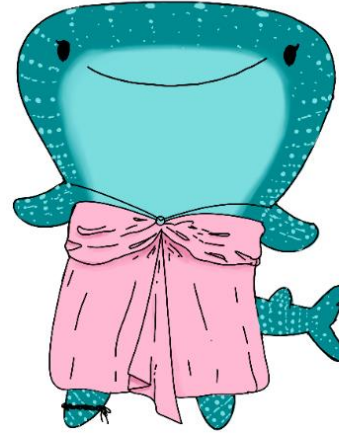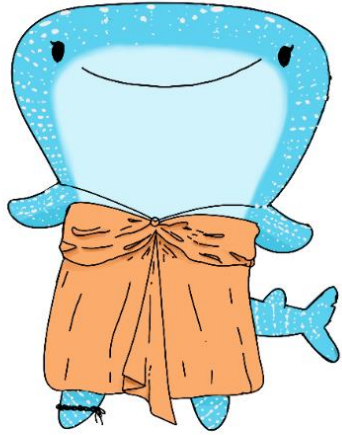
These are the colour combinations I went with.

I basically just picked the complementary colours of each skin tone I gave for the whale.

But I added the chef headband from the costume design slide because it felt like something was missing and this addition is perfect for hinting their occupation.

These are the same combinations from the previous slide but I added the chef

Character: Eeya

Archetype: Protagonist

Mechanics: They need to be able to explore their hometown and find clues by walking through objects and uncover the reason of your death.

Physical Traits: Whale shark wearing something that hints their past life and what they used to be.

Personality: Bubbly, Wholesome, Generous,
Carrying/Holding: Nothing but could pick up things along the way of their journey

Backstory: Eeya was an aspiring chef who ran a small grill stall with her best friend, Atarah, located at her hometown Palawan.

- The top image of Eeya was my final decision because I found that her colour palette works well with the tropical environment compared to the other variations.

- I had to make some changes to my character design because my team mates made the bottom half of their characters ghost-like

- I thought it'd be best to make this change because it'll make our characters correlate better with one another if the bottom half was visibly more ghost like supposed to just making the original design glow.

Environment Final Concept Art

Here is my vision for the game and what I want the landscape to look like. After a bunch of exploration - I decided to keep it in grayscale for now.
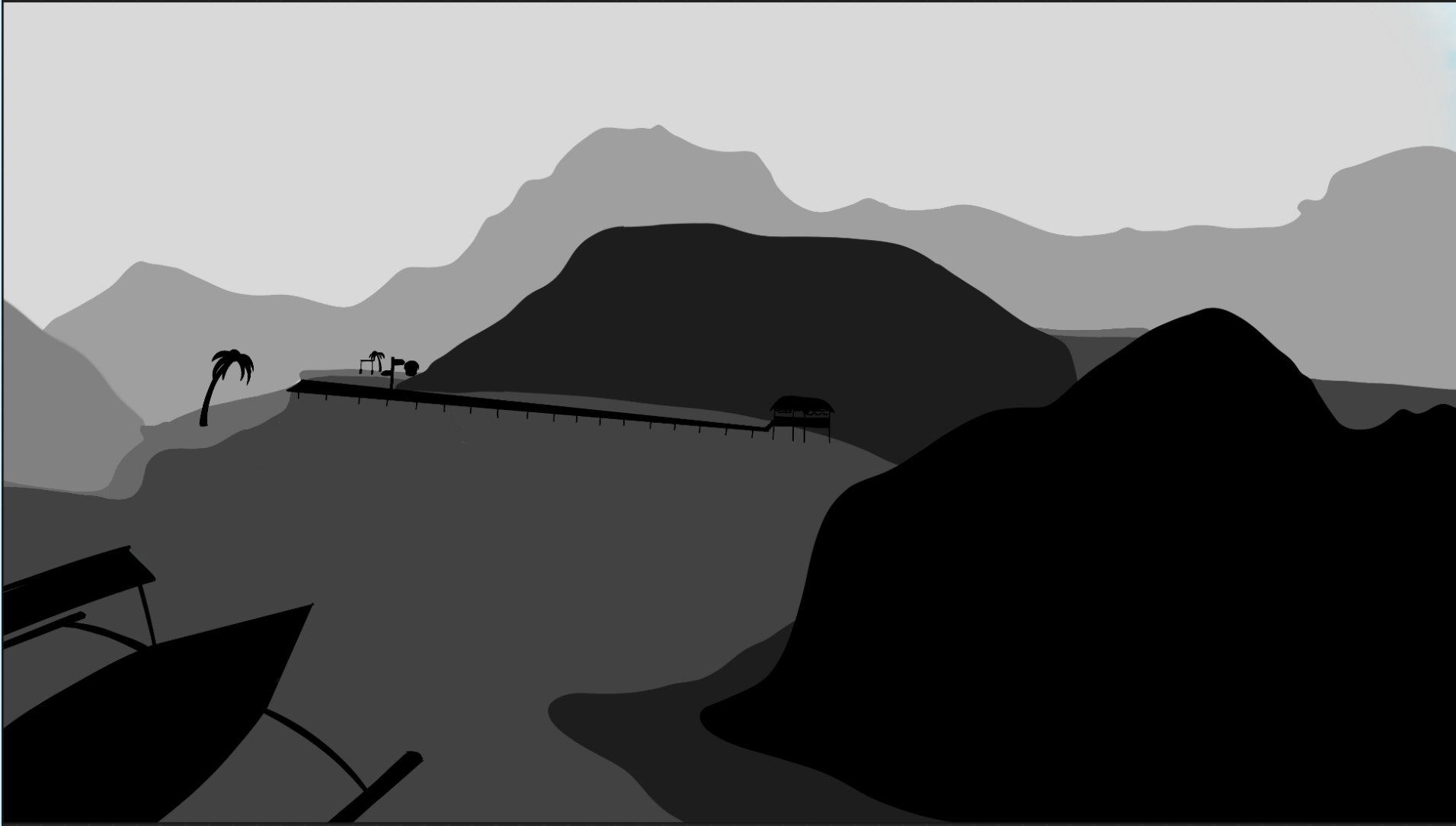
Environment Concept Art

Here, I explored potential viewpoints that my character could have in the game. One at the beach side and one under the sea. I feel like the ocean scene is subject to change depending on the time frame and may or may not happen.

I also played around with colour creating a night and day version of my game.
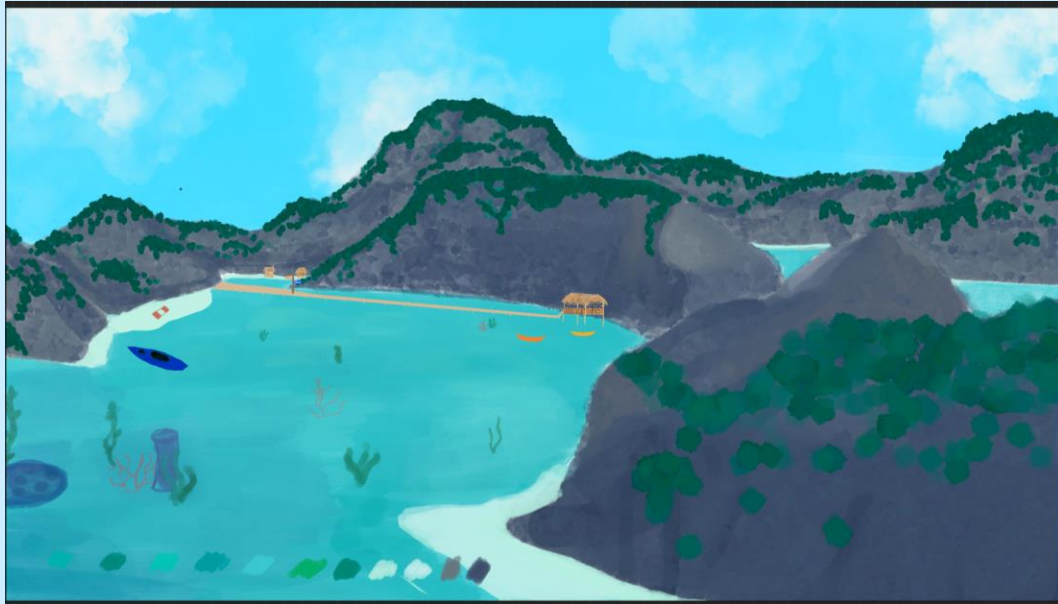
Asset Design: Island

The materials and Textures: **Grass and hard rocks**

I wanted to use a grass texture for the top parts of the island because there is a bit of vegetation at the top of the island.
- If I have time later on I want to model a bush to scatter all over the island in the areas where it has the grass material.

Rocks is another important texture because the islands are mostly rocky and less green.

Although the island rocks look quite dull and grey, I want it to look a bit more colourful so I'm gonna make the colour palette a bit more saturated.
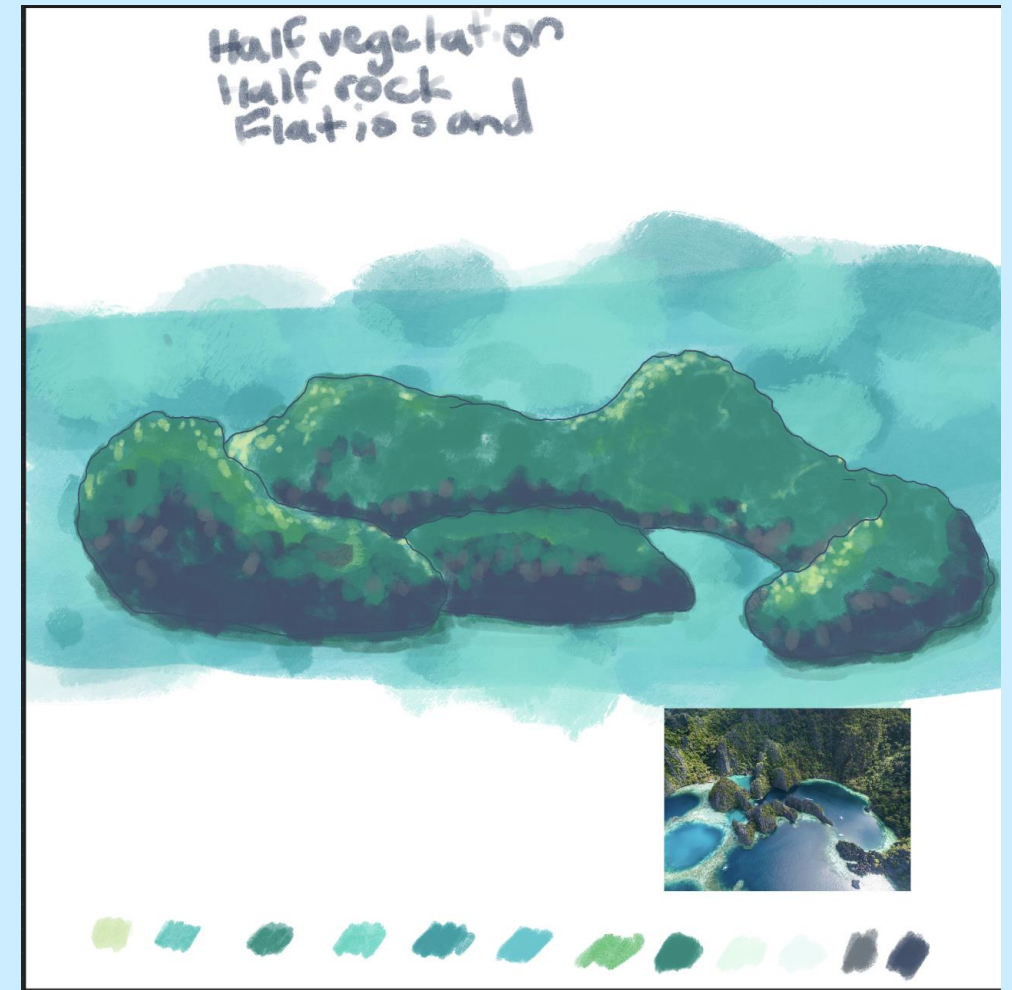

Example of island structure in Palawan.

Grass

Rock

After drawing up what I wanted my environment concept I went on to work on 3D modelling my first asset, the island itself. Here's what it look like
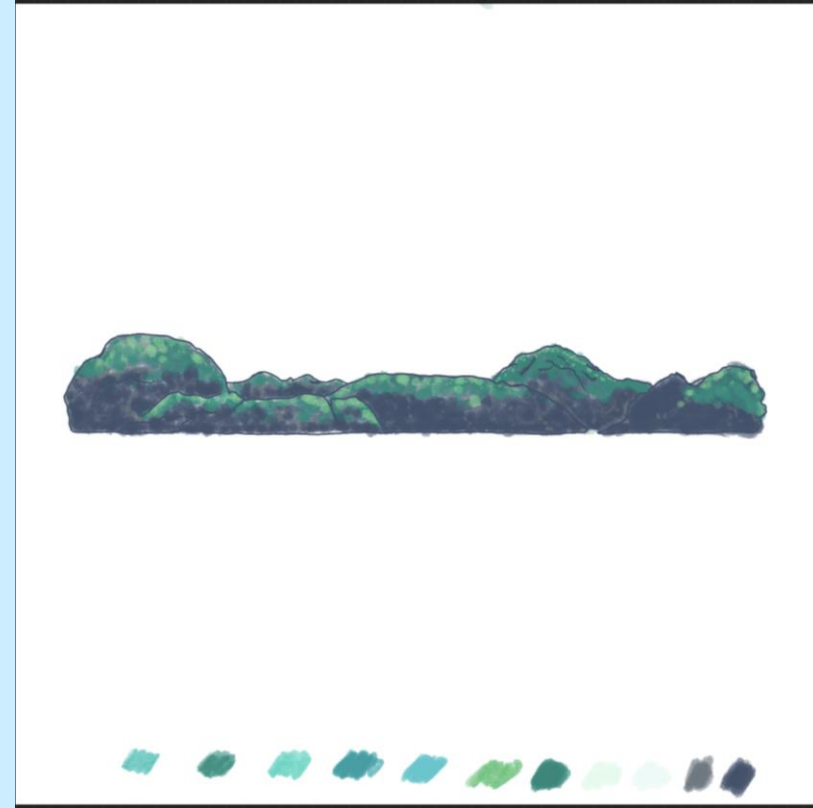
What my drawings looked like before I coloured them with my color palettes.

Asset Design: Island:Coloured Orthographic views

Top view

Front view

Asset Design: MAIN Beach Hut

The Texture and Materials: **Smooth Wood, Bamboo Nipa Grass and LED lights.**
I want the texture of the roof to be like straw. Similar to this image, because this is the type of stuff that you can find on the beach hut in Twin Lagoon Palawan.

For the walls of the hut, the material should be the illusion of bamboo.

- I think that modelling the bamboo logs will be tedious so having it as a material will be much more better.

For the poles that support the house, I just want it to be wood.

I imagined the lights to be like Luminous LED lights because that's something I noticed back home when visiting the islands.
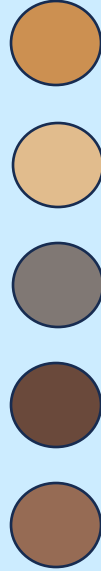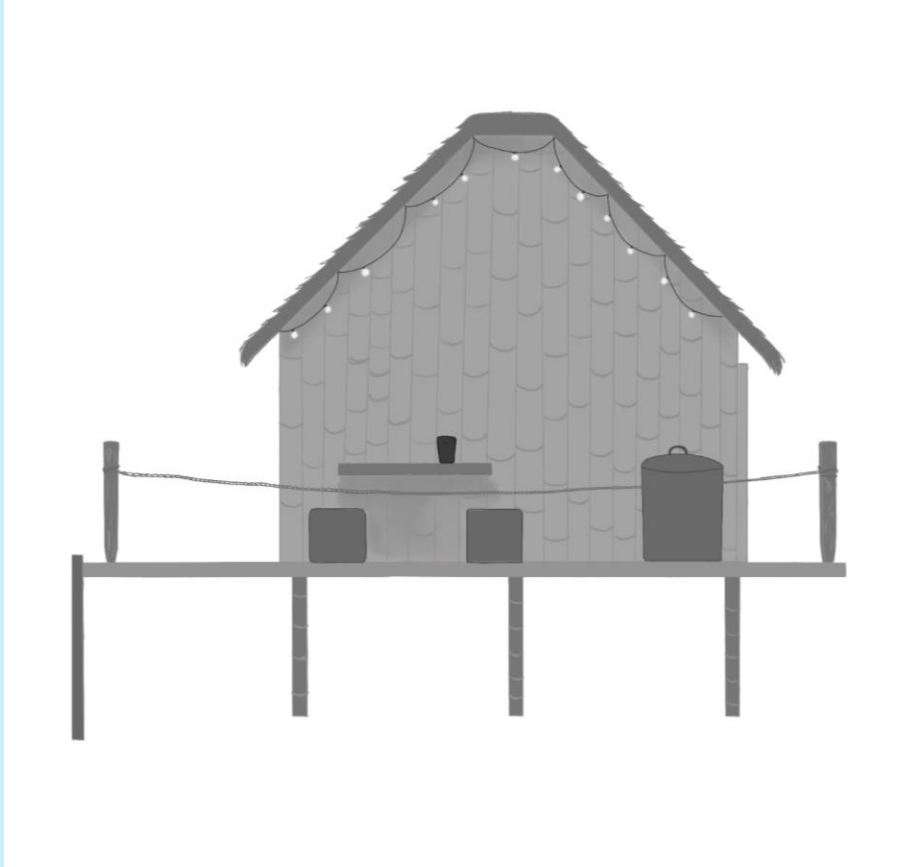

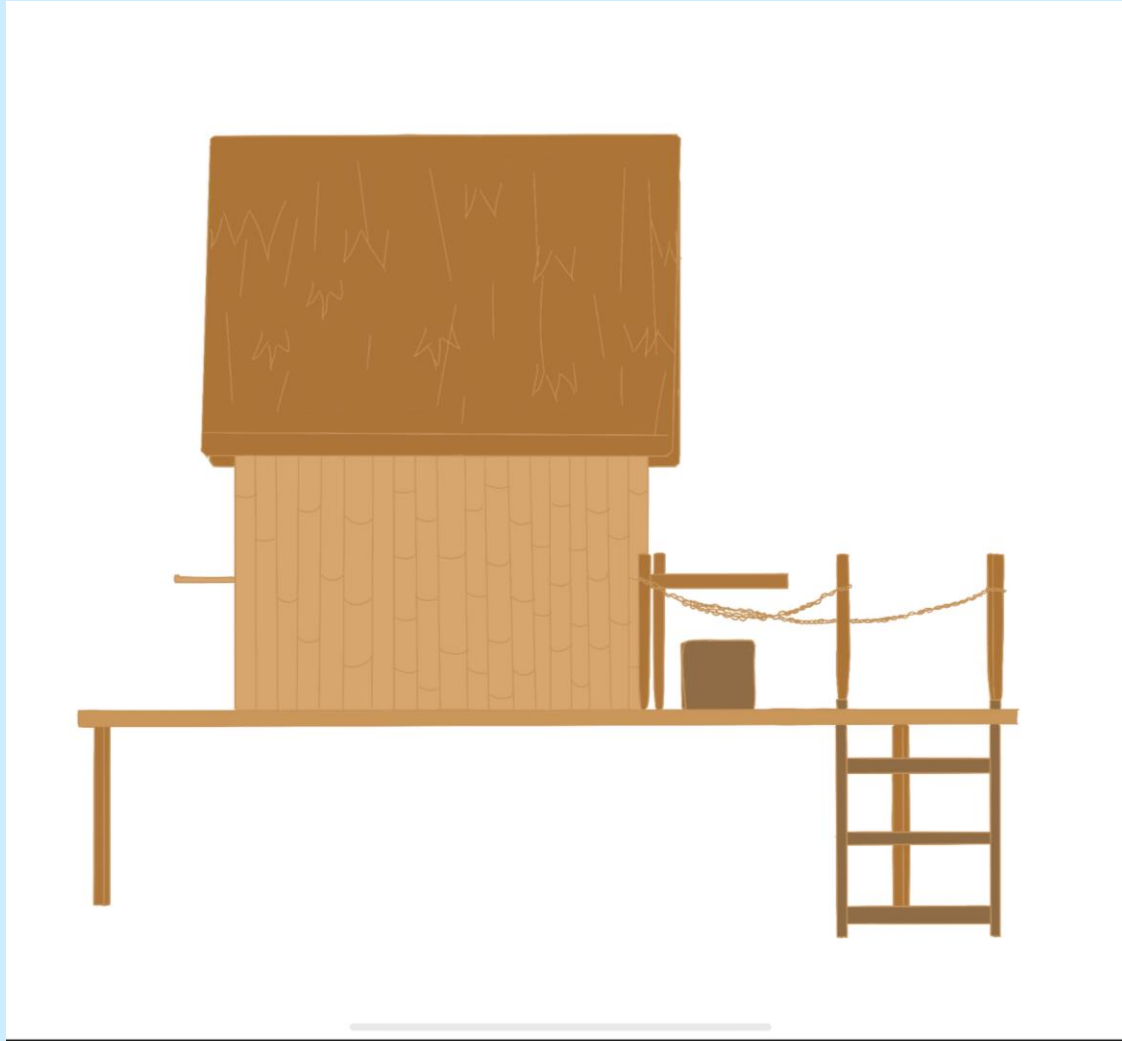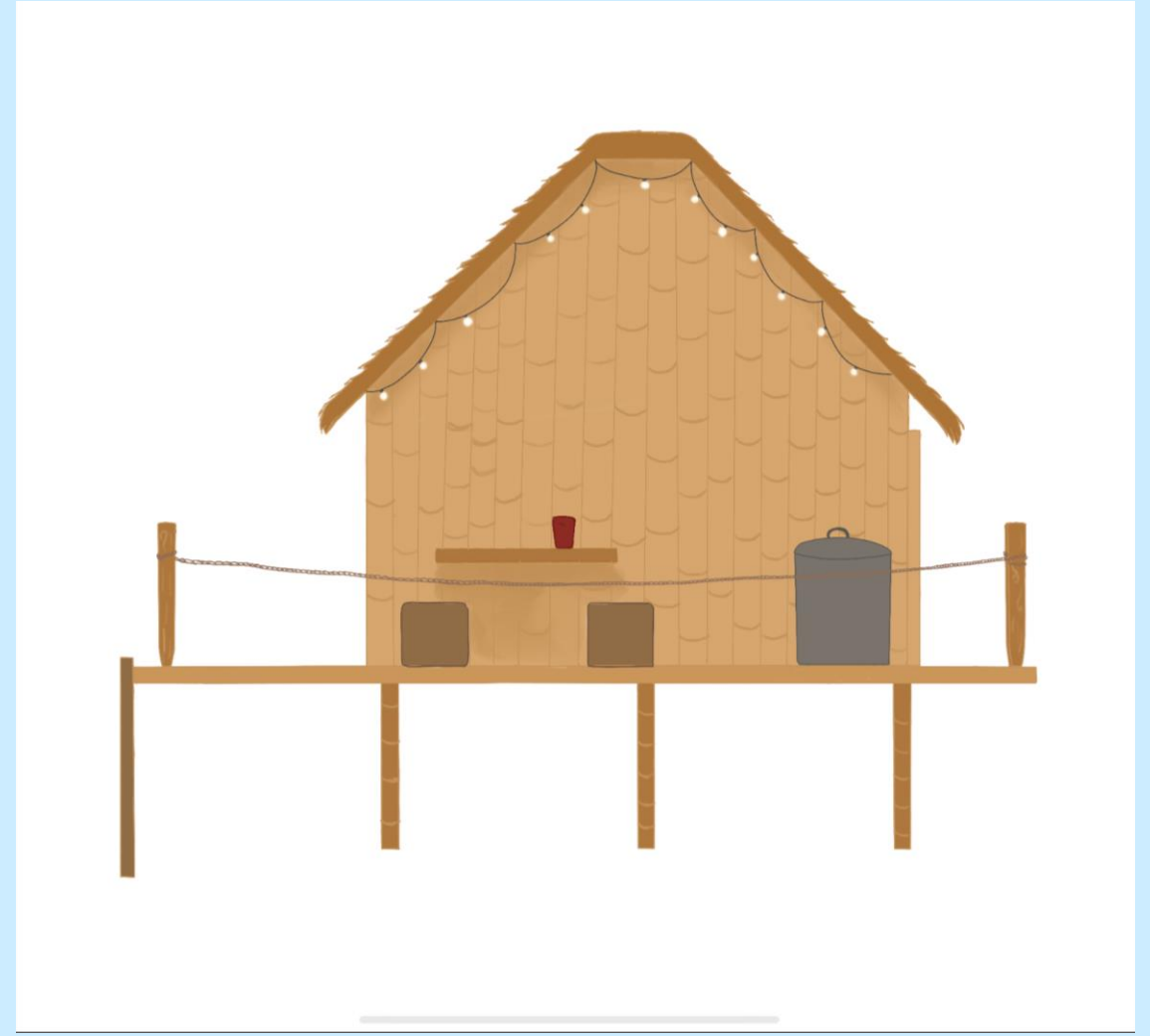
Nipa Grass

Bamboo

Wood

Lights

How I wanted my drawings to appear before I coloured it in.

Asset Design: MAIN Beach Hut: Coloured Orthographic Drawings

Side View

Back View

Asset Design:Bangka (Traditional Filipino boat)

The Texture and Materials: **Algae, Bamboo, Wood, Plastic, rope, and sand.**

This is the landmark model that I decided to choose instead of the island (for formative submission because the island was too high poly) so I chose this as my second landmark.

The main materials would be wood and bamboo for the ship itself.
For the rest, I imagine the textures to have sand and algae marks near the wood supports near the water to have a lot of sand and algae as well as the ropes cause they're in constant touch with the ocean so naturally there would be signs of algae and sand on it.

The lifeguard donut would have much more sand.

Then the much more minor materials would be painted metal for the sign.

Algae

Bamboo

Wood

Plastic

Rope

Sand

3D Models Process: Palm Tree

Making this tree was one of the easier 3D models I've created; to have some guidance I used a Youtube video on how to make a low poly palm tree by "DigitalDreambox"

The only problem I came across is shown in the first image: I had made cuts through the leaves that ruined the topology of my model because it gave the leaf extra edges I did not need.

So, I went back and re-did the leaves by just painting them in Substance Painter on a curved plane and changed the opacity so that it would take the shape of the leaf.

The same process I did with the seaweed in my coral reef.
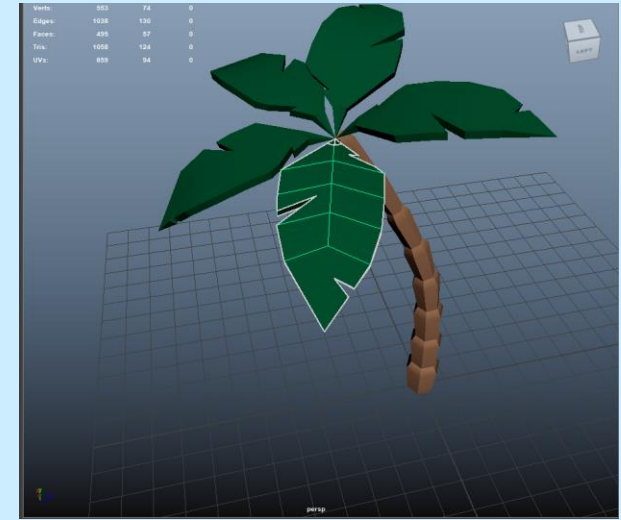
The initial 3D model
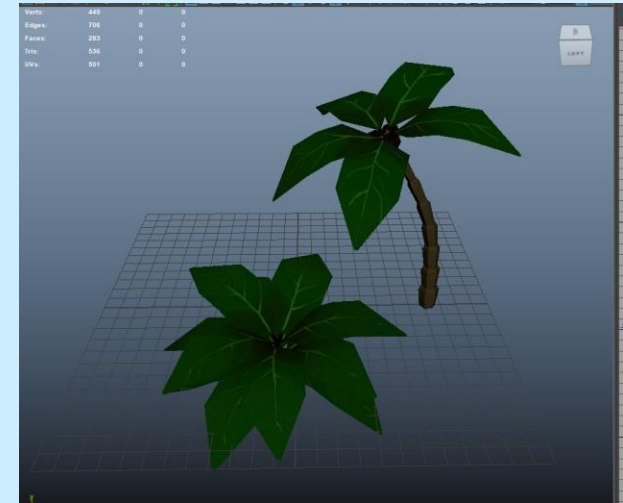
What the final looks like

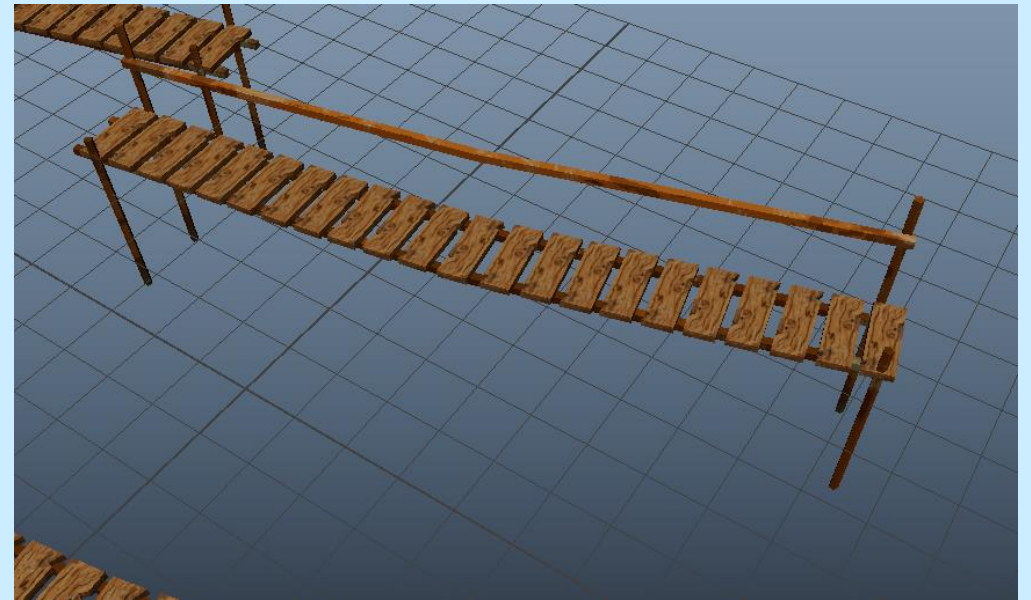# 3D Models Process: Bridge

These are the images of my final bridge, unfortunately I do not have images of the original bridge.

The process for making these was a bit confusing because I was trying to follow the shape of the original island but in the end I couldn't before submission because I had to change the island again, so I made 3 variations of the bridge. One going straight, one curving to the left and one curving to the right.

Texturing this was fortunately much more straight forward compared to the beach hut model. I just painted the structure and support of the bridge and one plank which I later duplicated in Maya.

Made the bridge one object so that when I brought it into Unity I would only have to duplicate the bridges and not all the other planks; this helped me manage my game objects more in Unity.
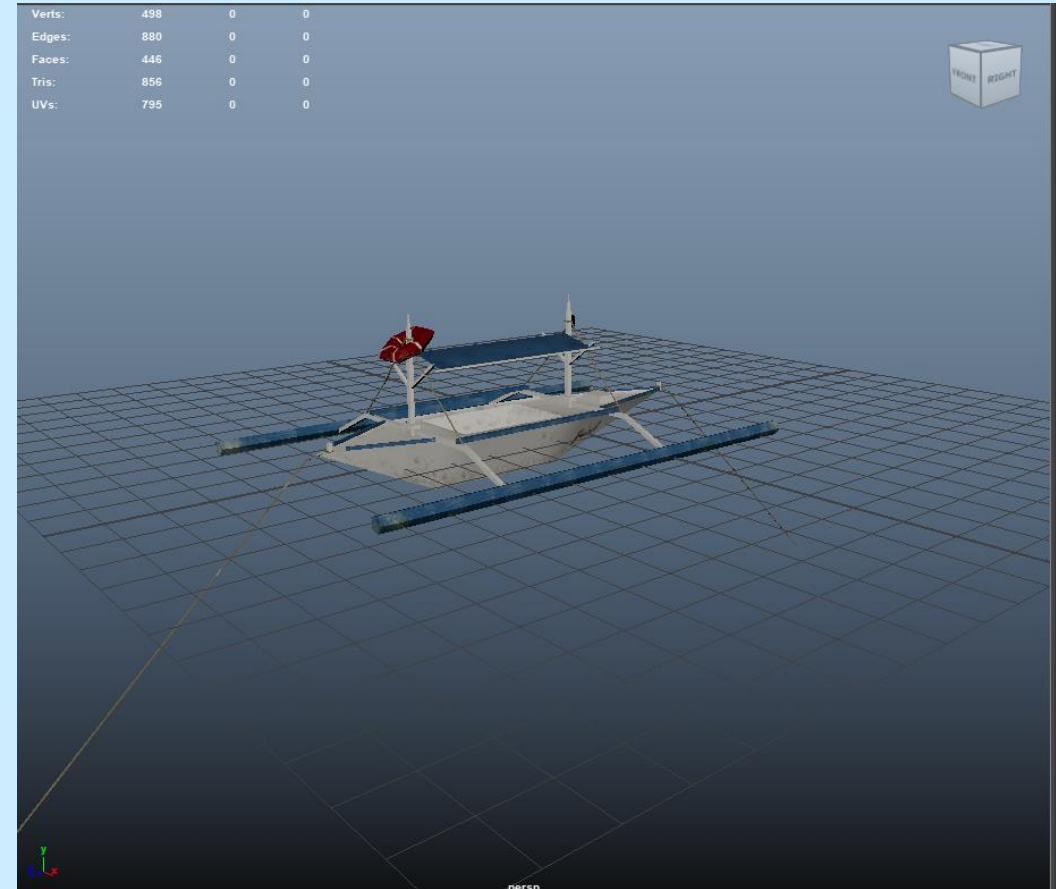

What the final looks like

3D Models Process: Bangka

I originally thought to not paint this model but in the end I did because I wasn't going to submit the Island for the formative submission cause I decided to later make the island in Unity.

Personally, this model was my favourite to texture but my least favourite to UV unwrap because there were so many parts. I feel like I could have made the boat's base a lot more better but I'll keep this in mind to improve next time.

The attention to detail for this model was better and my process in Substance Painter was smoother when painting this except when I tried to write on the boat it came out pixelated.

I decided to leave it as is because this 3D model is just going to be in the background.


Verts:	498	0	0
Edges:	880	0	0
Faces:	446	0	0
Tris:	856	0	0
UVs:	795	0	0

What the final looks like

3D Models Process: Island

The original model I created in Maya but I was advised not to use it because I wouldn't be able to texture it cause even though I retopologised it there was still too much faces and would have taken forever to texture; so I recreated it later in Unity.

Which was a much more straight forward process because I was able to create the terrain and paint it all in Unity.
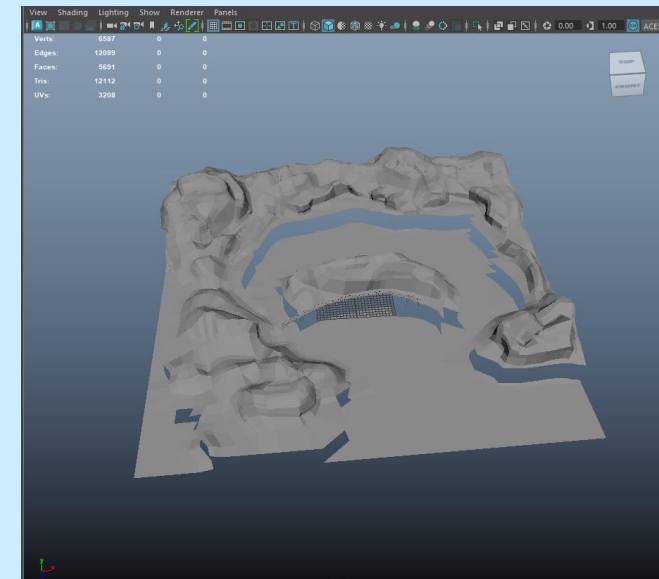
The initial 3D model
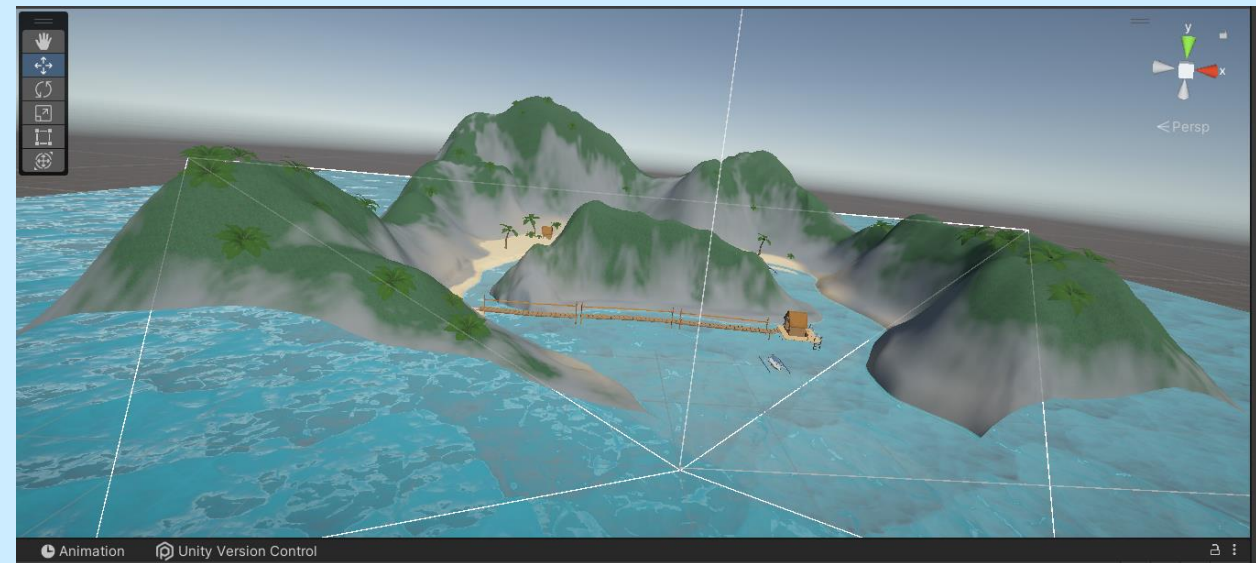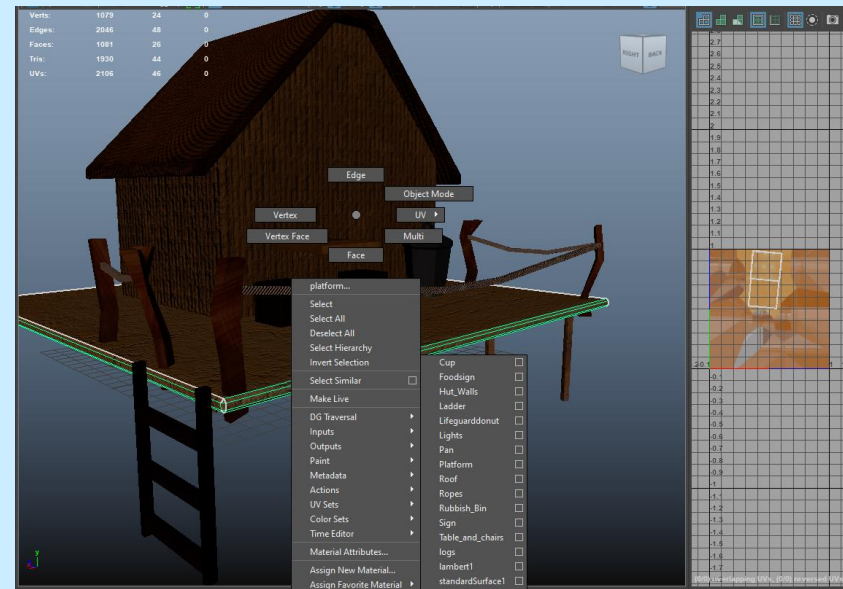

What the final looks like

3D Models Process: The Beach Hut

This 3D model was easy to create in Maya, but I think what made it's process tedious was that I UV unwrapped all the different parts of the house individually instead of putting them all together.

This was the first 3D model that I focused on; naturally I came across many mistakes which I then used as a lesson to approach my other 3D models in a much more time-sufficient way.

By the end, I still managed to make the model just fine but I did end up having multiple materials instead of just having one to cover the whole house.

I think this process was crucial because I was able to learn more about UV unwrapping, how to better optimize my model and how to organize my textures in Substance Painter more neatly.

What the final looks like

3D Models Process: Coral Reef

Like the boat, I originally did not want to texture this because I thought I wouldn't have time since I was spending most of my time working on the beach BBQ hut.

But eventually when I finished the other 3D models I returned to this one and finished it off.

I only had problems in UV unwrapping the big coral and fixing the opacity of the 2D seaweed (has the same process as the leaves of the palm tree – I drew the 2D seaweed and coral onto a plane and changed the opacity in Substance Painter and Unity.)

But eventually I had it done and now I'm just duplicating the original model.

The coral rock was made in Maya the same way I made the original island but since it was much more smaller it was easier to send to Substance painter to texture.
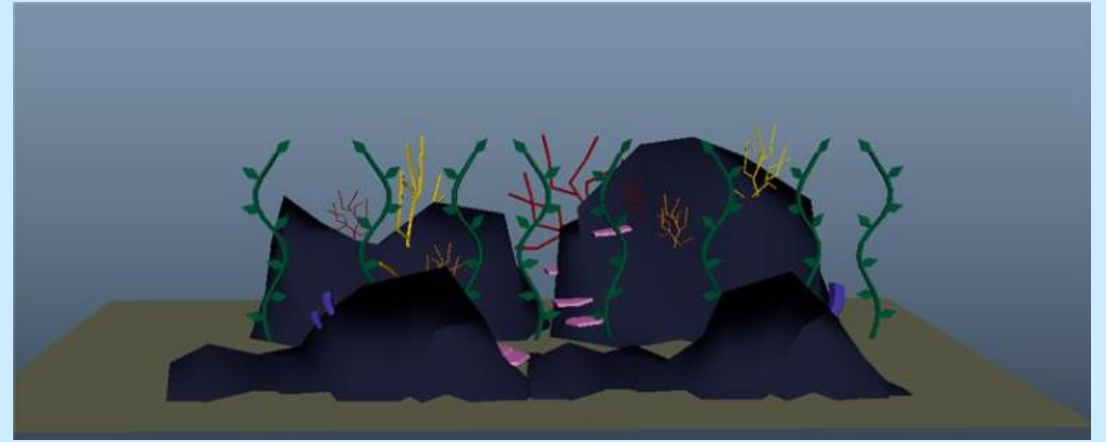
The initial 3D model
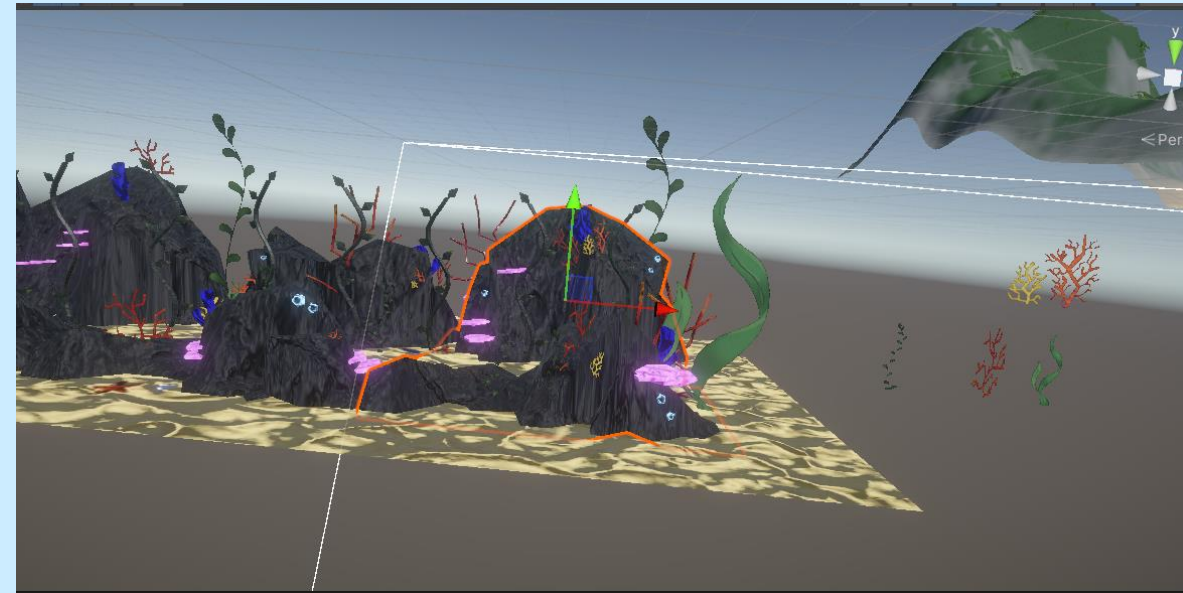
What the final looks like

First Half Reflection

I think I enjoyed the process of Texturing in this project more than concepting and 3D Modelling. Although texturing was hard, I still found it the most interesting step because I was able to learn so much on how to use masks and group layers which helped me better manage my textures.

With UV Unwrapping and exporting my FBX Files I feel that I could have optimized it better, which I have been doing now, by making sure that each part of my model is all under the same texture and not individual textures on one model cause its harder to manage multiple materials compared to having just one per model.

My beach BBQ bar is the only model which had too much materials when I had in Unity but the rest of my 3D models I was able to fix it by doing the extra step of masking and making folder in Substance Painter for the different materials I want for my 3d models.

In terms of team effort, I feel that this half was more individual, but I believe we would have benefited more from having our whole team together to concept and work stuff out earlier so that we wouldn't have had to make changes later on which could have been done at the beginning if we had discussed more.

Regardless, as a team we communicated when we could, and I trust that they stayed on track.

When making my 2D character, I think I would have benefitted more from making the character in a smaller canvas cause Unity doesn't slice sprite sheets larger than the maximum resolution.

As a team, we struggled with the concept of our story so early into development so I hope this is something that we can improve on in this half of semester.