Pre production document

Narrative Overview

The story centers around an estranged father trying to find his daughter in a small town in the north west of america. The missions will chronicle the events of the story running parallel from both perspectives, with crossover between the two. The daughter will be finding her way out of the city, which was locked down by the military but recently overrun, while the father makes his way into the city to look for her.

The story chronicles the events of the daughters escape from the city and the fathers search for his daughter, chronicling the near misses, the eventual re-connection and the trials and tribulations along the way.

Campaign Overview

The campaign consists of a tutorial level which explains the basic mechanics to the players through switching perspectives. After this, the player is able to choose a mission to play first, they pick the father or the daughter.

The daughter's mission will chronicle her journey from her apartment in the heart of the town to her goal of reaching the outskirts of the town. Her mission includes gameplay segments in her apartment, a carpark, the sewers and a central warehouse finale.

The father's mission chronicles his journey from the outskirts of the town at the military checkpoint, passing through a residential district and a park, making his way through a warehouse on his way to the apartment.

Both levels culminate at the same warehouse where they eventually find each other.

The campaign missions are designed to be played in either order, with both orders offering new clues and context for the player, such as hidden weapons spotted in 1 mission being able to be found and picked up in the other mission, as well as events from both missions beng hinted at in the other mission (such as a smoke flare going off in the daughters mission being able to be spotted in the distance from the fathers POV.)

Both missions will also give the player access to unique weapons and qualities possessed by each character, the daughter is faster, with less health, but starts with a pistol, and uses non-military weaponry, and has a focus on movement, avoidance of conflict (if the player desires) with lots of height variation in her level.

The father has military weapons, but has less access to ammunition and is slower, but has more health. The fathers gameplay has a focus around scavenging for resources and hunkering down.

Characters Brief

Character Bio

Name: Elise James

Age: 22

Traits:

- Introverted
- Reserved
- Athletic
- Anxious

Background:

Elise is a University student studying in the small Northwestern town of Woodglade. She took the first oppertunity she could to find the furthest possible location to get away from her father, who she has never got along with. In Woodglade, Elise has found her little corner of heaven. The quaint, quiet town matches the track star's reserved, introverted personality. But with the coming of a military quarantine, Elise's bliss has been uprooted. The military have locked the town down, she is confined to her apartment, and Elise's way of life is about to change forever.

Character Bio

Name: Barry James

Age: 47

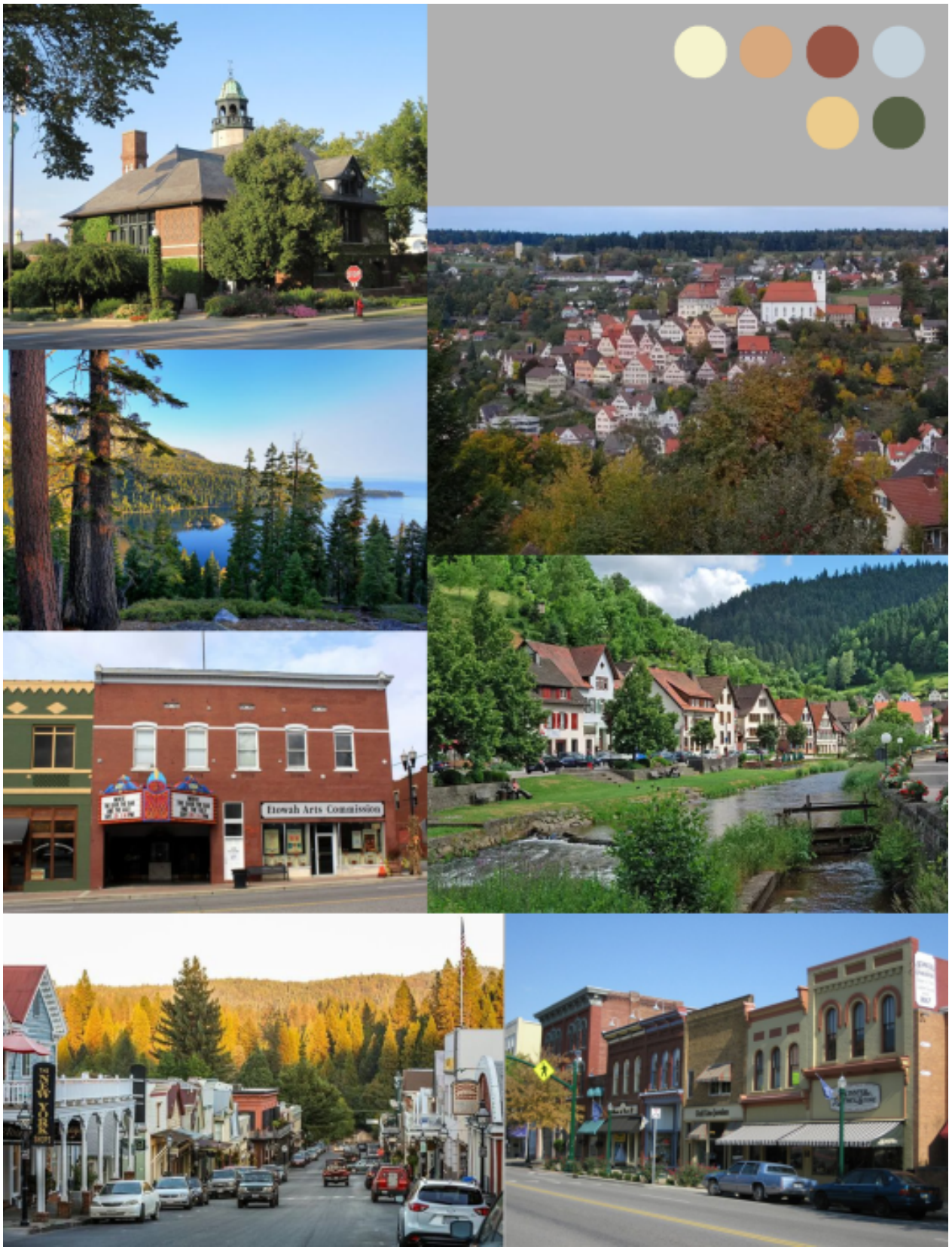
Traits:

- Hot-Headed
- Ambitious
- Perceptive
- Methodical

Background:

Barry is a factory worker from Georgia who is nearing retirement. A tough career man, Barry has given much of his life to the factory he worked at, grinding his way into an upper management position. This career minded approach to his life caused major issues in his family life. A divorcee, and estranged from his daughter, Barry has been living a life fully subsumed by his work...Until now. A strange virus is raising the undead, military lockdowns are in effect all over the U.S. Barry, for once, Has decided to put family first. He is closing in on Woodglade, he hopes Elise will be there, safe.

Mood Boards

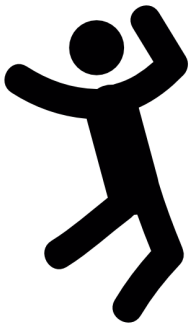


1. The town - Residential/outskirts inspiration board.

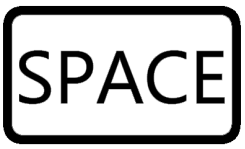
Mechanical Diagrams

Additional mechanics

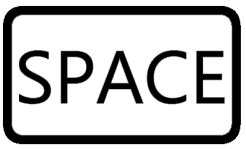
Jump



Climb/scale walls



Tap



Hold

Search shelf

Open door

Interact with environment

Toggle flashlight On/Off

Sourced Assets

Modular Military Operation Urban Training Environment - UE Marketplace
Link: Modular Military Operation Urban Training Environment in Props - UE Marketplace

IFV BMP3 (East) - UE Marketplace
Link: https://www.unrealengine.com/marketplace/en-US/product/ifv-bmp3-east

M923 Truck (West) - UE Marketplace
Link: M923 Truck (West) in Props - UE Marketplace

Construction Site VOL. 1 - Supply and Material Props - UE Marketplace
Link: Construction Site VOL. 1 - Supply and Material Props in Props - UE Marketplace

Modular Industrial Area - UE Marketplace
Link: Modular Industrial Area in Environments - UE Marketplace

Edith Finch: House and Common Areas - UE Marketplace
Link: Edith Finch: House and Common Areas in Environments - UE Marketplace

Temperate Vegetation: Spruce Forest - UE Marketplace
Link: temperate Vegetation: Spruce Forest in Props - UE Marketplace

Industry Props Pack 6 - UE Marketplace
Link: Industry Props Pack 6 in Props - UE Marketplace

Downtown West Modular Pack - UE Marketplace
Link: Downtown West Modular Pack in Environments - UE Marketplace

Temperate Vegetation: Optimized Grass Library - UE Marketplace
Link: temperate Vegetation: optimized Grass Library in Props - UE Marketplace

Modular Building Set - UE Marketplace
Link: Modular Building Set in Environments - UE Marketplace

Individual Mission 2 - Martyn

Level Overview & Narrative

Elise's mission starts after she leaves her apartment after seeing the world fall apart outside. Chaos has erupted in her apartment complex, causing the main exit to be blocked, however an apartment down the hall's door is open, she exits through the window and down the fire escape.

Her main goal is simple: survive and escape as the city falls around her.

She drops into an alley and moves towards the parking lot, where she encounters a small group of zombies. Does she engage or evade? Either way, she is funneled by the destruction around her to the main road outside of her apartment, where she descends into an open sewer drain.

In the sewer she can hear the near growls of something ominous in the depths below. The sewer is dark, so she has to rely on her torch to aid her journey. The deeper she gets, and the more enemies she fights through, the growls get closer and closer. She enters a large electrical room in the sewer system, a service elevator is shut down and she has to turn on 3 switches in the area in order to get it working. It is here that she encounters the behemoth. A large enemy seemingly impervious to damage. Her only options are to run and hide while she turns on the remaining switches in the rooms and caverns.

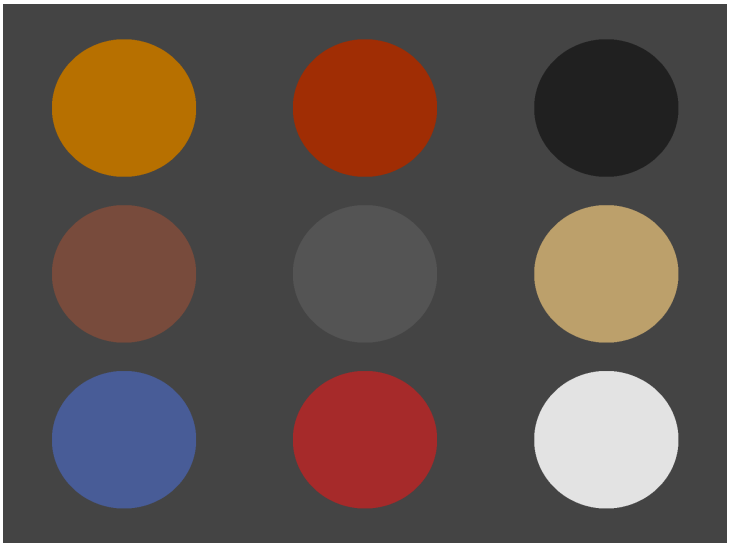
Once she turns on all 3 switches, she can make a stealthy attempt for the elevator or a mad dash.

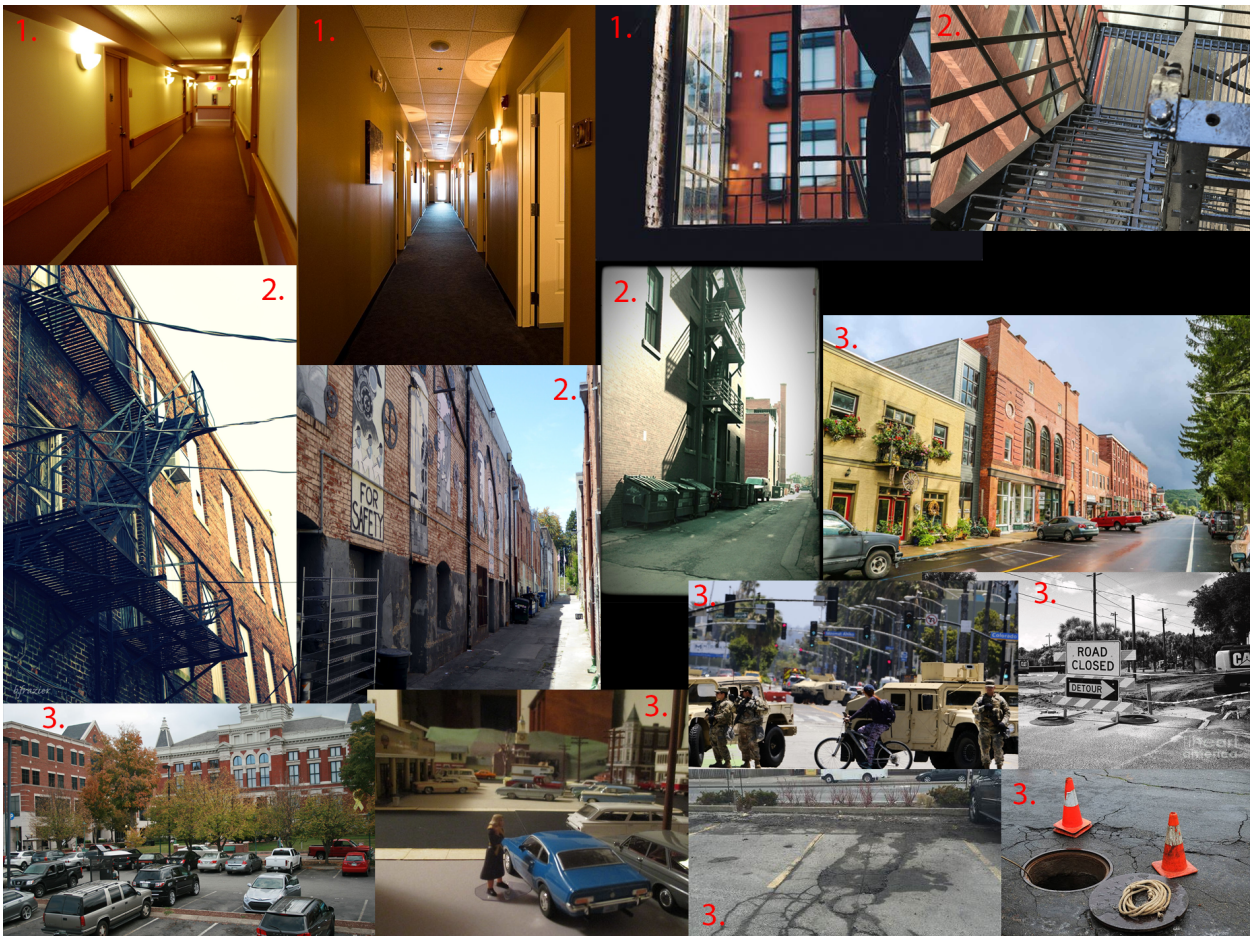
Either way, the service elevator takes her up to the outskirts of a warehouse, where she must scale some scaffolding. From that vantage point she takes stock of her current location, below, entering the warehouse, she thinks she sees her father, but it can't be? Right?

Despite her flight response telling her to make for the town border, her intrigue and better nature guides her to aid the man she took to be her father below in the warehouse. She descends the scaffolding to outside the door of the warehouse, which is low on power and is operated via generator. From the inside she can hear a commotion, gunfire. She starts the generator, which begins to charge the door to open, but that noise draws hordes of enemies to her location. She has to fight them off while the door opens.

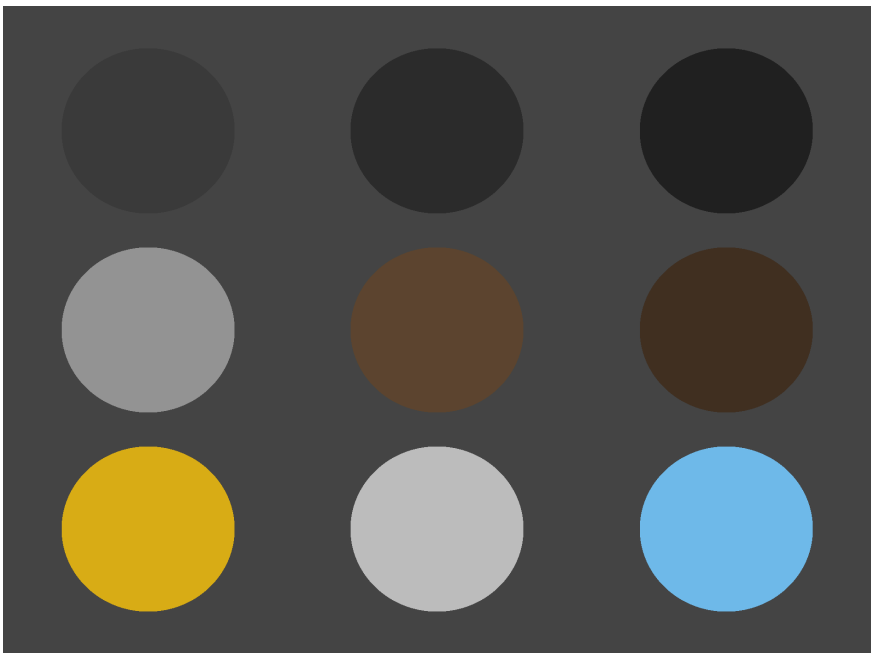
At the culmination of the fight, she finishes off the last of the enemies, and the door behind her opens. It's her father. She hasn't seen him in years, he looks much older than she remembers. Despite her hatred of her father, the only thing she feels in that moment of horror is relief.

Mood Boards/Colour palettes

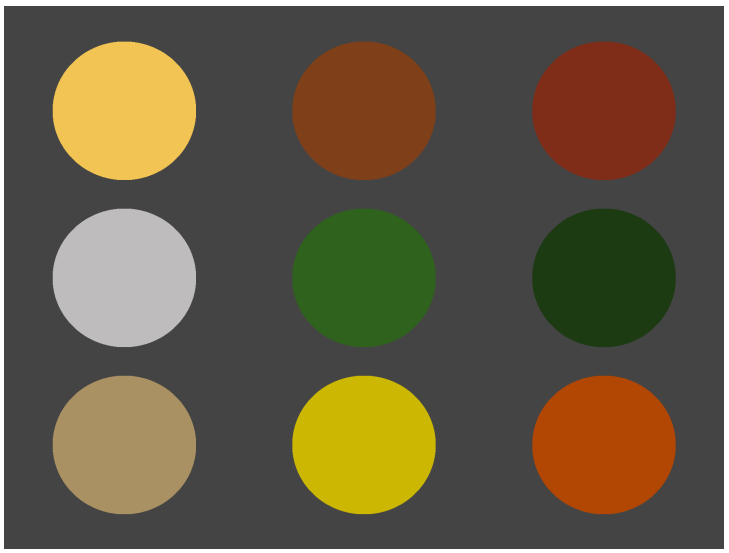




1. Elise exists her apartment into the hallway, she continues down the hallways until she sees an open door leading into an abandoned room with and open window.
2. Elise descends the fire escape and has her first encounter with zombies in the alley below, she continues down the alley toward the parking lot.
3. When she reaches the parking lot there is a large group of enemies, Elise can fight them or stealth past them to the road, she reaches an open manhole, the only way forward is down.

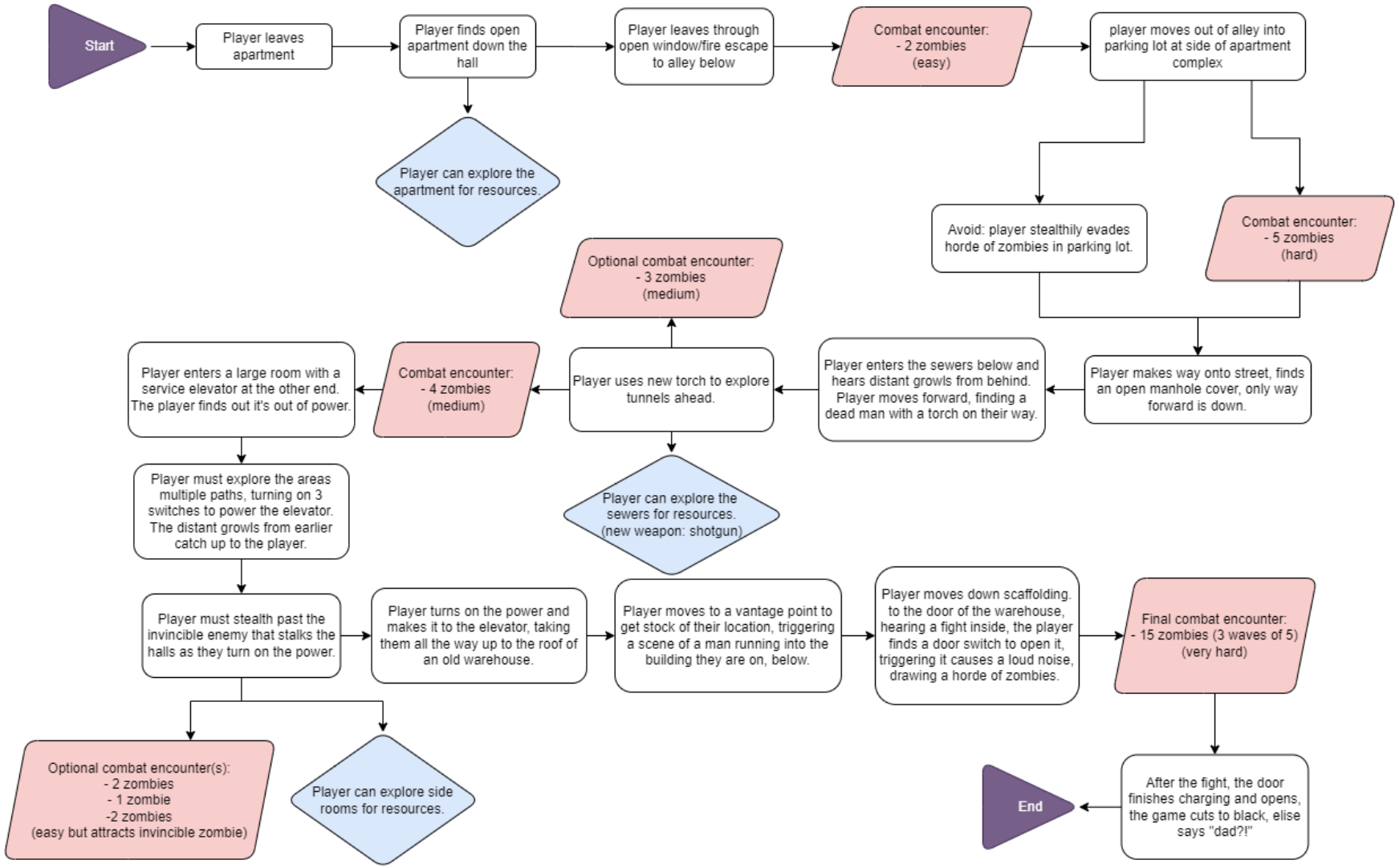


1. Elise descends the ladder into the sewer system below the town, here she must use her torch and navigate through the labyrinth.
2. Elise journeys further into the sewer encountering enemies along the way, natural light from the surface shines through from above.
3. She enters into a larger room, with an old service elevator at the end, in order to power it up, Elise must navigate through the space and find 3 breakers to activate the elevator. While she does this, a large invincible creature stalks the halls, she must use her environment and stealth to navigate.

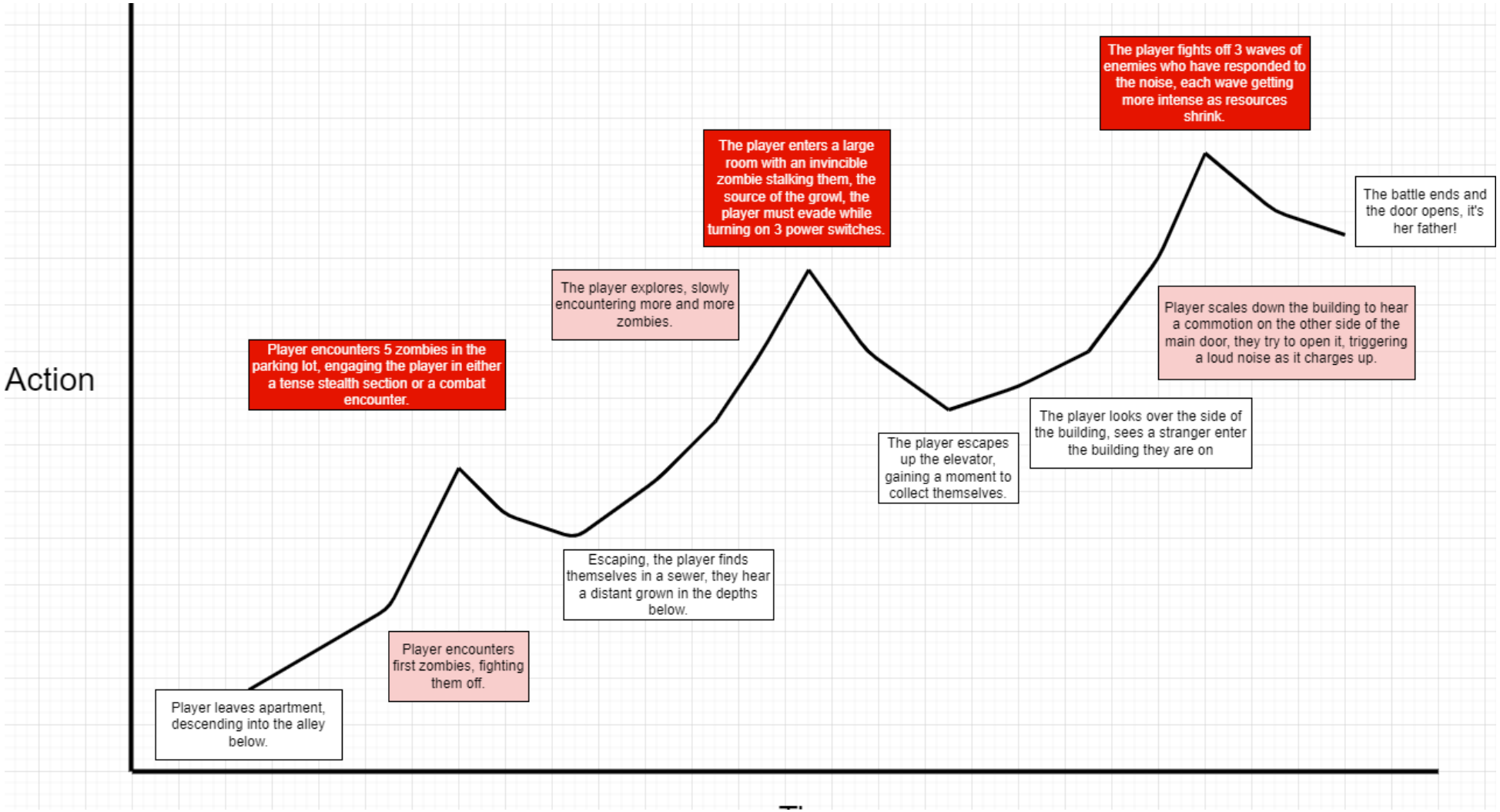


1. The elevator opens up on the roof of the factory, Elise takes stock of her location, noticing a stranger enter the warehouse below.
2. Elise descends to the warehouse exterior, looking for an entrance, she finds a big front door operated via a switch, she must activate it, causing a lot of noise. She must fight off the oncoming hordes of enemies outside the entrance, using leftover warehouse pallets and storage containers for cover.
3. Once charged, the door opens, elise turns to see the stranger break through. It's her father.

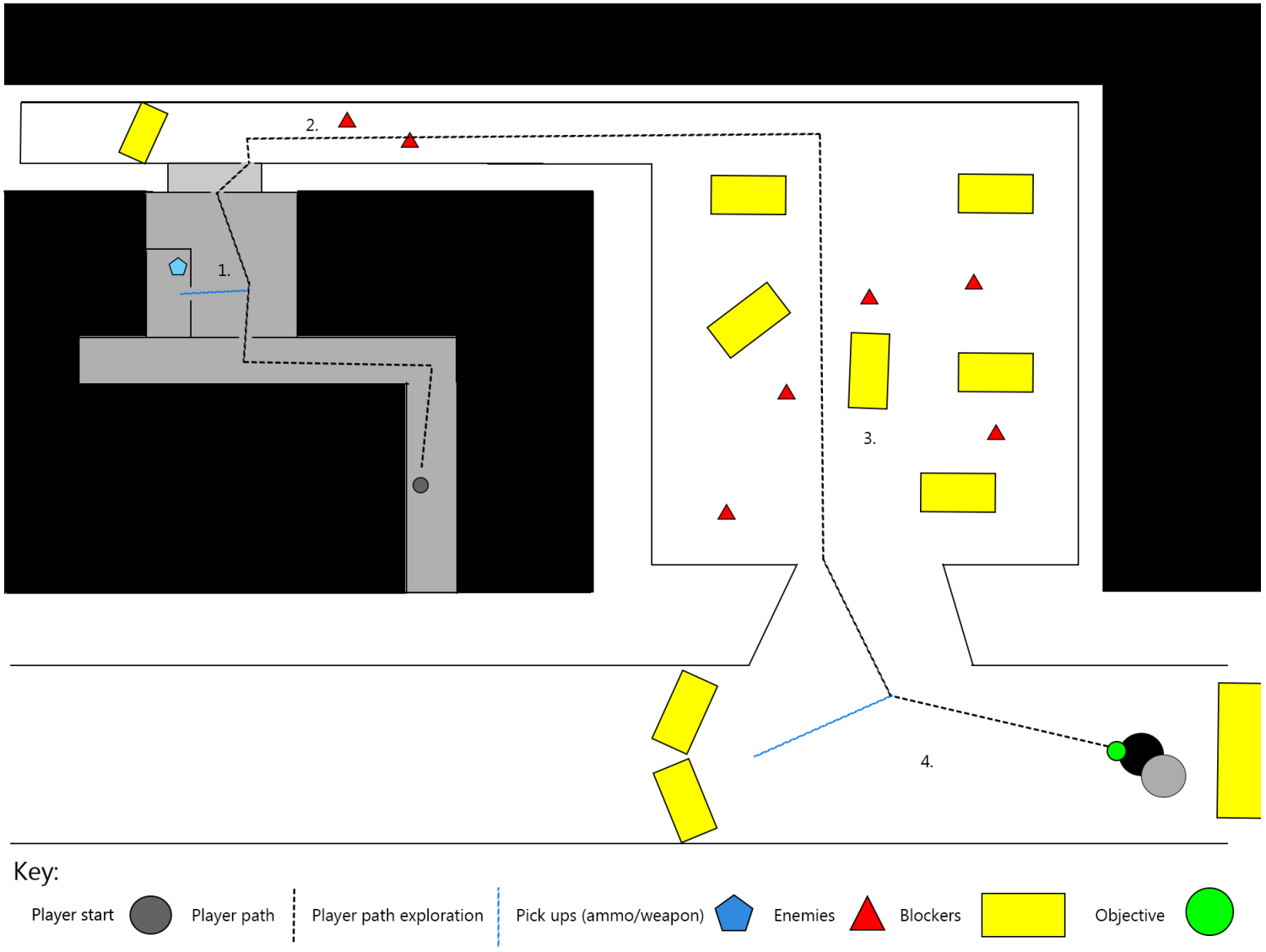
Level Flow Chart



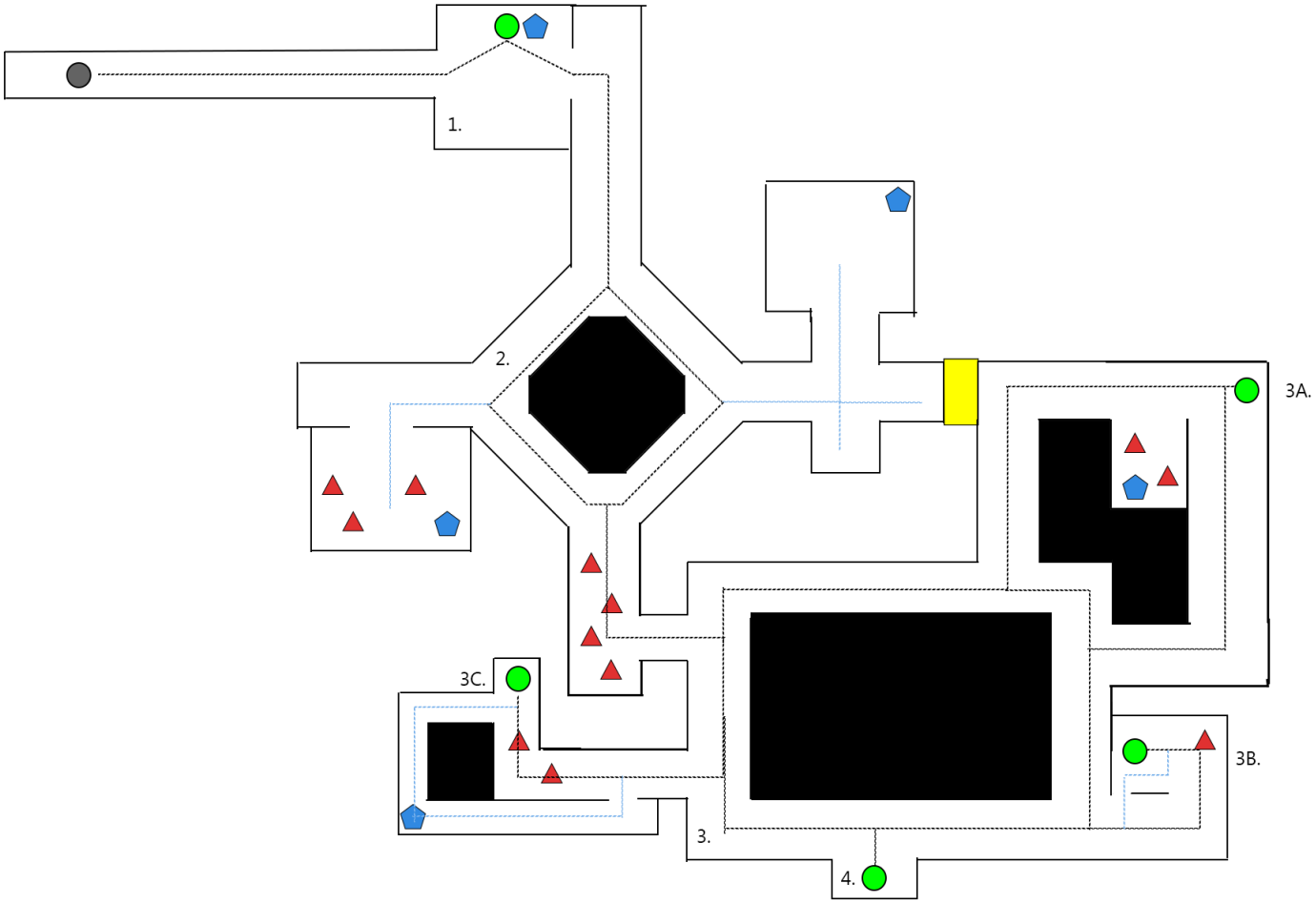
Rising Action Chart



Top-Down Plans



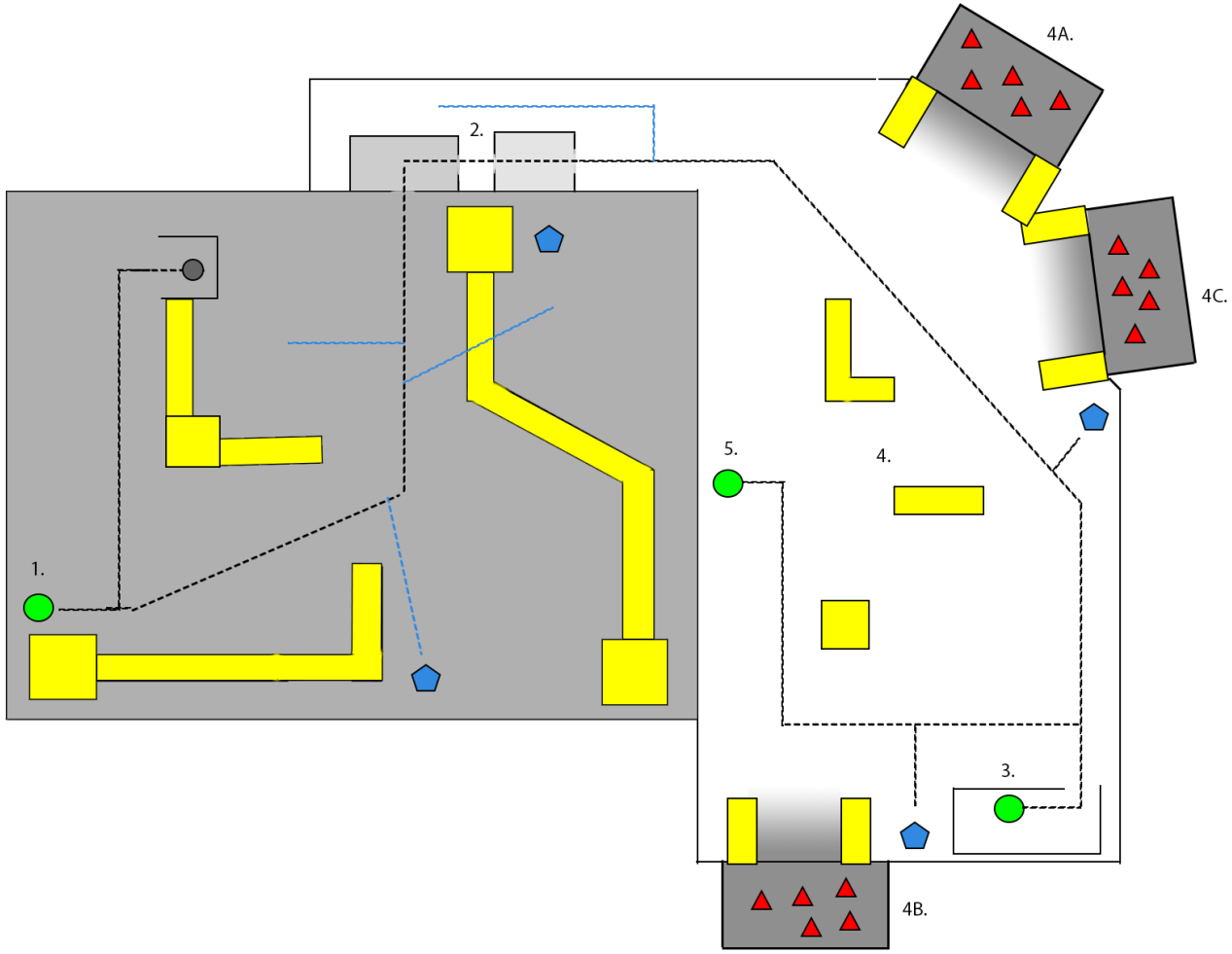
1. The player enters an abandoned apartment down the hall, they can explore to find some ammo in the bathroom or continue straight out to the fire escape.
2. The player encounters their first enemies in the alley below, a small easy first encounter.
3. The player encounters a larger horde of enemies, in the parking lot. The player can chose to fight them, or stealth past them towards the road.
4. The player reaches the road, they can look around for environmental storytelling purposes or continue down the manhole to the sewers below.



Key:

Player start | Player path | Player path exploration | Pick ups (ammo/weapon) | Enemies | Blockers | Objective

1. The player goes further into the sewer and finds a dead body with a torch on it. The player takes it to go further into the darkness head.
2. The player continues into a room with multiple paths, they can find a shotgun and ammo down additional paths, and 4 zombies on the main path.
3. The player then finds themself in a large room with an out of power service elevator, they must find the 3 power switches(3A, 3B, 3C), while evading a immortal enemy and zombies along the way.
4. The player turns on the power and gets to the elevator.

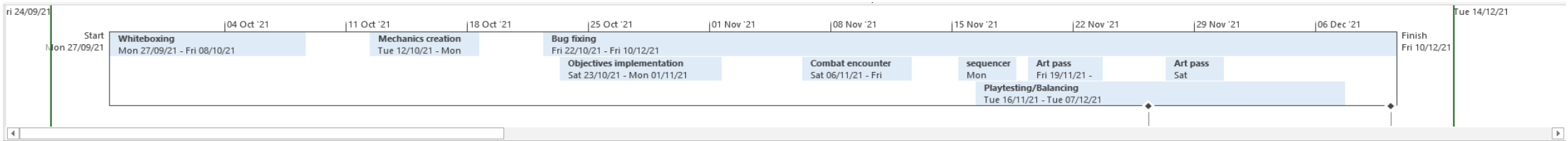


Key:

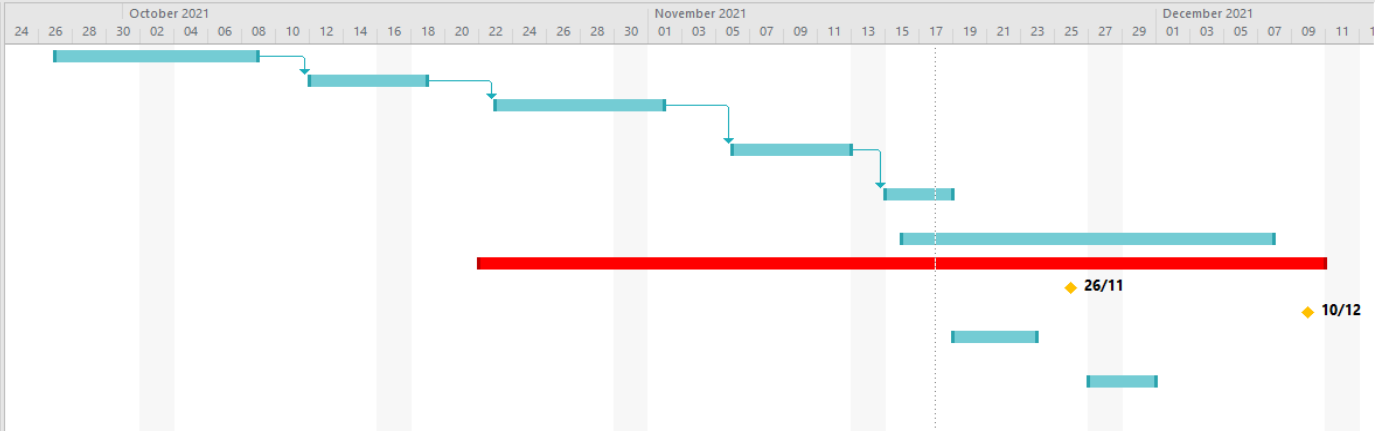
Player start | Player path | Player path exploration | Pick ups (ammo/weapon) | Enemies | Blockers | Objective

1. The player exits the service elevator and makes their way to the edge of the factory roof, below they see a man enter the factory.
2. The player goes down the scaffolding at the side of the building, investigating the commotion below.
3. In order to open the main door and save the man inside, the player must power up the door from an electrical shed in the courtyard.
4. The player fights off 3 waves of 5 zombies in the biggest battle the player will face in the level, coming in order from 4A, 4B, 4C.
5. At the end of the fight, the door is charged and the player can go over to the door to open it. Ending the level and saving the man inside.

Production Plan/Timeline



	Task Mode	Task Name	Duration	Start	Finish	Predecessors	Resource Names
1		Whiteboxing	10 days	Mon 27/09/2	Fri 08/10/21		
2		Mechanics creation	5 days	Tue 12/10/2:	Mon 18/10/2	1FS+4 days	
3		Objectives implementation	7 days	Sat 23/10/21	Mon 01/11/21	2FS+4 days	
4		Combat encounter design	6 days	Sat 06/11/21	Fri 12/11/21	3FS+2 days	
5		sequencer cutscenes	4 days	Mon 15/11/21	Thu 18/11/21	4FS+2 days	
6		Playtesting/Balancin	16 days	Tue 16/11/2:	Tue 07/12/2:		
7		Bug fixing	36 days	Fri 22/10/21	Fri 10/12/21		
8		Fully Playable	0 days	Fri 26/11/21	Fri 26/11/21		
9		Prototype finished	0 days	Fri 10/12/21	Fri 10/12/21		
10		Art pass/Lighting pass 1	3 days	Fri 19/11/21	Tue 23/11/21		
11		Art pass/Lighting pass 2	3 days	Sat 27/11/21	Tue 30/11/21		



Sourced Assets

Modular Industrial Area - UE Marketplace
Link: Modular Industrial Area in Environments - UE Marketplace

M923 Truck (West) - UE Marketplace
Link: M923 Truck (West) in Props - UE Marketplace

Construction Site VOL. 1 - Supply and Material Props - UE Marketplace
Link: Construction Site VOL. 1 - Supply and Material Props in Props - UE Marketplace

Industry Props Pack 6 - UE Marketplace
Link: Industry Props Pack 6 in Props - UE Marketplace

Modular Building Set - UE Marketplace
Link: Modular Building Set in Environments - UE Marketplace

Downtown West Modular Pack - UE Marketplace
Link: Downtown West Modular Pack in Environments - UE Marketplace