IP Game Project

Project Report

1. Game Overview:

1.1 Game Title

TBD (To Be Decided/Defined)

1.2 Game Genre

1. Adventure
2. Puzzle

1.3 Game Perspective

Third-Person (wide)

1.4 Game Mode

Single player

1.5 Target Audience

B. 7 Above

1.6 Story

As we know, water is the main source of livelihood and is a vital source of life. Nowadays, the main states/cities are seeing so much water wastage and polluting existing water by throwing plastic bottles, covering the river or releasing factory waste water into the river. No water harvesting techniques are known. But due to the lack of knowledge or folly of humans, we lost major water sources and because of that Earth lost its wealth and life. Today Earth has dried up completely, and the other essentials have been extinguished, and there is life on earth.

Looking at this bad situation of his creation, God pitied humans for what they did & decided to send one of his alliances to earth, Guiding the alliance to use the natural fountain and use it to vegetate the drought prone places.

1.7 Goal

Create a social message on water conservation and reusability.

1.8 Platform

Mobile

2. Game Progression

2.1 Game Background

The game is set in the **Rajasthan** also known as the Land of the Kings, Evidently known for ancient art, glorious forts, magnificent palaces and especially for Water Drought, we specifically choose rajasthan as more than 60% of the region is deserted and the shortage of water in the region only adds to people's misery. Even before the start of summer, the state government designated nearly 5,000 villages in nine districts in Rajasthan—Barmer, Churu, Pali, Bikaner, Jaisalmer, Jalore, Jodhpur, Hanumangarh, and Nagaur—drought-affected.

2.2 Game Flow

1. Introduction

The Game Starts with a cinematic showing how the planet got into a condition of drought and almost the end of life on earth, the cinematic proceeds to depict God and the protagonist conversing about the present state of water and how essential water preservation is. The God advises player methods to restore the water and nourish the soil and offers the player a map with the path to the temple in a bottle and cautions the player not to lose it under any circumstances, the protagonist starts traveling towards the ground with the aim of making things normal again!

2. Prologue

The player landed on Rajasthan's barren desert, realized that the map bottle had been dropped somewhere along the way and started looking for a bottle and after finding the bottle with the map to the secret ancient temple, the player looked for a way to open the bottle but failed, then looked around to find an object to break the bottle. After looking around the player finds some rock pebbles along with the balls that are randomly spread across the desert, the player picks up the balls and inspects them to realize that they can be held in his bracelet (the bracelet has 5 placeholders for the objects) and the player picks up the ball and puts it in the bracelet and also collects some rock pebbles to break the bottle.

The player then tries to break the bottle using the picked up rock pebbles but fails to break the bottle then uses the ball that he stored in his bracelet to break the bottle and manages to get the map out of this bottle, then inspects the map to find the way to the temple but instead paths to 4 shrines where only one of them is fully visible and another 3 are semi-invisible.

3. Quest-1

The Player approaches the first abandoned shrine and faces several passageways, but only one path is illuminated. The player enters the corridor and shuts the door, forcing the player to advance. Enter a chamber where the player's first mission begins. The player finds three big pillars carved in Sanskrit characters with a Proxy/Placeholder slot on them to insert Pieces with similarly-looking words that create a phrase.

The player searches around to locate the pieces that have words written on them, discovers the pieces and puts them in the proxies.

4. Three Pillar Cinematic

After the first mission, there will be a cinematic showing off the Three Pillars of Eternity, the player will be awarded with one of Necklace's four parts, and the Second Shrine will be shown on the map!

5. SandStorm

Following the Cinematic, the earth begins to tremble and tiny stones and dust begin to fall from the roof. The mission progresses, telling the player to go outdoors. When the

player gets out of the shrine, Player observes a sandstorm brewing at an exponential pace. The player must navigate through this storm to the next Shrine. The way the player achieves this is by hiding behind the fallen rocks and structures, since the storm

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will greatly delay the player and push back. The player has opportunity to go forward anytime a storm gap occurs. After leaving the storm, the player goes to next quest.

6. Quest-2

After overcoming the sandstorm, the player arrives at the location of the second Shrine but is unable to find anything nearby; the player proceeds to explore but falls into a quicksand and is dragged down towards the Shrine (which is hidden beneath the desert sands); the shrine is completely dark due to its underground location. While exploring the Shrine, the player discovers light rays striking a series of concentric circles and a large enchanted boulder that the player must position in the center of these concentric circles. Concentric circles are not oriented to center the boulder. The player rolls the boulder to the nearest place holder, at which point the concentric circles begin to revolve. Each circle can be halted by adding weights on its matching placeholder, which is elevated by steps (as inscribed on the shrine walls as cravings). After aligning all the concentric circles, the player must roll the boulder to their center to reveal the second piece of the necklace and the location of the third shrine. After collecting the second relic, the Shrine begins to rumble and everything begins to collapse; the player grabs onto the rope and climbs his way out of the shrine, eventually reaching the top of the shrine (dome); as the entire shrine sinks into the desert sands, the player dodges incoming obstacles and ends up on the Desert Sands.

7. LandSliding

After exiting the Underground Shrine, the player is directed to the Third Shrine, which is located atop the Mountain Ridge, by a short route. As the player progresses down the limited route towards the third Shrine, a landslide begins, forcing the player to escape the landslide barriers by waiting for the landslide to halt briefly and then outrunning it by jumping over the hurdles

8. Quest-3

After successfully reaching the end of the path, the player enters the third Shrine and is confronted by three large hanging plates with a hole in them that are suspended from ropes, each rope bearing an etched sign. The player must cut the ropes and line the plates to create a sound echoing tunnel; in order to do so, the player must locate the three different weapons (sphere, sword, and dagger); guiding particles will assist the player in locating the weapons, which are scattered throughout the shrine. Following the discovery of the weapons and the severing of the cords, the Plates form a sound

chamber between the Statue and the Gong. When the player strikes the Gong with the gong stick, the sound echoes through the plates and into the Statue, causing the top portion of the statue to split open. The Player is then awarded with the Third Piece of the Necklace (the relic), and the map path to the last Shrine is revealed.

9. RoadBlock

TBD

10. Quest-4

TBD

3. Gameplay

3.1 Mechanics

1. Guiding particles
2. Basic locomotion (forward, backward, sprint, jump, mantle)
3. Inventory System
4. Environment object controller (pseudo LOD system for mobile optimization)
5.

3.2 Hints & Guidance (Deprecated)

1. TBD

4. Game Assets/Elements

4.1 The world

Note:
- All the Assets of the game Should be under 500-2000 Tris per Asset. *(keep the poly count as low as possible)*

- Overall the Max limit of tris in a *Scene/PlayerViewport/OnCamera* Should be under

20k-30k Tris, For heavy Scenes/ Cinematic where player has no Control it Could be upto **40k Tris**. (update: upto 60k tris per scene)

- The Limits here are provided while keeping Average/Mid Range mobile from 2019 in Mind.

4.1.1 Pre-Quests

    a) Barren Desert environment (dead trees, dried up land)
    b) Round Pillars
    c) Cork Bottle with map
    d) The Balls
    e) Stone pebbles
    f) A bracelet to with the placeholder for the balls
    g) Small broken huts

4.1.2 Quest-1

    a) Pillars with multiple variations and Sanskrit words written on them and pillars
       should also have a Placeholder to insert rocks
    b) Dead Grass
    c) Desert plants
    d) Necklace

4.1.3 Quest-2

    a) Revolving concentric circles
    b) A top open Shrine
    c) Random Clay objects (semi broken (pots, chairs, etc))

4.1.4 Quest-3

    a) Gong (+stick)
    b) Statue (with a Compartment to hold objects on top)
    c) Hanging Plates
    d) Sphere / bhala
    e) Sword (Rajasthani)
    f) Dagger
    g) Old Paintings decals

4.2 Characters

4.2.1 Player

Characteristics:

Gender: Male
Height: 4.8" *(Average 12 year old Height)*
Skin Tone: Mostly Olive or Gold-Yellowish *(Average Indian Skin tone)*
Origin: Indian
PolyCount: +/- 2000 Tris *(According to Unity)*

Power ups:

GET REAL ON THE VISION

The player gets a Void vision in which the path will be revealed

HIGH STEPPED

Give player an ability to either jump higher (Double Jump) or Step Further (Dash)

4.2.2 God

5. Input/output & GUI

5.1 Controls

1. Touch // on Screen Controls

5.2 Graphical User Interface

1. Main Menu
   TBD
2. Pause Menu
   TBD
3. HUD
   TBD

6. Audio & VFX

6.1 Audio

1. TBD

6.2 VFX

1. TBD

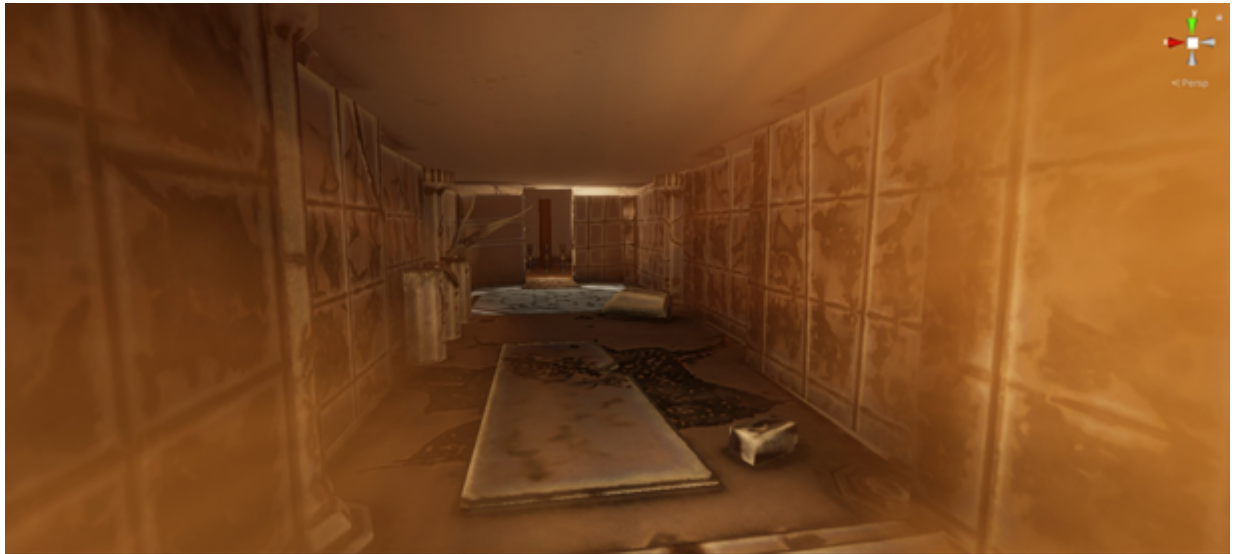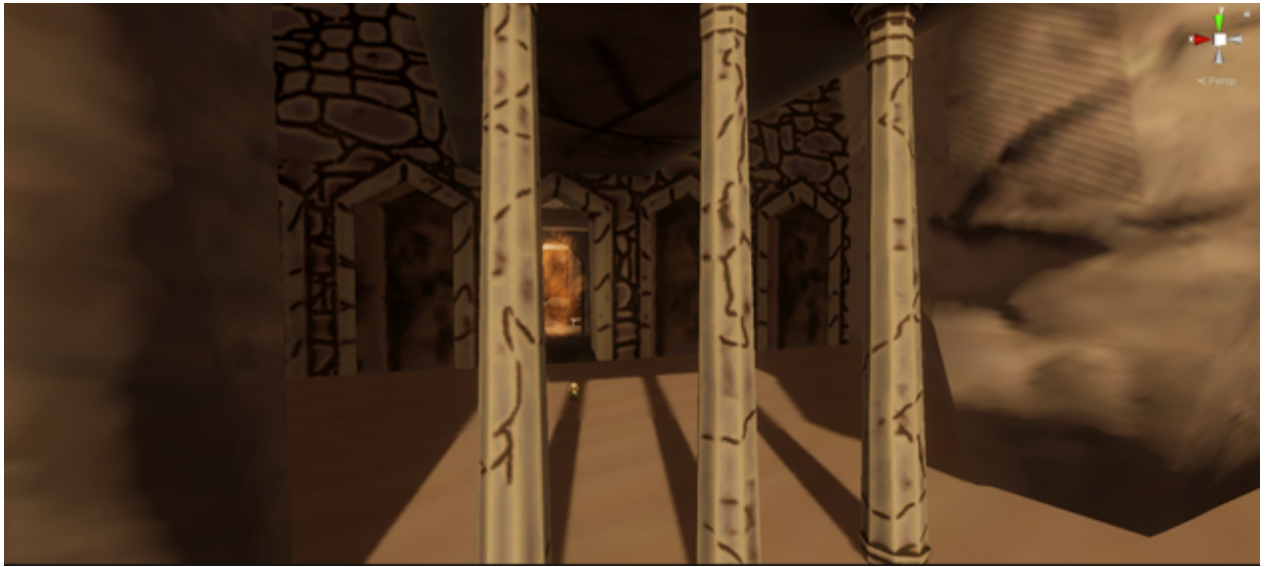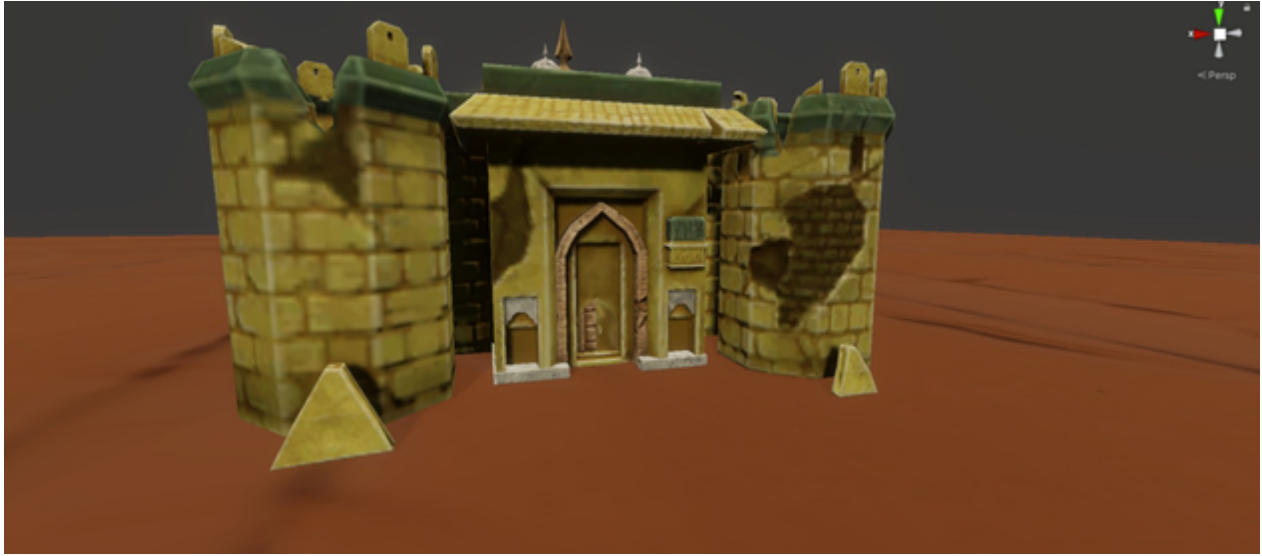# 7.0 Level Progression Gameplay

(while in development)
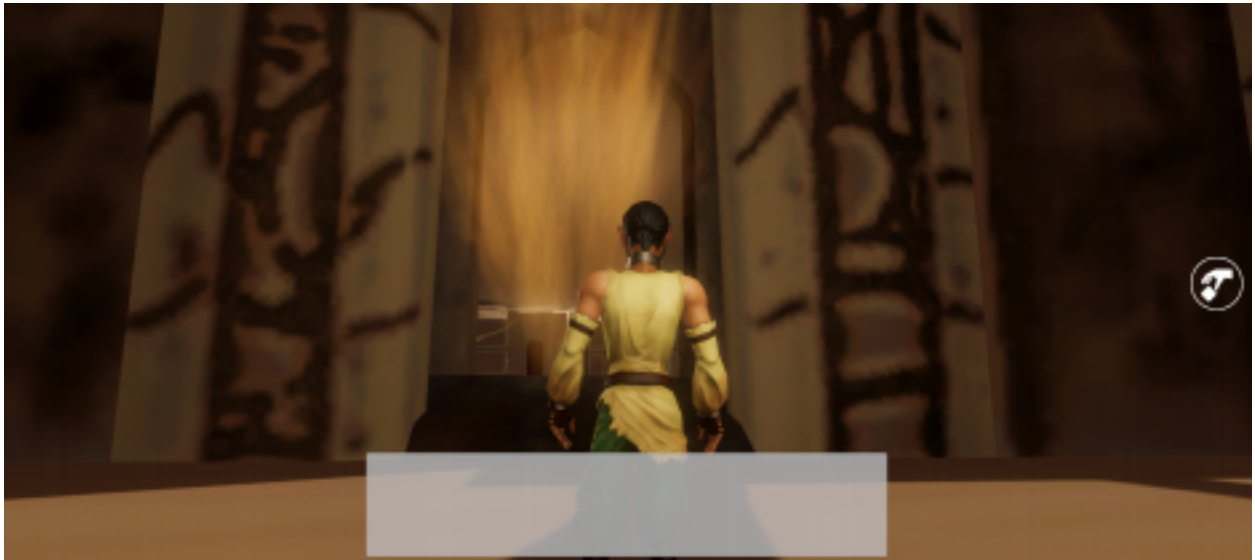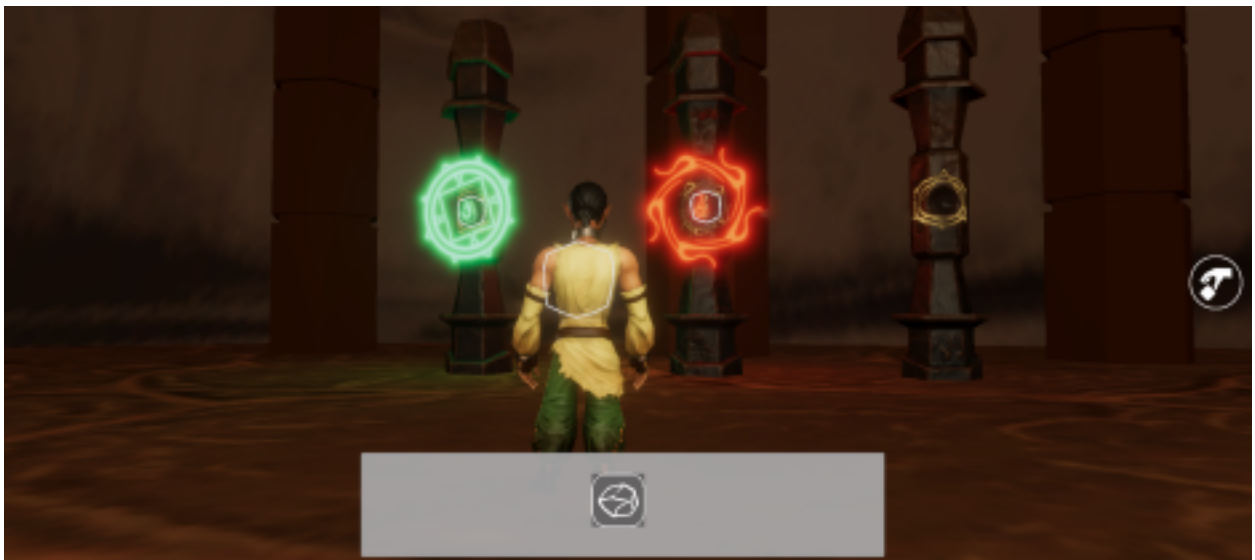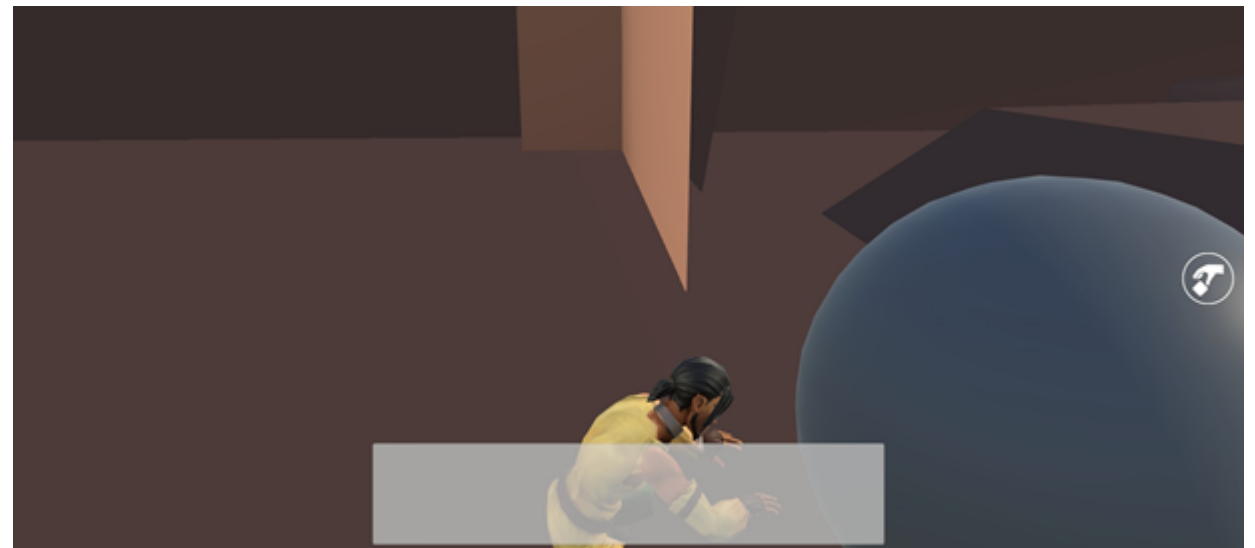
Level Images

Level 2 Quest area
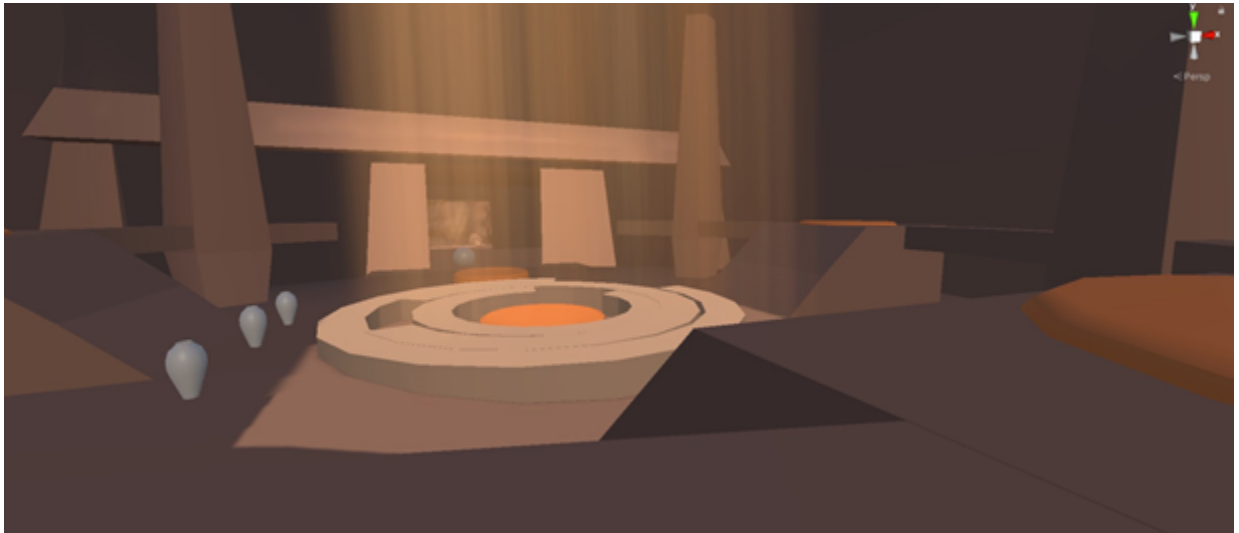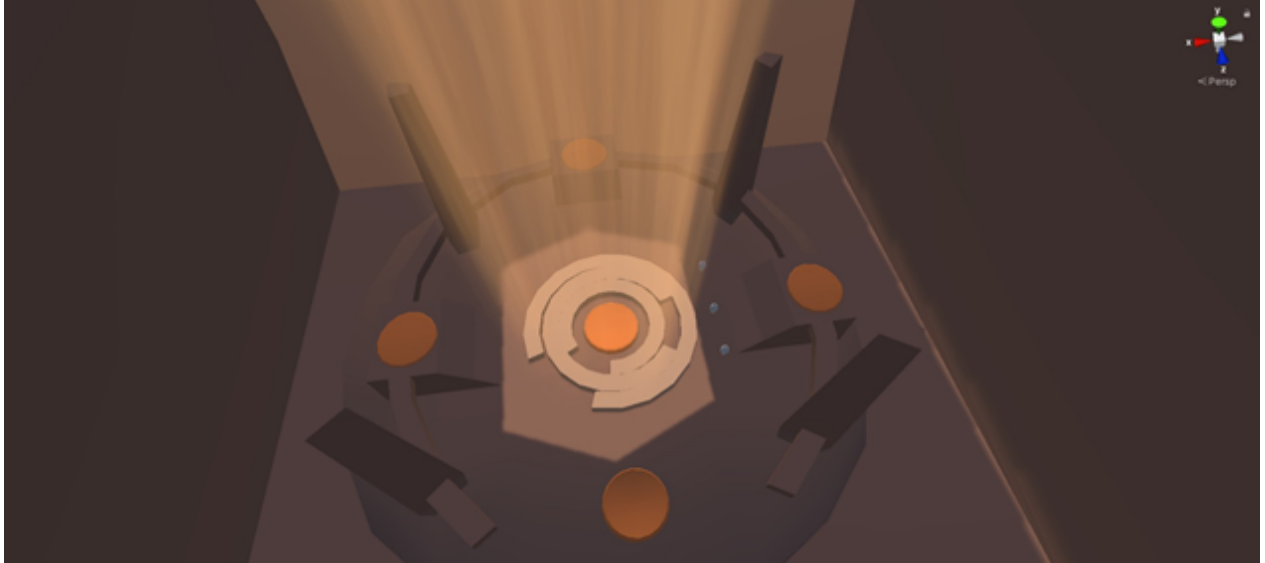
8.0 Role Elaboration

Pre-Production

As a Game Designer, Level designer and Production designer (my roles for this project) in the pre production state of the game me and few mates had to come up with concepts for levels, quests, look and feel, artstyle, puzzles, game flow/progression, core story, story progression, storyboarding and art reference for 2d concepts. And maintaining a design document
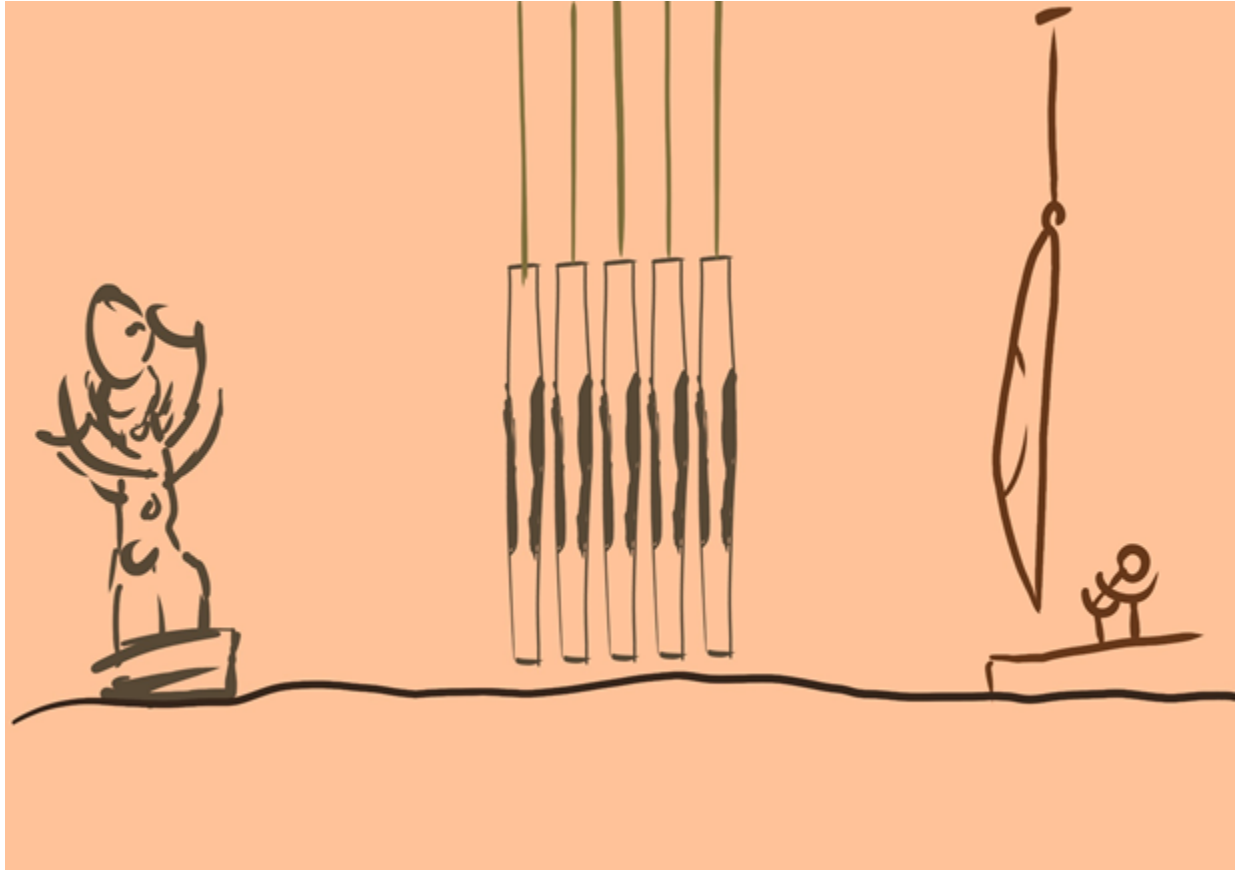
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And 20+ variations for each reference image for a concept.

Production/Development Phase

Following the initial pre-production phase, the game entered the production/development phase, expanding my responsibility that included level design and production design. My daily responsibilities included interacting with the concept artist, 3D modeler, and developer. Assisting them during the procedure. Comprehensively, giving concept artists with the sources necessary to complete the work at hand, guiding them in developing an artstyle and assisting them in adhering to the artstyle. Assigning 3D artists to tasks based on the 2d team's completed designs and monitoring the look and feel and poly count to ensure they perform on a mobile platform. Assisting the Developer team in developing mechanisms that are appropriate for the plot and gameplay.

While assisting the rest of the team, my daily task was to create engaging and replayable mechanics and work on the level's plot. And researching many design variables in order to make the game more related to the narrative and concept ideas, as well as learning how the pipeline works, along with working on the game's appearance and feel by experimenting with various design components.
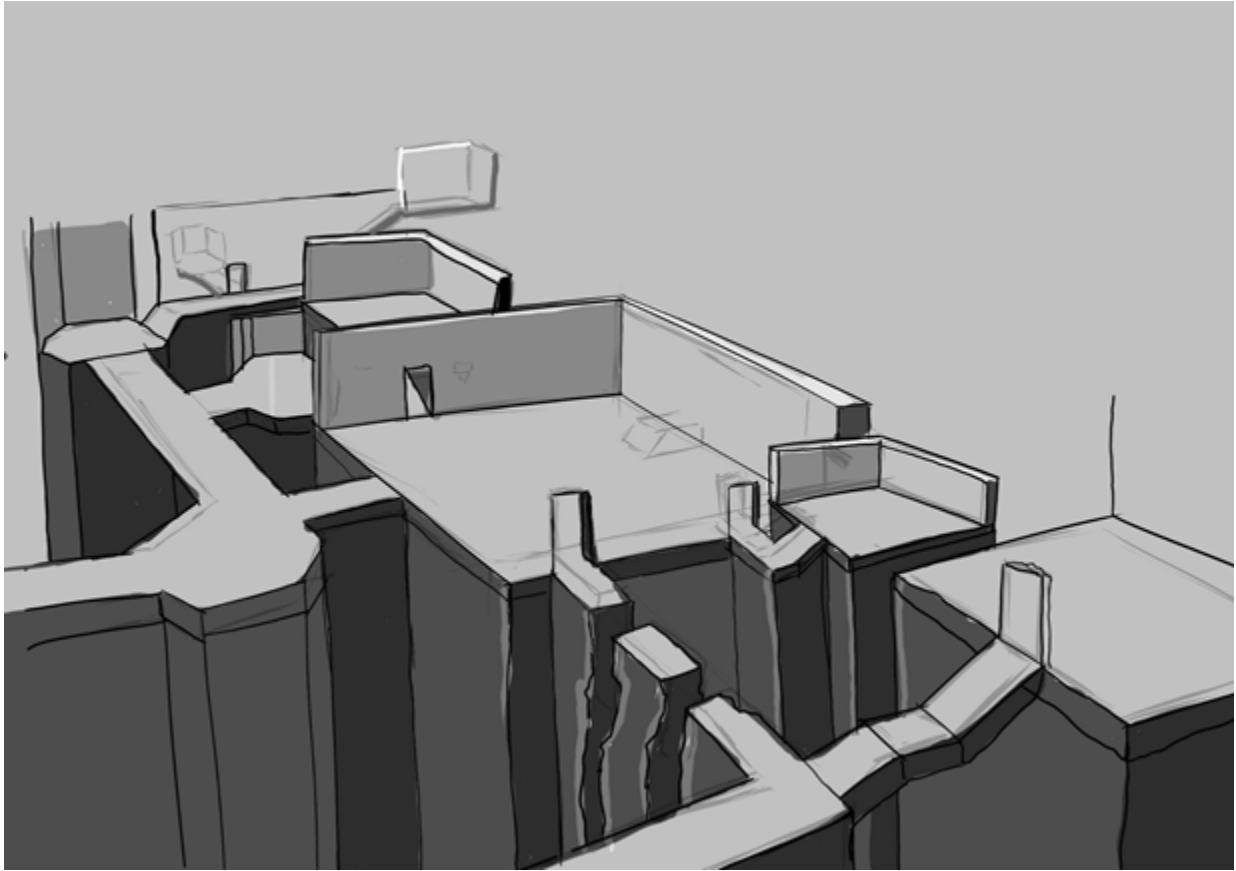
As the game is still in development phase because of the delays caused by the pandemic team had to spread around and also Involved in the curriculum.

Concepts of Levels

Interior of the main gate with cracks in building and door shown by rays of light.

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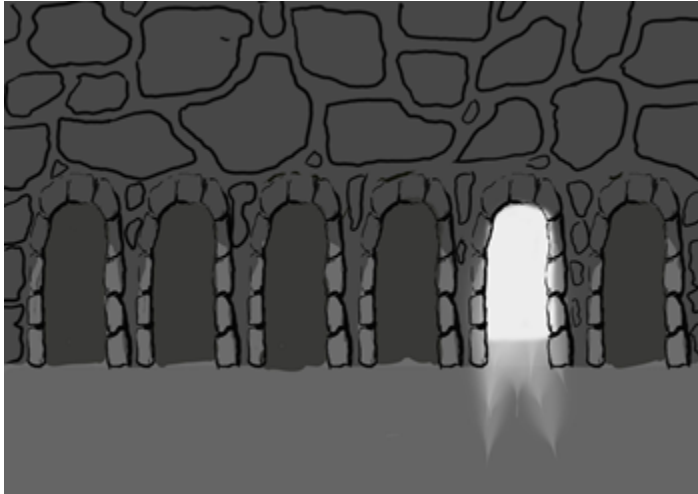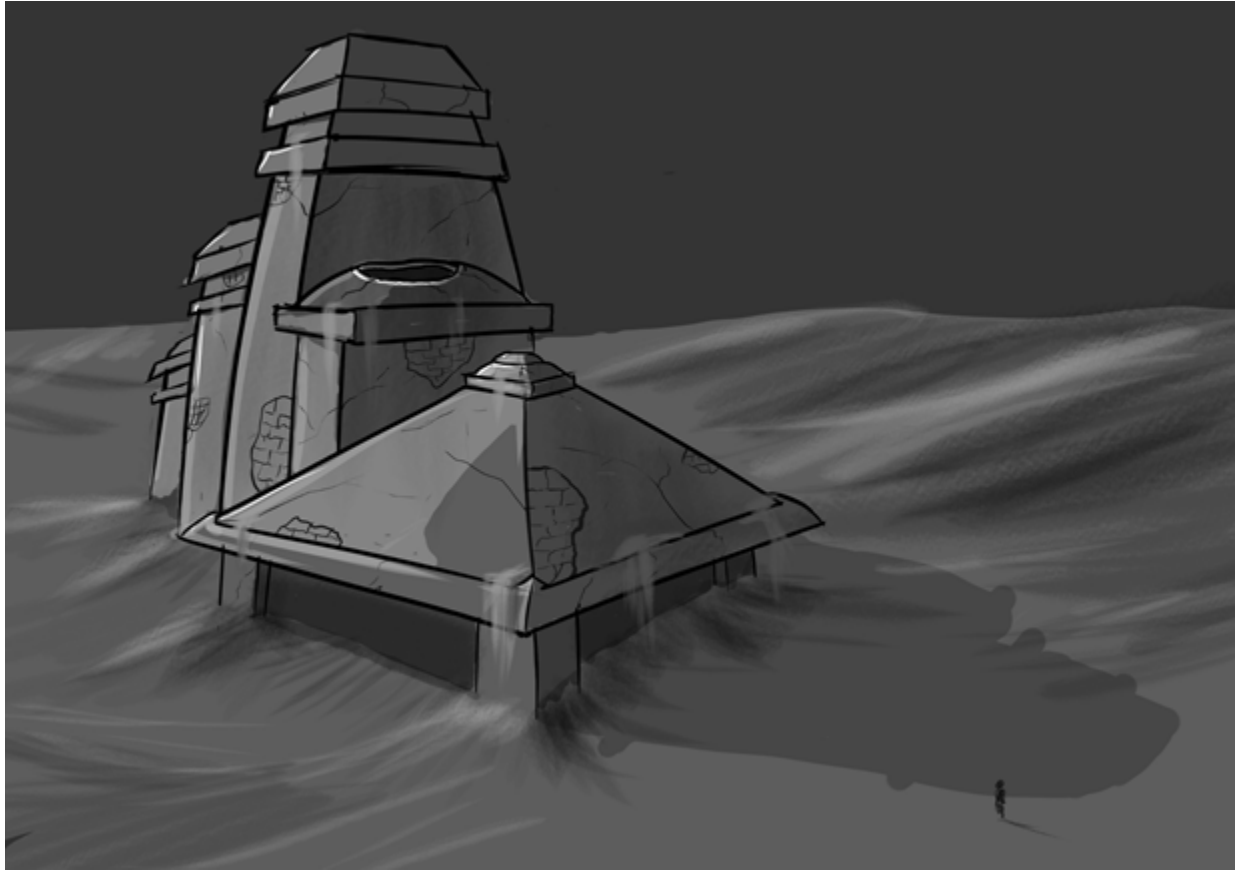
(Note: These works are from 2D concept artists im just showcasing it)

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Character Concepts

Team

Project Lead - Sunny Saxena, Abishek
3D Lead - Srinivasan Manoharan, Jay Prakash
Animation Lead - Sharan Kumar
UI/UX - Sandeep
Game Designer - Nitish Reddy Jaddu
Game Developers - Ajil Papachan, Deepak Nelson, Debtanu Adak. Deepjyoti Konwar
3D Artist - AbhIshek Nambi, Omkar Pawaskar, Mahendran, Prasad, Rahul P, Shashank,
Maniraj
Concept Artist - Amaan Biju, Sahil Gandhi, Anand kaushal, Yadhu Krishnan
UI/UX Designer - Riju Francis