




## Design: Featured Slides

### Pre-Alpha 1 -

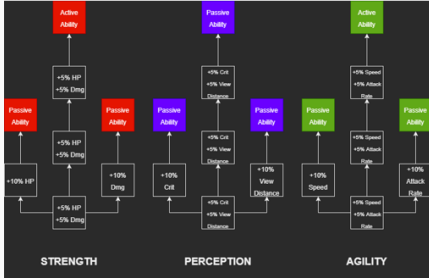


# Design






Charger Enemy (Minotaur) by Rob Swor



Player Progression by Manuel, Matthias, and Brandon



Game Design Document a huge collective effort!

Impact: Helped Rob a bit, mainly learned basics and looked over Game Design Document

### Pre-Alpha 2 -



# Design Department





- ▼ Enemies
  - ▼ Enemy Design Documents
    - Charger Enemy
    - Flowchart Guide
  - Old Docs
  - Shooter Enemy
  - Enemy Scripts Reference



- ▼ Level Design
  - ▼ Level Design Documents
    - 'Room' Design
    - 'Room' Sequencer
    - Dungeon Objectives
    - Hub Design



- ▼ Player
  - ▼ Player Design Documents
    - Consumables
    - Equipment
    - Health System
    - Milestone Skills
    - Movement
    - **Platforming Mechanic**
    - Progression Systems
    - Weapon Augmentations
    - Weapons

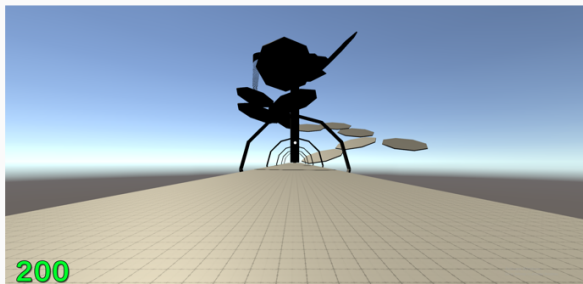
- ▼ UI
  - Hub Shop Interface
  - HUD
  - Skill Tree Interface

Impact: Helped with a few of these docs, created the Dungeon Objectives doc (when we planned on 3-5) after much collaboration with individuals mainly from design and art

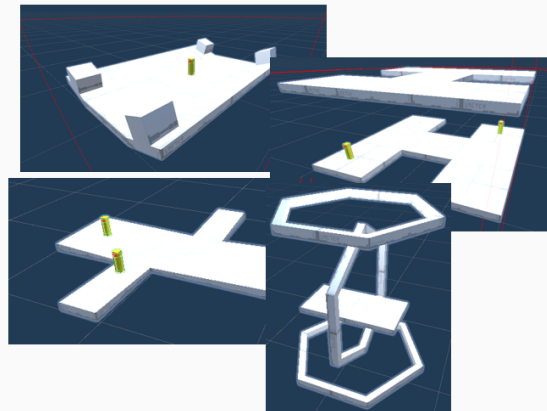
## Mid-Pre-Alpha 2 -



First Dungeon Objective by Paul Young



Dungeon Room Reworks by Manuel Guzman

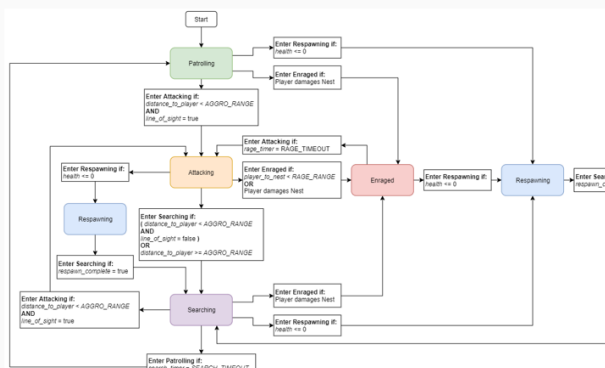


Impact: Created featured greybox for 1st DO in Unity (ProBuilder) from my prior documentation; <https://www.youtube.com/watch?v=Off6RHggWu0> (start @ 1:12 to see my greybox work)

## Mid-Pre-Beta 1 -



Enemy 3 Design by Matthias Claassen



Dungeon Objective Cheat Sheet by Paul Young

### Dungeon Objective Cheat Sheet

Created by Paul Young, last modified on Mar 13, 2021

#### 1st Dungeon Objective:

Ultimately the player gets from point A to point B in a linear fashion (mainly forward, somewhat angling upwards). **This is primarily a platforming** chase; if the player falls, they are returned to the beginning of the platforming trial instead of full-on dying with a reduction in health. The player

#### 2nd Dungeon Objective:

Ultimately the player enters through a Greek-looking door, is locked in a classic Greek-style Arena, and must **kill anywhere from 20-100 enemies** strategic fashion so the player can take cover. There is no other way out than in killing the enemies, the player is locked in the arena and cannot go player must use multiple combat strategies to kill them all.

#### Final Dungeon Objective:

Ultimately the player scales a tower by jumping on platforms surrounding the exterior of the tower, enters the top room, activates a node, and m there are 5-7 enemy spawn points; there will be 2-3 active at one time, and the spawn points will activate/deactivate every minute or so. The tower way so player must switch evasion routes over time through the randomized enemy spawn points.

by Paul Young

Impact: Created a concise Cheat Sheet of my Dungeon Objectives documents for new designs

## Mid-Pre-Beta 2 -

# Design Department

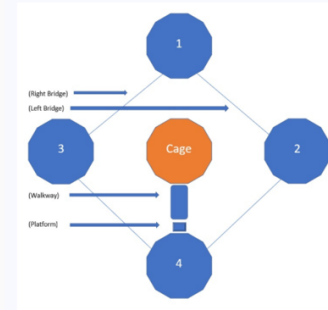
### Player HUD Design Iteration by Brandon Schulz



### Ultimate Dungeon Objective Design by Paul Young

#### Ultimate Dungeon Objective Design

Created by Paul T. Young, last modified on Apr 03, 2021



(Figure 1: Ultimate Dungeon Objective Diagram)

Impact: Created Ultimate Dungeon Objective Design doc for revamped design due to scope reductions. To make this I initiated contact and collaborated with several individuals from all 4 departments and multiple pods

## Links to WolverineSoft Studio Docs Contributed To:

- <https://studio.eecs.umich.edu/confluence/display/PWW2/Enemy+Design+Philosophy>
  - **Impact:** Created Enemy Philosophy Design with Rob
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Enemy+Design+Reference>
  - **Impact:** Created Enemy Reference Design with Rob
- <https://studio.eecs.umich.edu/confluence/display/PWW2/UI>
  - **Impact:** Created UI Notes with Brandon
- <https://studio.eecs.umich.edu/confluence/display/PWW2/HUD>
  - **Impact:** Created UI Notes with Brandon
- <https://studio.eecs.umich.edu/confluence/display/PWW2/HUD+Components>
  - **Impact:** Created UI Notes with Brandon
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Hub+Shop+Interface>
  - **Impact:** Literally only wrote the 3 bullet points at the bottom, lol; overall this is Brandon's doc
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Dungeon+Objectives>
  - **Impact:** The OverArching Philosophy of the Dungeon Objectives Plan
- <https://studio.eecs.umich.edu/confluence/pages/viewpage.action?pageId=21629006>
  - **Impact:** Created links for myself after researching UI principles
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Old+Iterations+of+Dungeon+Objective+Documentation+Files>
  - **Impact:** Summarizing organization of Dungeon Objective docs after new design
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Old+1st+Dungeon+Objective+Iteration>
  - **Impact:** 1st Dungeon Objective for 3 Dungeon plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Old+2nd+Dungeon+Objective+Iteration>
  - **Impact:** 2nd Dungeon Objective for 3 Dungeon plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Old+Final+Dungeon+Objective+Iteration>
  - **Impact:** Final Dungeon Objective for 3 Dungeon plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Revamped+1st+Dungeon+Objective+Design>
  - **Impact:** Revamped 1st Dungeon Objective for New 3 Dungeon Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Revamped+2nd+Dungeon+Objective>
  - **Impact:** Revamped 2nd Dungeon Objective for New 3 Dungeon Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Revamped+Final+Dungeon+Objective+Iteration>
  - **Impact:** Revamped Boss/Final Dungeon Objective for New 3 Dungeon Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Ultimate+Dungeon+Objective+Design>
  - **Impact:** Final Major Design Doc for Ultimate Dungeon Objective Design

- <https://studio.eecs.umich.edu/confluence/display/PWW2/%28Ideas%29+Ultimate+Dungeon+Objective>
  - **Impact:** Design Ideas to Generate Ultimate Dungeon Objective Design Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Previous+Dungeon+Objective+1+Documentation>
  - **Impact:** 3rd Major Revision of 1st Dungeon Objective Design for 3 Dungeon Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Previous+Dungeon+Objective+2+Documentation>
  - **Impact:** 3rd Major Revision of 2nd Dungeon Objective Design for 3 Dungeon Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Dungeon+Objective+Cheat+Sheet>
  - **Impact:** 3rd Major Revision of 3rd Dungeon Objective Design for 3 Dungeon Plan
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Bug+Report>
  - **Impact:** After playtesting/gameplay wrote some of the bugs on this document
- <https://studio.eecs.umich.edu/confluence/display/PWW2/Dungeon+Objective+Research>  
(Don't remember why made an edit in May 23rd, lol)
  - **Impact:** Research on Non-Boss Dungeon Objectives for Game to Generate Ideas

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