



Robes, Wrinkles & Magical Evils!

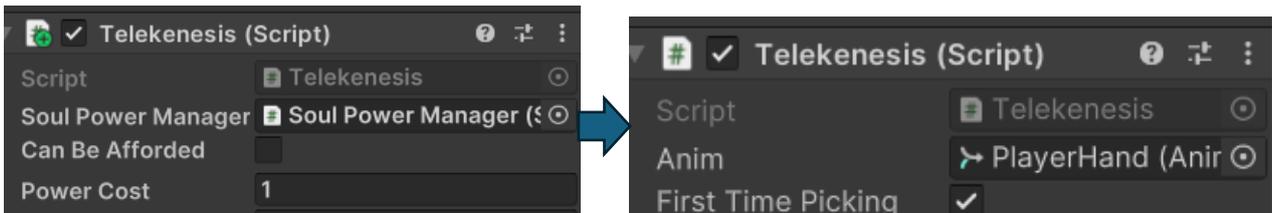
Sprint Two

Sprint One Recap:

During Sprint one, our main goal was to create a playable prototype of our game that contained the core functionality together. Much of my time was spent creating basic assets and scripting the players abilities which led to telekinesis and necromancy working. At the end of the sprint, we had a functional game with working basic mechanics. During our feedback sessions, we were told to narrow our scope and focus on the core gameplay loops we had.

Feedback:

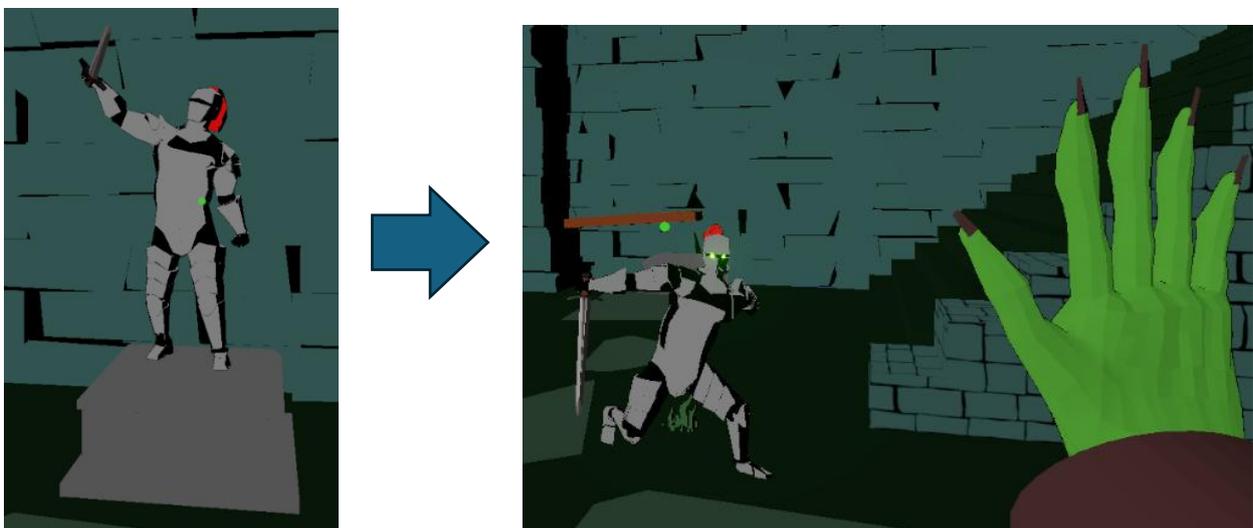
Initially, our response to the feedback was to have a meeting to discuss the changes we could make to the project. On my part, I began looking into ways the player could have their UI displayed mechanically and whether certain mechanics were needed at all. To this extent, we all decided it was best that the mana resource system should be removed in order to extend the playtime and fun our players experience.



In practice, this meant removing the cost for telekenesis and replacing UI elements with a simple vignette to simplify it.

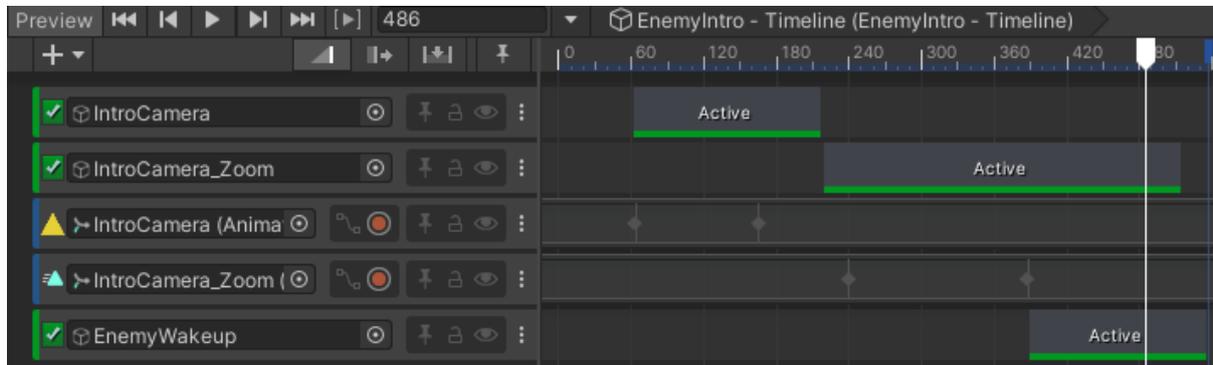


Besides the player, the enemies also underwent an overhaul which led to their animations all being switched out and their AI becoming more of a threat in smaller numbers. Their eyes were also altered to give them a more magical aesthetic and also act as a visual indicator as to whether they are “active” or not



Inclusion of Cutscenes:

As a method for diegetic storytelling, cutscenes were introduced as a way to present enemies and objectives to the players. This meant I took time to create a “timeline manager” which would manage what variables had to be true before a cutscene would play.



```
private void OnTriggerEnter(Collider other)
{
    if (other.CompareTag("Player") && Cutscene && cutscenePlayed == false)
    {
        canvas.enabled = false;

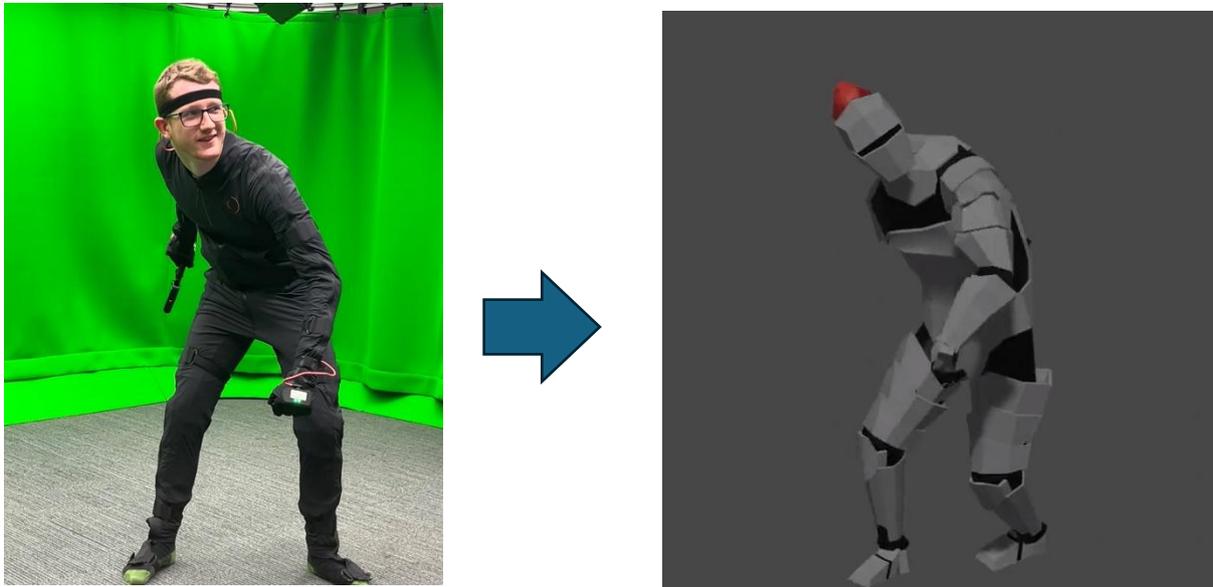
        Cutscene.Play();
        cutscenePlayed = true;
        Cutscene.stopped += OnCutsceneFinished;
    }
}
```

Through cutscenes, the player is better directed to where their attention should be held, and it also serves as a way to present lore. The most difficult part of this for me was getting timings correct and making sure everything ran correctly.

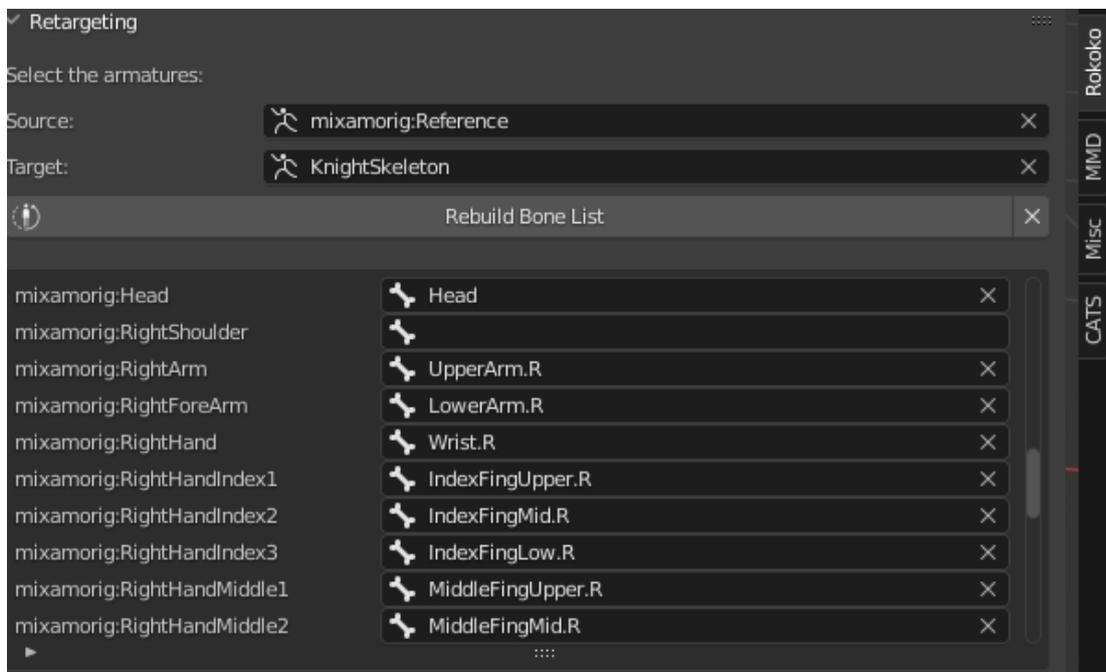


Inclusion of Motion Capture Animations:

As a way to enhance our gameplay and be much more efficient with the way we animate. This involved me putting the suit on, performing some basic movements, and then eventually retargeting the bones of the suit to the bones of our characters.

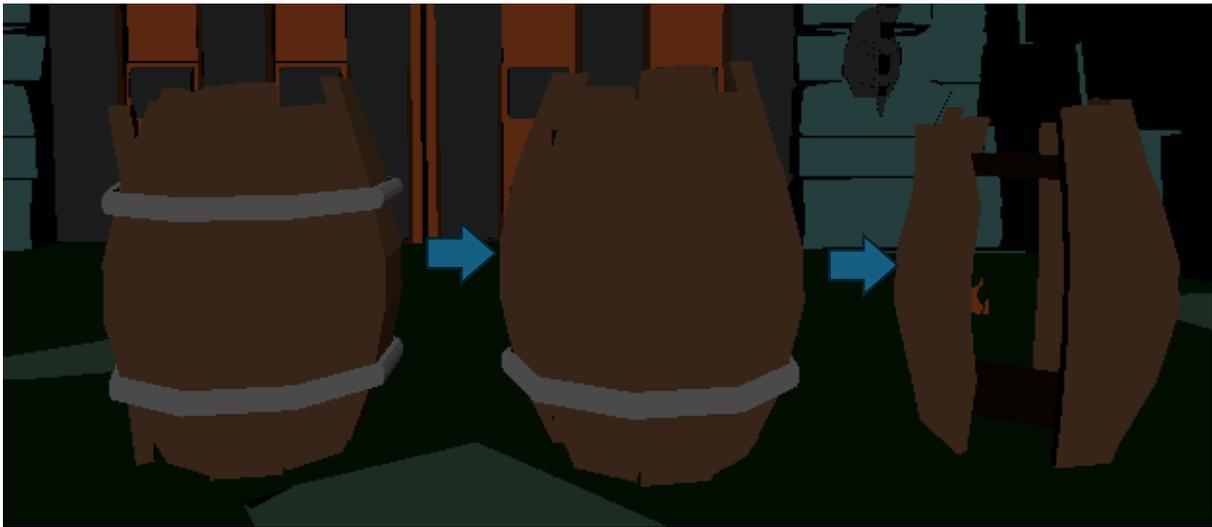


In order to accomplish this, I used a free add-on from Rokoko which would help match the bones up and get the animation working correctly.



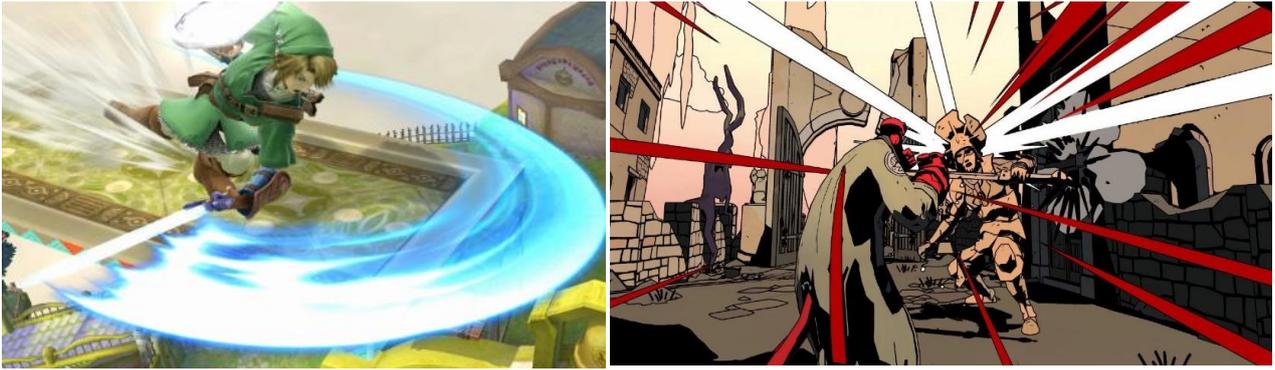
Sprint 2 Wrap up

Towards the end of the second sprint, my focus was on the feedback the player got when they were throwing objects. To help with this, I created a script that had objects change mesh to a more “Damaged” state and also have objects “leak” parts of themselves which aided with showing health of objects.



Alongside this, I also took a look into how I could make enemy attacks fit more into the theme. To do this, I researched how games such use trail lines as a method of feedback for the player. Specifically, I used Super Smash Bro's and Hellboy Web of Wyrd as reference points





After this research, I adapted the style onto my enemy character attacks. This both give the player feedback for when the enemy is attacking and also gave them an idea of how far they need to back up when the enemy attacks.



much of it was done by toggling on and off the actual trail line during the animation. This took a lot of time as each movement had to be correctly synced to when the trail should appear and disappear.

