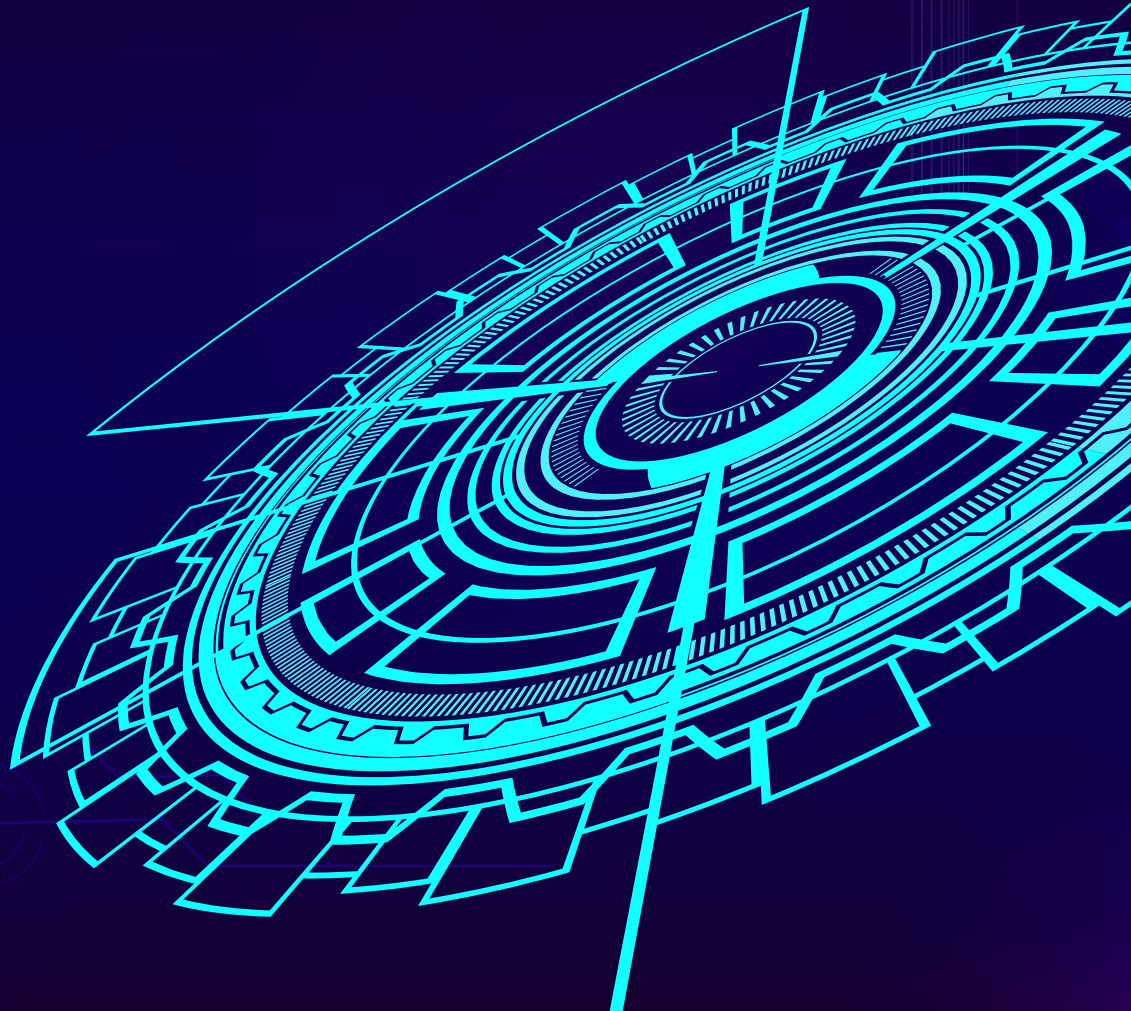


Project Myth

Here is where our
journey begins



Credibility/PastWorks



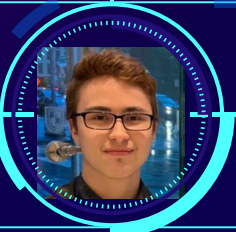
Chris Medina

Game Designer
Narrative Designer
Story Designer

- Expected Graduate of NYCCT(BTECH)
- Twinery Game Dev (Hammersmith Ghost/la-llorona)
- Freelance Designer
- Unity Game Dev (Past Project: Perngination to NationX)

Team Members

Andres Vera



- Andres Vera: 3D Modeler
- Musician
- Foley

Kevin Djatschenko



- Level Design

Edward Brayke



- Mechanics
- 2D Art

INTRODUCTION



Quote

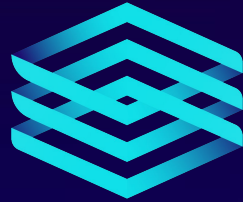
"Nobody in this industry knows what they're doing, we just have a gut assumption." - Cliff Bleszinski
Cliff Bleszinski is a game designer and worked for the game development company, Epic Games. The engine we are using

Goal

Can 4 students try to emulate the real world work experience of a indie game company to create their first ever playable game in a foreign game engine like unreal engine 4.



Project Myth



So Why listen

“The designer's real goal is to enrich the player's internal experiences. That goal is harder to achieve, and it's damned difficult to measure. But it's the truth. And pursuing that truth makes your designs smaller, simpler, more focused, and more elegant than they could ever get by strategy counting” from Designing Games by Tynan Sylvester

an old saying- the first 100 games you'll make will be terrible and that 101 game will be great so make those first 100 games fast.



Preview of Main Point

01 Game Designer

02 Storywriter

03 Narrative writer

Problem 1

Change Of Department Head

In the beginning of our project we were getting our project looked over by our department head so we had no idea when she left how big of a project we had.

First Technical Meeting

We kept chugging along like a well oil train but then it all came to a stop during the $\frac{1}{3}$ mark of the semester.

First Technical Meeting Pt 2

This is where we had a first meeting with our tech advisor and he enlightened us on what we were missing and a correct path of action.



Game Developer

- As lead Game dev I decided at first to create a simple pipeline for our work.
- As Story/Narrative writer I was task with the beginning part of the pipeline so I start the engine rolling.
- My role was to supervise everyone, make sure everyone works hard in their lane and all the work matches up.

Difficulties

- college ever offered a formal game design class. Had to learn on the go
- communication is difficult in these times
- New game engine I never worked on
- Taking 4 other classes and a job while working on this project

Game Developer

IN PROGRESS

- Poster Board
- MEGA upload
- Show Sam our Presentation
- + Add a card

Prof Suggestions

- Replace the "PATAY" with a custom death scene that isn't seemingly from a random asset - perhaps with a "Press L to Restart" message thrown in
- Add in dialogue to make it even more explicit that the boss is hard until you go into the field to get items
- Add in more in-game dialogue about who we are, where we are, what we're fighting, and why
- Trim the "L - Restart Level" text
- Trim the keybindings of unused stuff (slow mo, save / load)
- Scrap the janky visuals for the "can't currently equip" jagged overlay UI - either by changing the image to a simple half-transparent black dim, or by hiding the boxes altogether
- Either replace the generic enemy humanoid with more lifelike models, or write in some lore / dialogue about why there's mannequin-like people attacking you
- + Add a card

COMPLETED

- Castle Number 1 (west)
- Give feedback and opinions
- guitar tracks boss theme
- enemy/item placement
- lute
- Foley(Sounds for game)
- Pick a mechanic to start working on
- Complete Dialogue
- See if Paragon assets could work
- Test Andres Model in Unreal (if revision need to be made note them)
- (Once version control is up) - put Castle into Unreal
- Design Town in game
- texturing in unreal
- + Add a card

MAYBE LATER

- Code Quest system
- north castle
- south castle
- Write Lore for world and weapons
- Castle Number 2 (east)
- Castle #1 (West) Implementation
- Castle Number 3 (south)
- Castle #2 (east) Implementation
- Castle Number 4 (north)
- + Add a card

- Kevin is still working on the castle (cool)
- Chris is still working on dialogue

JunyaTaehoon 11/11/2021
Yes the 3ds he made are in the project already and you'll be able to see them
Kevin has finished the castle I'm pretty sure and level designing I should move that you're right
The dialogue is done, I coded the system and added the text to the npcs (also coded teleport system) (edited)
edward finished the mechanics for the player, he also did enemy ai, boss ai, and some other player movement.
👍 1

Yuri 11/11/2021
@sjkl Professor are you sure you want the one with the ditor it's about 28GBs.
? 1 🗑️ 1

@Yuri @sjkl Professor are you sure you want the one with the ditor It's about 28GBs.

SpanishGinger 11/11/2021
How did it get that big? Last week it was 15 and that was before you shrunk the size of the map?

JunyaTaehoon 11/11/2021
Assets
👍 1

SpanishGinger 11/11/2021
Hmmm

Yuri 11/11/2021
Not sure really I'll check again

November 12, 2021

Yuri 11/12/2021
@sjkl Hey Professor sending the link now.
👍 1

https://www.dropbox.com/s/43a16xal3ohn7kw/MythII_Editor.rar?dl=0

Dropbox

MythII_Editor.rar

Shared with Dropbox

Problem 2

Too Big of an idea

We realized our idea was something too big of itself and we couldn't really handle that on the spot.

This was a bit hard for us but we knew what we had to do because we learned this is something a Game Team goes through.

-Not understanding where we needed to start we all decided to be harsh with each other.

Solution for problem 1 and 2

The Classic Game Designer Answer

Realizing how much time has pass and how far we gotten the 1 answer we had is to scale down the game. This affected me more than I thought as storywriter and narrative.

- Narrative shrinks
- Story shrinks
- Text becomes more detailed and less nuance
- Content gets cut

Quote from Professor/Director Chung

“Every game you ever played has scaled down/cut content from the original idea to be able to reach its deadline”

Looking back at what was said earlier

“pursuing that truth makes your designs smaller, simpler, more focused, and more elegant than they could ever get by strategy counting”

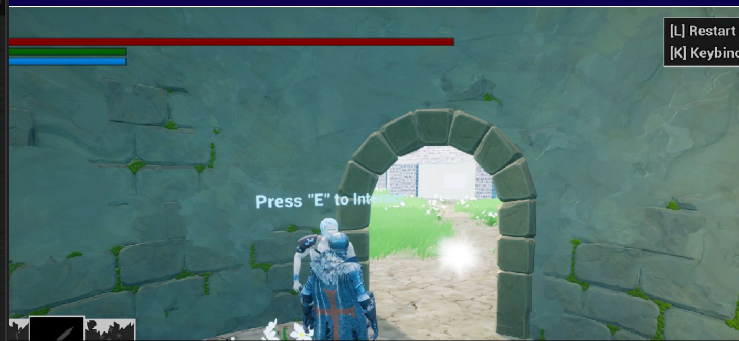
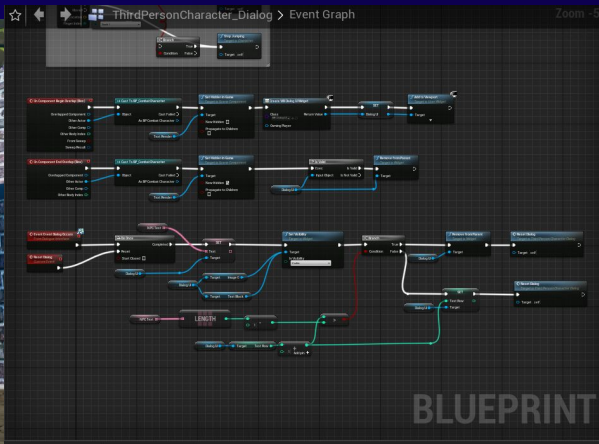
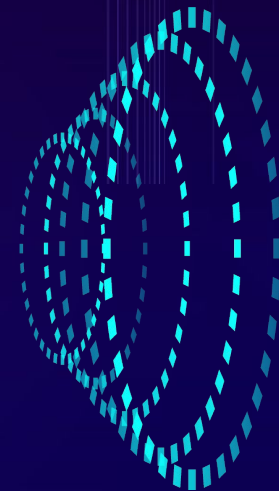
Narrative Writer

Task/Deliverables

- Not only was I in charge of making a cohesive writing for all the npc in the game but also how would our player respond.
- Also since I was responsible for the actual coding and implementation for the dialogue code.

Difficulties

- In story/narrative writing nothing is set in stone, things can change on a whim.
- The game size is relative to the narrative, this also affects how much the player can learn about the world.
- Lastly I never ever coded in blueprint style like in unreal. I also had to research something on my off time because I never truly written for a game.

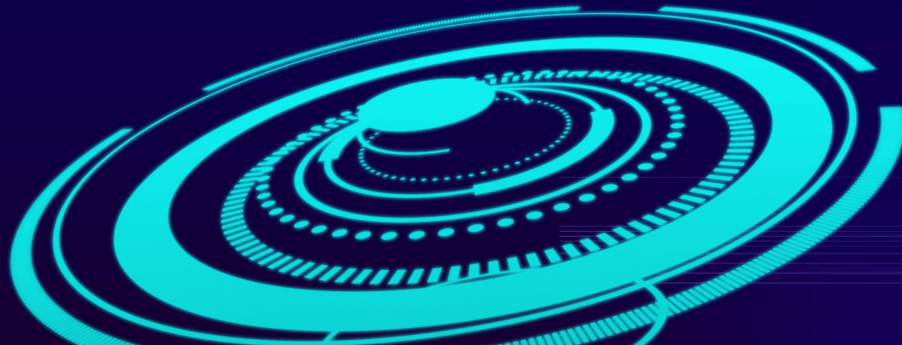


the 6 boxes on the left bottom corner, those are your Tool slots. Now the purpose of these it to equip your weapons, lining items there. The top middle slot is for Melee weapons, the top left box is for ranged weapons, while the box to it is for magic spells.

Unexpected Problems

Version Control

- We learned that Unreal can't really be shared through normal platforms like Github. This was a bit alien to us because we were taught version control since our first semester.
- We tried many programs like MEGA or DROPBOX but this caused some issues when we would send it back a forth between each other
- We realized this project was pretty big and would take a lot of time to upload to a cloud and download.



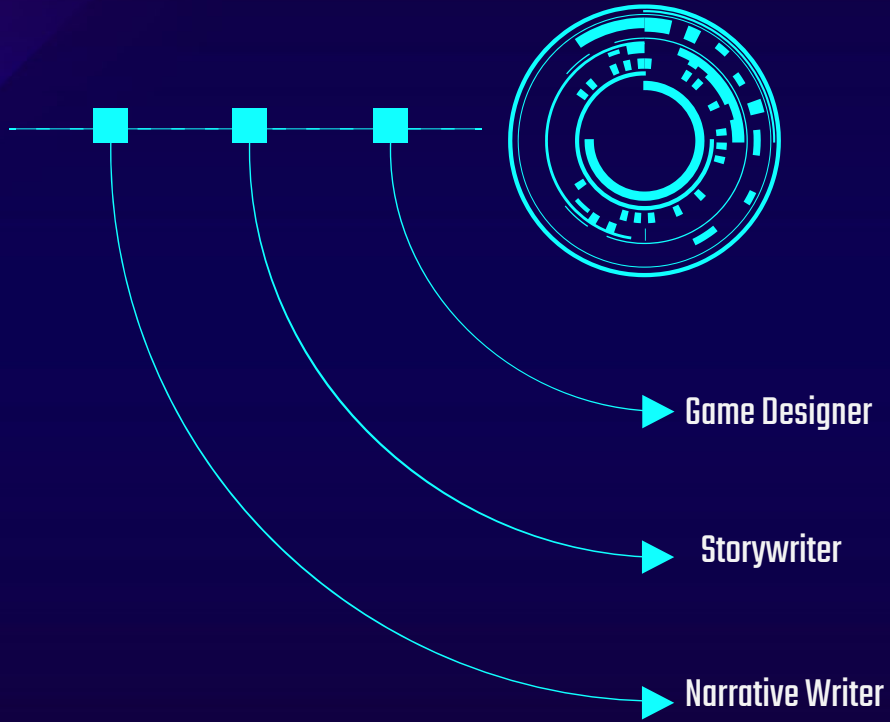
Solution

playtest and work session

Realizing that we have been invited to our team member Andres home for a get together and I realized/recommended that our time there could be used there to work together in real time and get some playtest. Using 2 friends who have no idea about our game and one of them being a try hard game we were able to get feedback.



Recap



What We Learned

First

This is one of our first 100 games it is just a stepping stone

Second

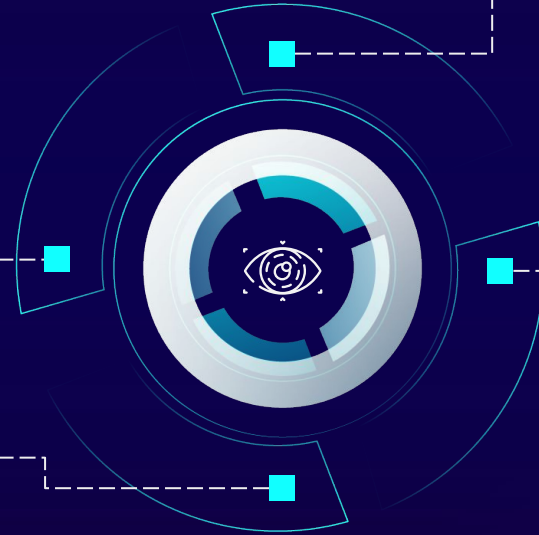
scaling is just another way of moving forward

Third

Understand ourselves relative to how much work is needed to the project

Fourth

This was a learning experience that taught us more about myself than anything else



The background is a dark blue gradient with various abstract geometric elements. In the top left, there are several parallel diagonal lines. On the left side, there are faint, light blue circles and lines, some resembling a stylized atom or a network diagram. In the bottom right, there is a grid of small, light blue triangles pointing in different directions. At the bottom, there are several horizontal lines of varying lengths and colors, including a prominent purple one.

**Thank you for
listening**

Works cited

for quotes

Gupta, Author Amit. "The Most Recommended Game Development Tools and Engine of 2019 for Game Dev." *SAG IPL - A Technology Blog*, 3 Dec. 2020, <https://blog.sagipl.com/game-development-tools/>.

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