

# Project Myth

Culmination- Game Mechanics, Level Design, Narrative and VFX  
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# Game Mechanics/Landscape Sculpting

I've worked on several mechanics that helped the flow of gameplay in terms of evasive maneuvers, canceling attacks into dodges, chaining different attack types together, and switching weapons mid combo.

- Side Step (The player's secondary dodge Mechanic.)

- Dodge Roll (The player's main evasive option.)

- Weapon Switch (Switching between 3 different weapon types, Sword/Shield, Greatsword, Katana, 1 Handed Sword)

- Weak, Heavy, Thrust, and Special Attacks (Different types of attacks depending on the weapon.)

- Attack Hit Counter (Numbers that appear on the right side of the screen to show how many hits you performed and how much damage you dealt in total.)

- High Intelligence AI, and High Damaging AI.

- Game Balance (How much damage both the enemy and player do to each other.)

- Sculpting the landscape/field the player would go through.

# Problems That We Faced

There were a few issues that we faced during production. Such as scaling down the original idea that was a bit more grand, but given enough time we could've been able to achieve that original vision no problem.

Another prevalent issue that seemed to be the most on going was source control or having a good place to store the project without needing to use Github. Since Github limits the file size you are trying to backup to 100MB. Thus making it difficult to give the project to our other teammates when one of us have update the project.

Having to cut out previous content such as original Inventory System, Crafting System, Shop, Leveling System, Side Quest, Multiple different Areas, Note System, Skill Tree, etc.

Player Cohesion, and expressing what you can do in the game. This was a very important issue we faced since when having a few people play test the game, they expressed that they didn't even know what they had to do.

# How The Problems We Faced Were Solved

There were a few instances where the 4 of us including our Advisor Sam had to discuss the issues we've faced at the time. Which would definitely be cohesion of the beginning of the game, and also scaling down the projects scope and vision.

-The scale of the entire project had to be decreased twice, so that also meant the environment, and certain features. So we had to remove some features that weren't overall heavily necessary.

--We scaled down the size of the environment, at one point the environment felt a bit barren. So to remedy that we made sure give it a bit more life, which is when we started to add Wildlife. Although there were enemies already put in the filled area we thought adding Wildlife would help a bit more.

-In regards to source control, since Github wasn't a very good option since we had certain assets that were too big for it to be pushed to Github due to its 100MB file size limit, we just decided to use alternative online storage units like MEGA and Dropbox.

# Cut Content

- We originally planned to have a much bigger open area where the player could travel between different types of areas, like deserts, forests, ancient ruins, and a beach area.
- Aerial Combat, was something I also really wanted to work on, but unfortunately due to a lack of time and other things taking priority it had to be cut.
- Quest System, this was to help give the player extra content to do before fighting the boss.
- Shop, to purchase newer pieces of gear, or sell old or useless items.
- Advanced Inventory System that incorporates a crafting System.
- Skill Tree
- Leveling System

# Things I Learned during the process.

- How to properly scale down a project if it seems TOO big.
- Have better communication with team members.
- Try not to aim so high when it comes down to a short time period.
- Try not to take so much work on at once.
- Prioritize the main features the player will need to progress.

# Screenshot Links/Footage

Progress Screenshots

[https://drive.google.com/drive/folders/1Vgc1ENRs\\_5EoRyu6YkPzR\\_Q2vszFAfXq?usp=sharing](https://drive.google.com/drive/folders/1Vgc1ENRs_5EoRyu6YkPzR_Q2vszFAfXq?usp=sharing)

Videos of Playtesting:

[https://drive.google.com/drive/folders/1nULrA-gauiz7Nt\\_E11D0eXIZm7IuttdN?usp=sharing](https://drive.google.com/drive/folders/1nULrA-gauiz7Nt_E11D0eXIZm7IuttdN?usp=sharing)

Unreal Engine

<https://www.unrealengine.com/en-US/?sessionInvalidated=true>

Gameplay Showcase:

<https://drive.google.com/file/d/1OEUM5pqUNS-3zxXZ36Bni6GW1IZVx9Lk/view?usp=sharing>