

***THE FALL OF***

***STARDUST***

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# The Pitch

The Premise: [ *In a world where robots have taken over, a human will kill robots in order to save humanity.* ]

The Elevator Pitch: [ *We are building a first person shooter for people who love conspiracy theories that will give them something to think about.* ]



# Feature List

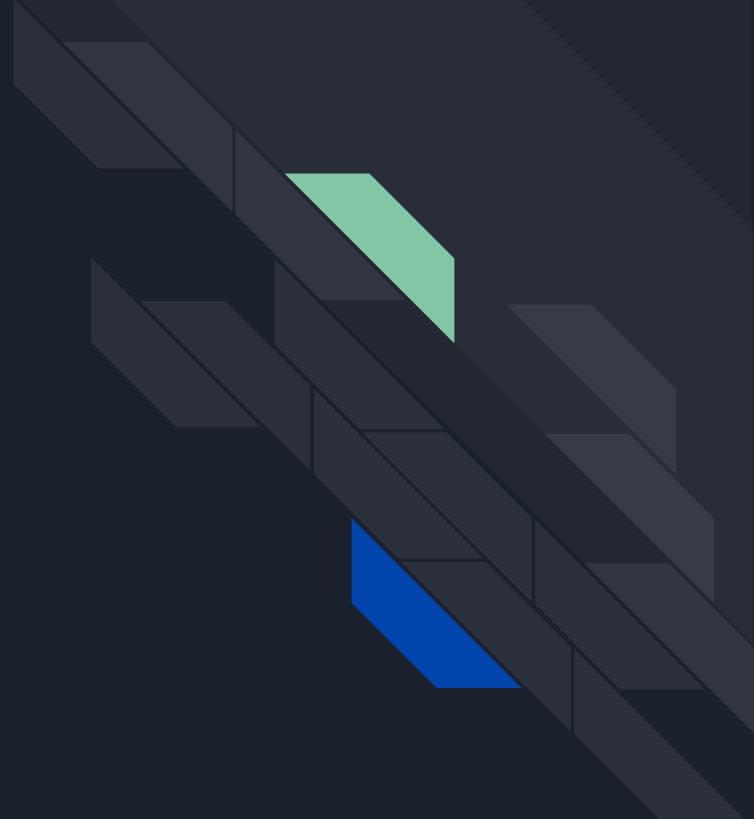
1. Robot shooting fun
2. Super jump power-ups for all your jumping needs.
3. Spooky Sci Fi exploration.



# Prototype Gameplay



# Pre-production & Design Documentation





# The Gameplay Experience

discovery

challenge

narrative

fantasy

platforming

exploration

combat

satisfaction





# Location 1 World-Building

## Lore 1:

The platform has not received new cargo since the robot takeover.

## Evidence:

The last received shipment was never stocked and clutters every corner of the cargo hold.

## Lore 2:

The change from Oil Platform to Resort was a hasty one and several oil drums were left behind never to be touched again

## Evidence:

Old oil drums left to the side

# Location 1 Moodboard





# Location 1 Floorplan





# Location 2 World-Building

## Lore 1:

The Lounge Deck was where many celebrities and rich folk would relax. The Resort served the most elite (and influential) clientele. A chance to visit was considered dreamy and most common folk who got offered free passage never stayed on the deck for long...

## Evidence:

Chairs, Tables, aquariums and bar all make up one fancy restaurant. One fish tank has cracked open and broken. The broken glass left laying on the floor. A repair platform hangs from the ceiling near the crack.

## Lore 2:

The 5-Star restaurant was said to contain the finest seafood in the world, caught locally in the surrounding seas. The restaurant was a delight to the taste buds as well as the eyes with stunning aquariums as far as the eye could see displaying exotic fish. However 5-Star restaurants are not usually built in such short time. Rushed development means errors become likely.

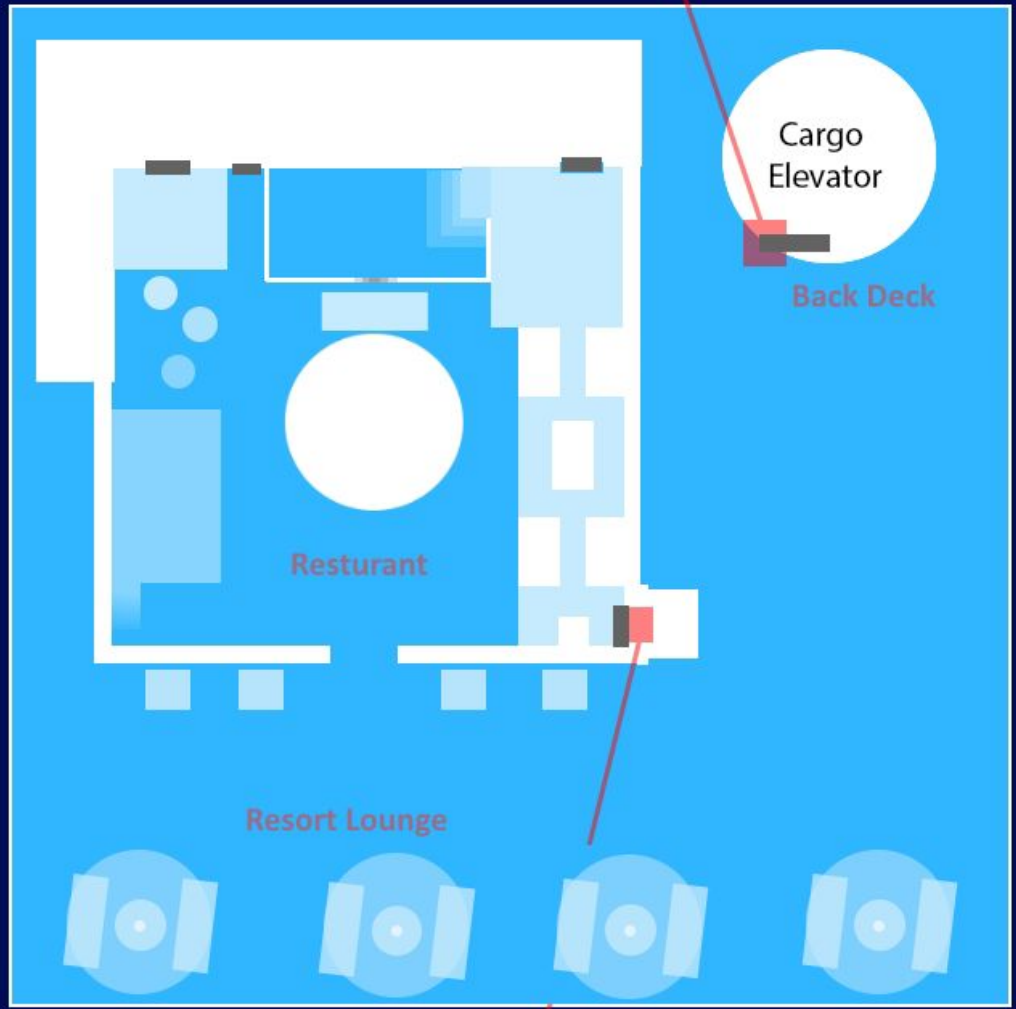
## Evidence:

Expensive drinks sit next to cozy lounges where celebrities once sat. on a table one "lucky" guest has left behind their golden ticket.

# Location 2 Moodboard



# Location 2 Floorplan





# Location 3 World-Building

## Lore 1:

In the human experimentation labs, many experiments were performed in order to prepare for the moon trip. How does a body grow and develop in low gravity? What pressure can they withstand? The government opted to find the answers it needed in the quickest and dirtiest method it could by using live human test subjects.

## Evidence:

Humans lay dormant in pods, being tested under various stresses, gravity pressures and more

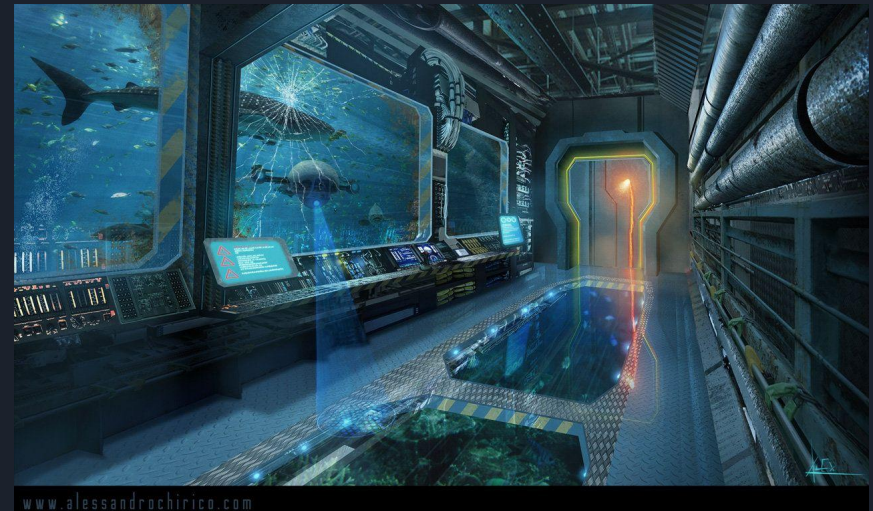
## Lore 2:

The moon pool was used as a means to access the ocean floor quickly. It was used in the environmental suit tests, it also used to smuggle in unusual supplies into the lab without raising suspicion at the resort

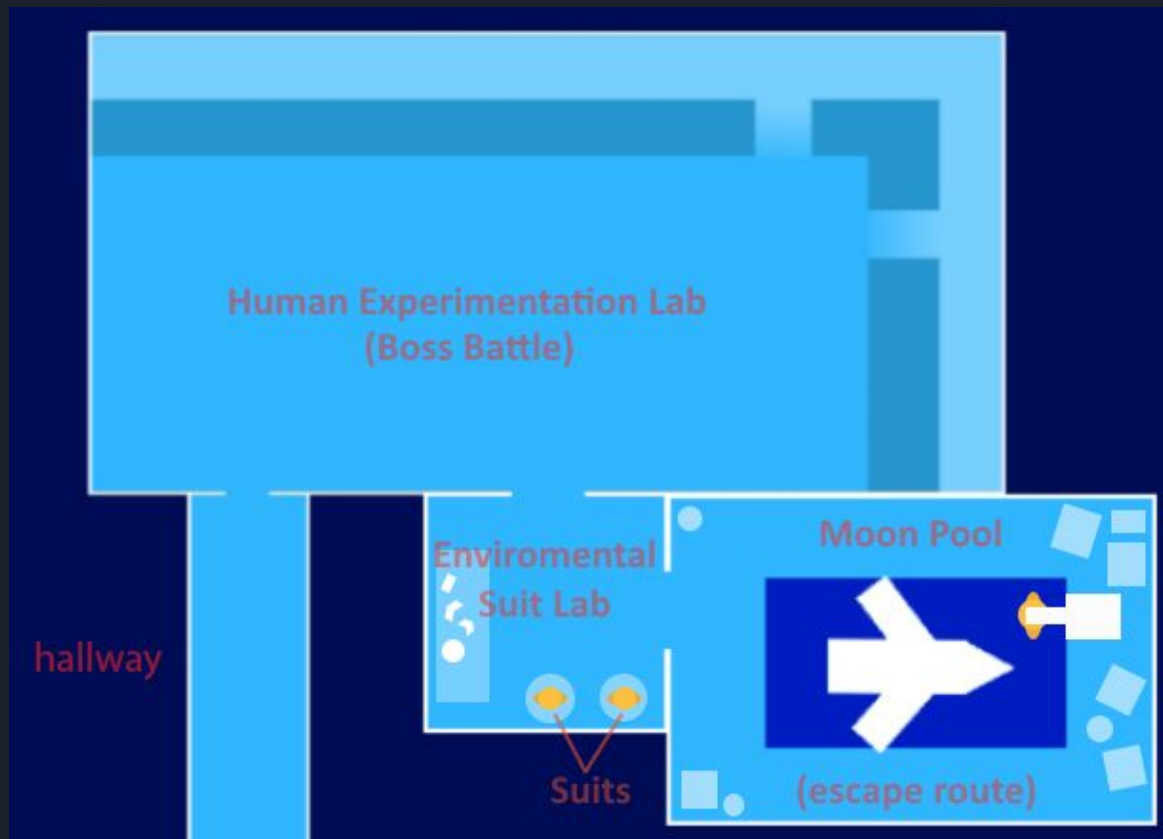
## Evidence:

Various bits of cargo line the walls of the chamber. a suit is suspended from a crane to be lowered into water for testing purposes.

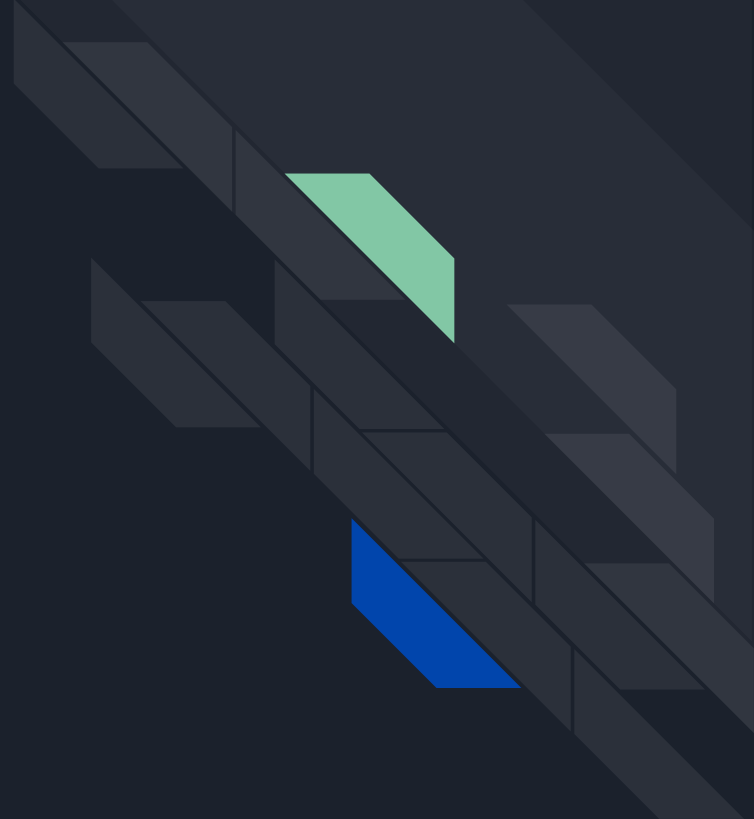
# Location 3 Moodboard



# Location 3 Floorplan



# Aesthetics Breakdown





# Material Breakdowns

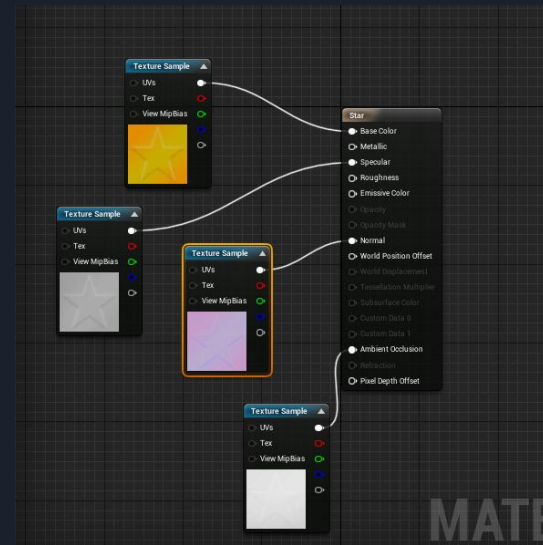
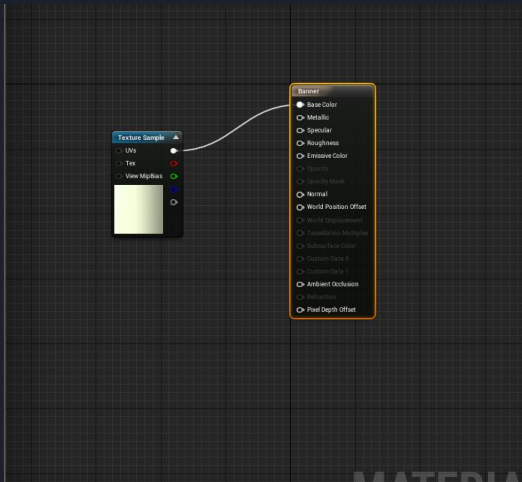
The image displays a collage of screenshots from Autodesk Maya 2017.1.1, illustrating material breakdowns for a dome structure. The top row shows two views of a dome with a material breakdown overlay. The middle row shows a 3D view of the dome with a material breakdown overlay. The bottom row shows a material editor window with a material breakdown overlay.

The screenshots show the following elements:

- Top Left:** A 2D view of a dome with a material breakdown overlay showing a grid of material instances.
- Top Right:** A 2D view of a dome with a material breakdown overlay showing a grid of material instances.
- Middle Left:** A 3D view of a dome with a material breakdown overlay showing a grid of material instances.
- Middle Right:** A 3D view of a dome with a material breakdown overlay showing a grid of material instances.
- Bottom Left:** A material editor window showing a material breakdown overlay for a material named "Material".
- Bottom Right:** A material editor window showing a material breakdown overlay for a material named "Material".

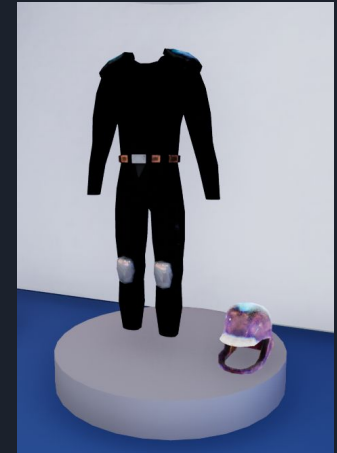
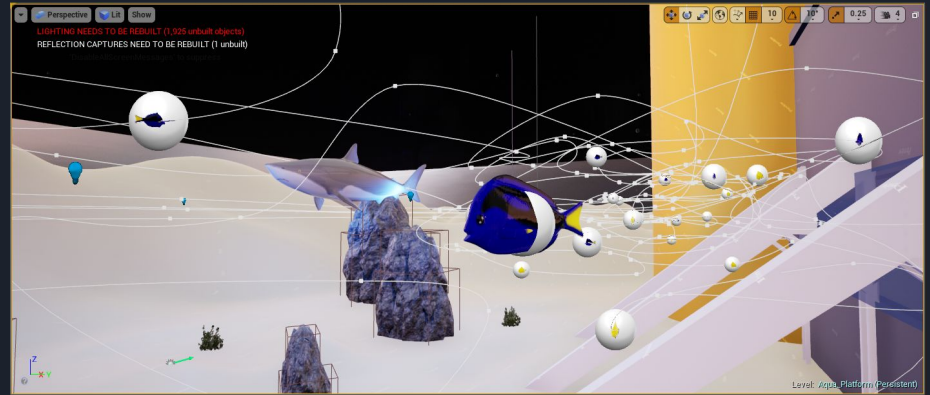
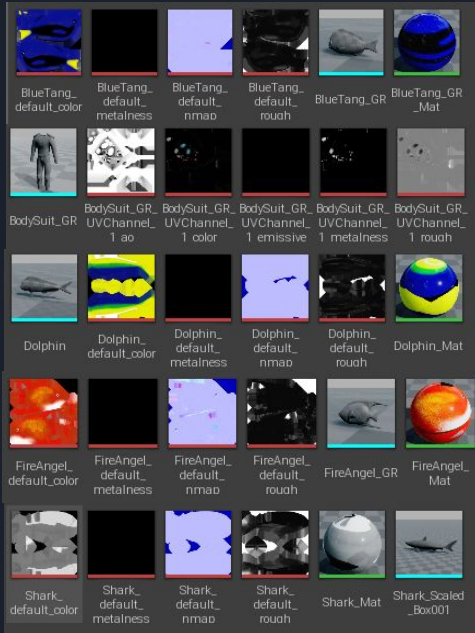
The material breakdowns are shown in a grid format, with each cell representing a material instance. The material instances are color-coded and labeled with their respective material names. The material editor window shows the material's properties, including its name, color, and texture.

# Material Breakdowns

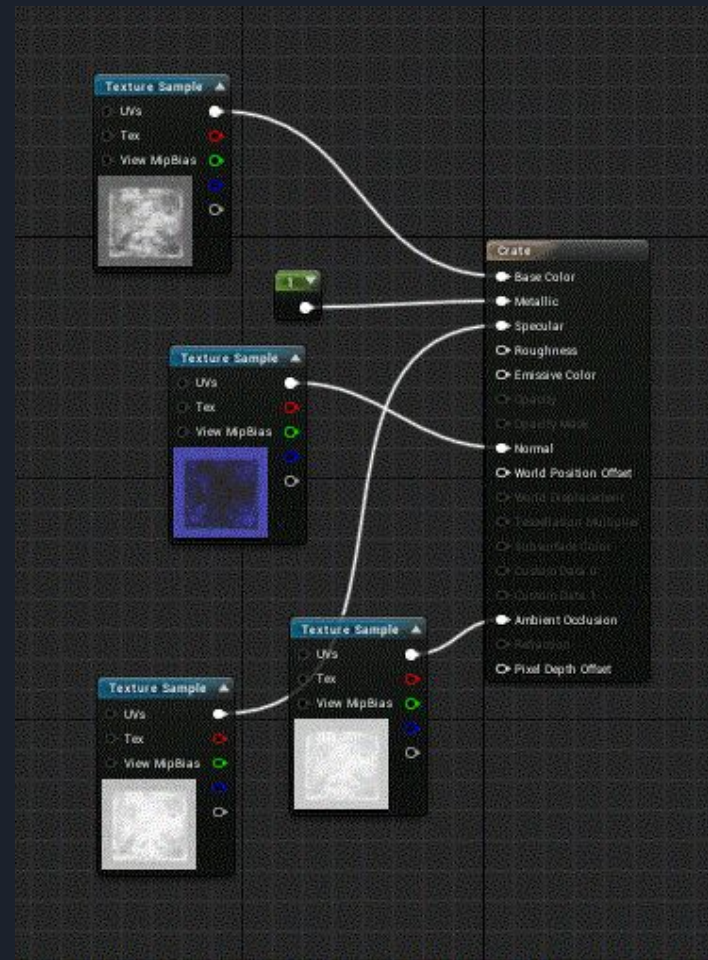
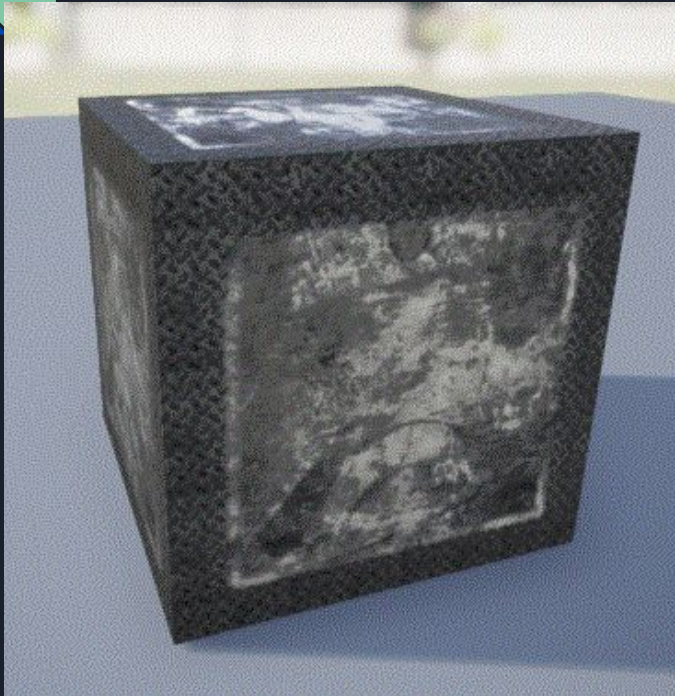


MATE

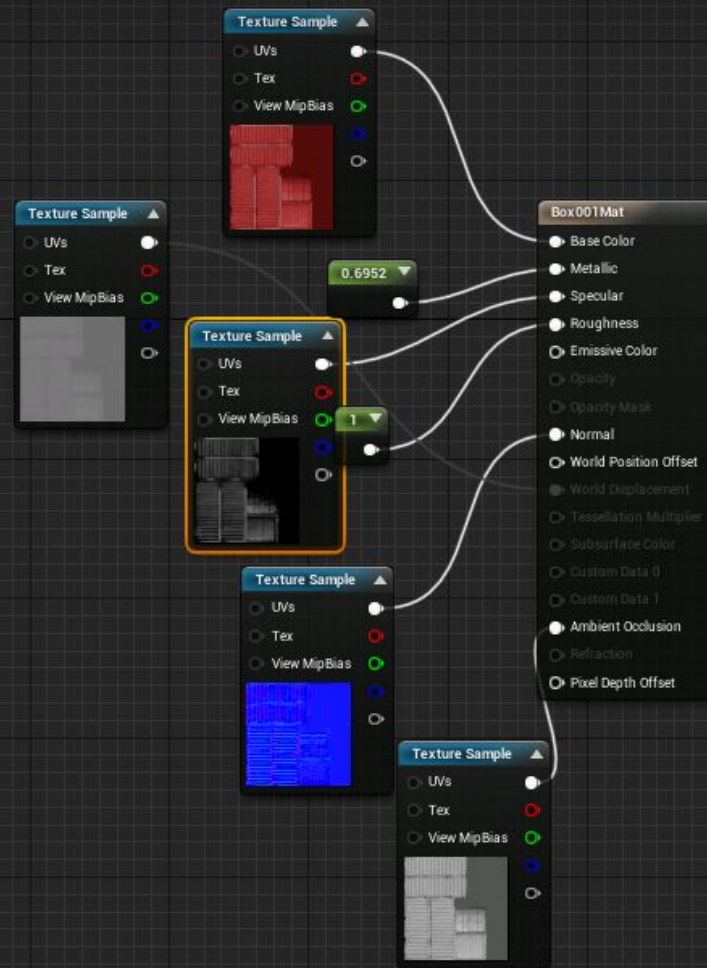
# Material Breakdowns



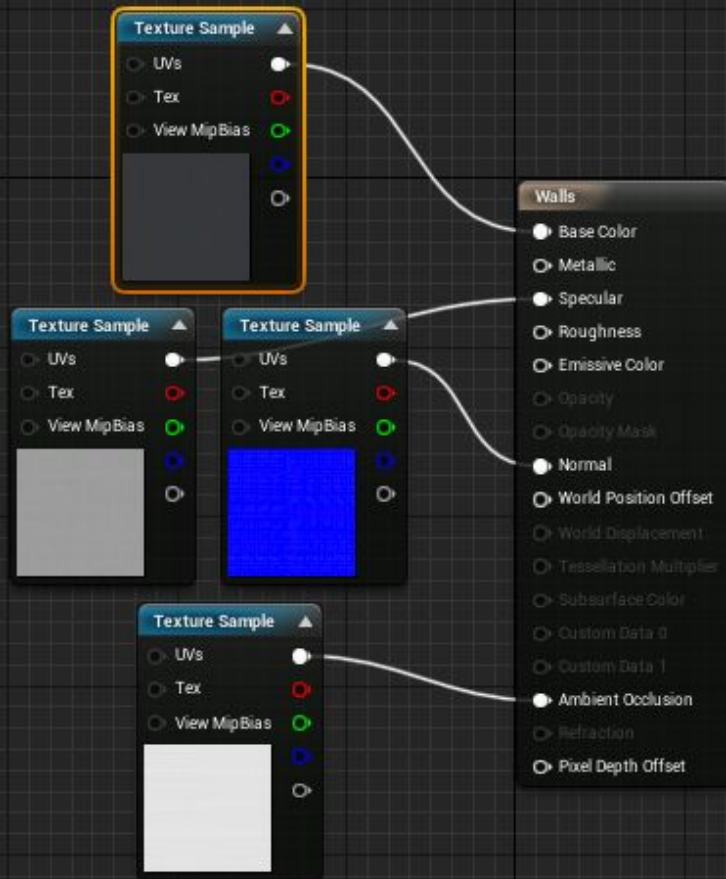
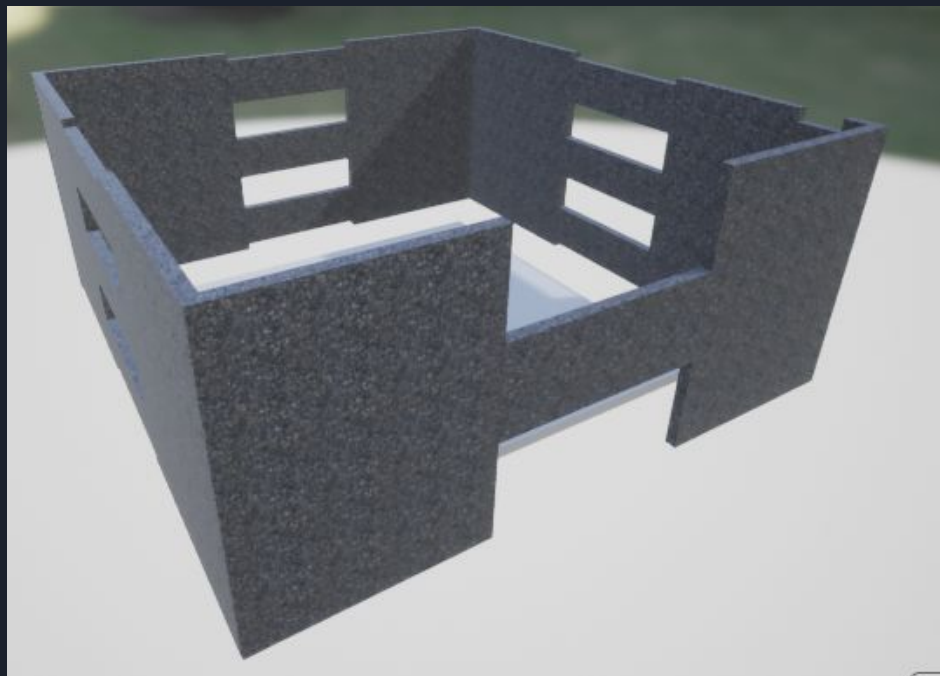
# Material Breakdowns



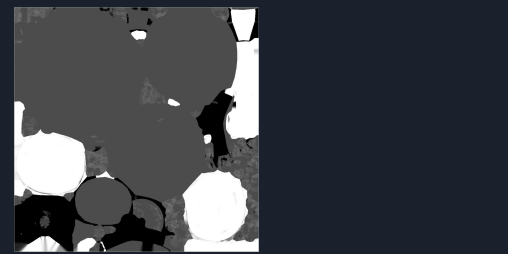
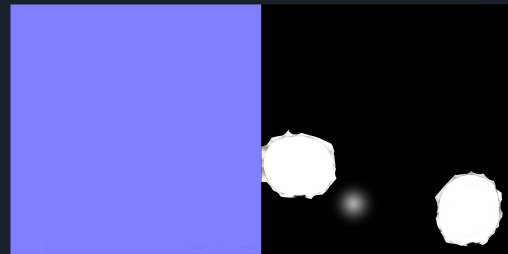
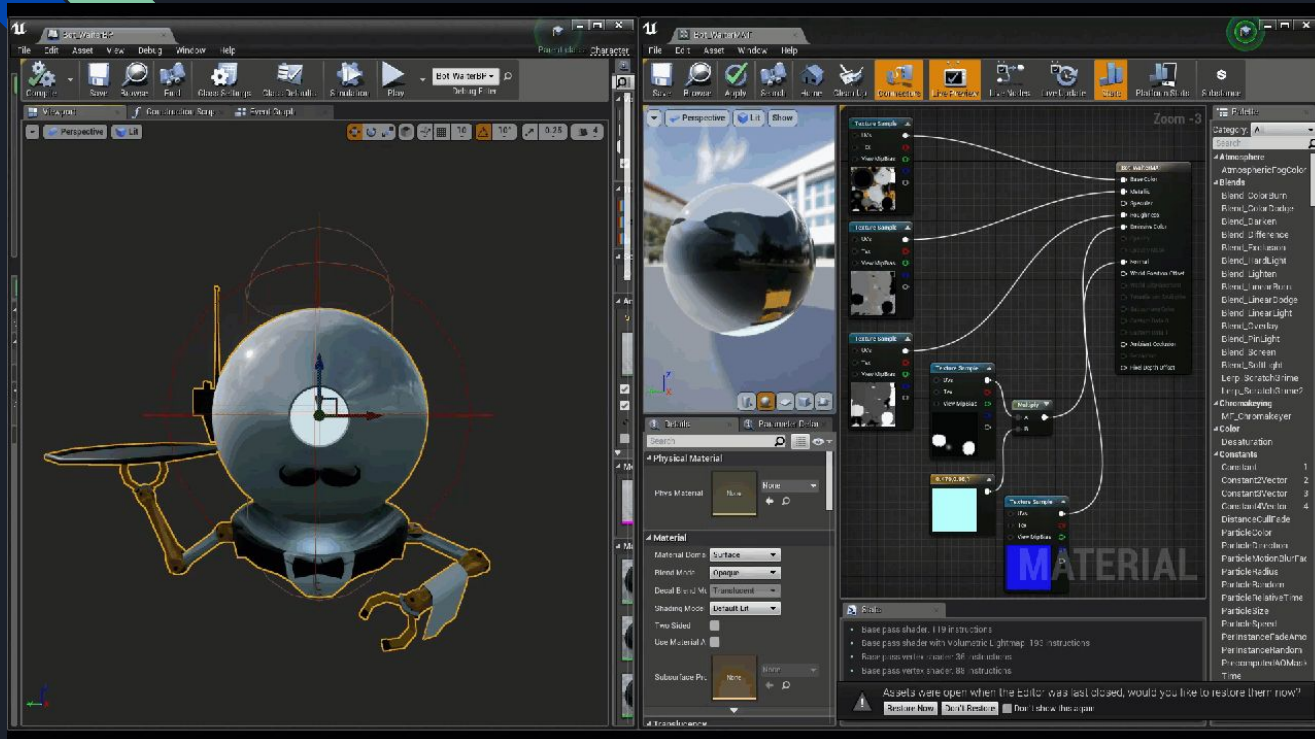
# Material Breakdowns



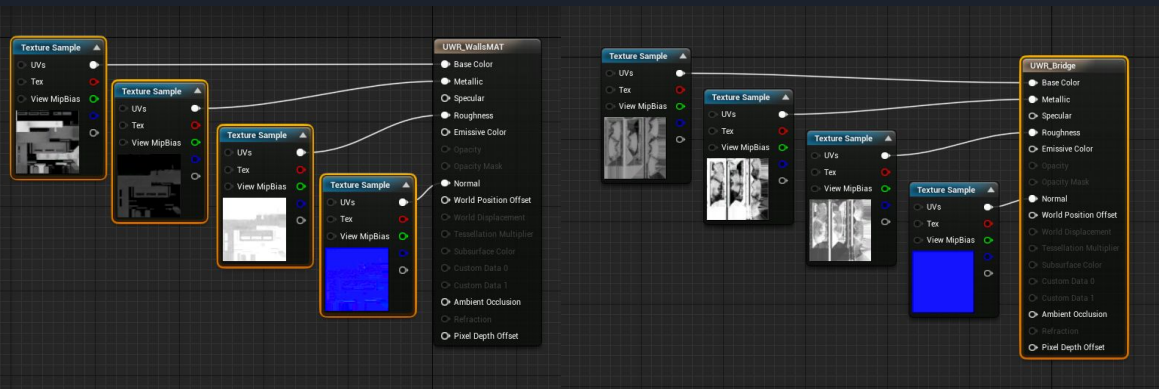
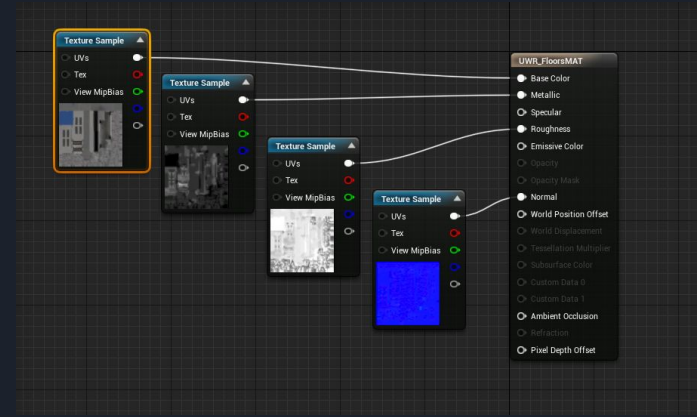
# Material Breakdowns



# Material Breakdowns

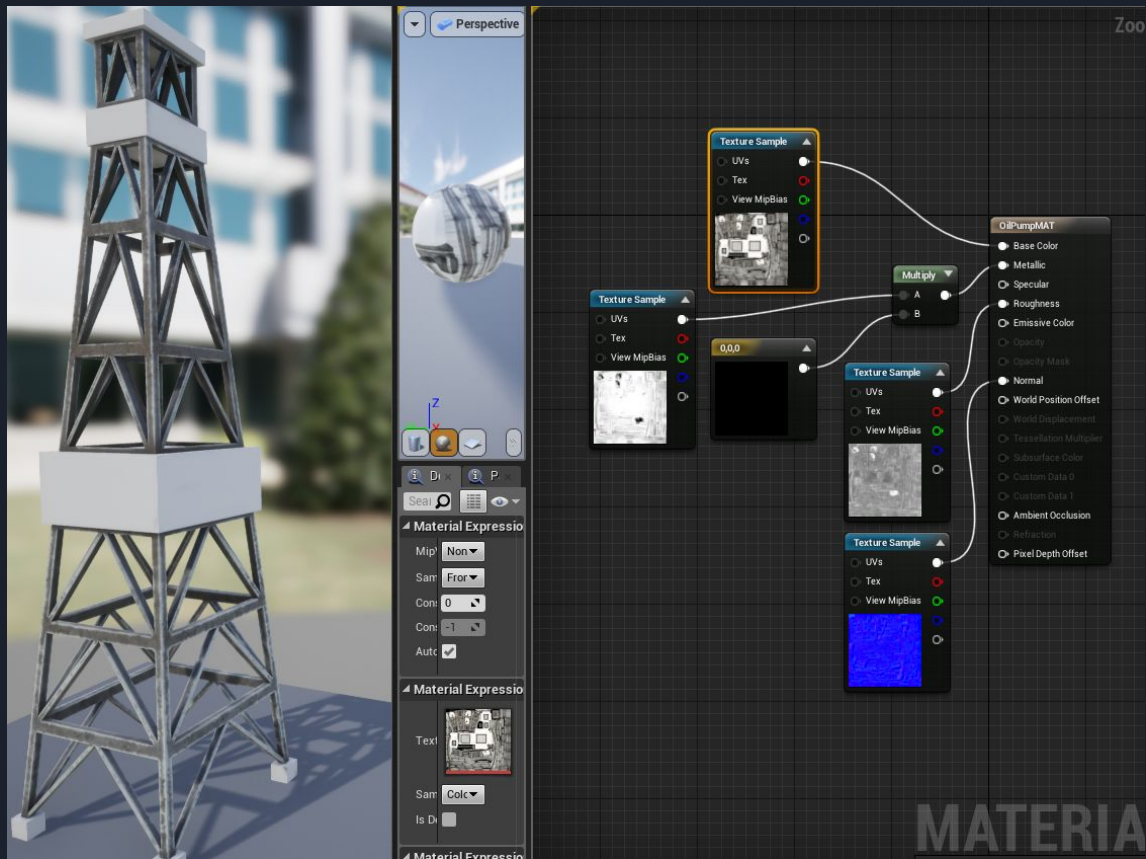


# Material Breakdowns

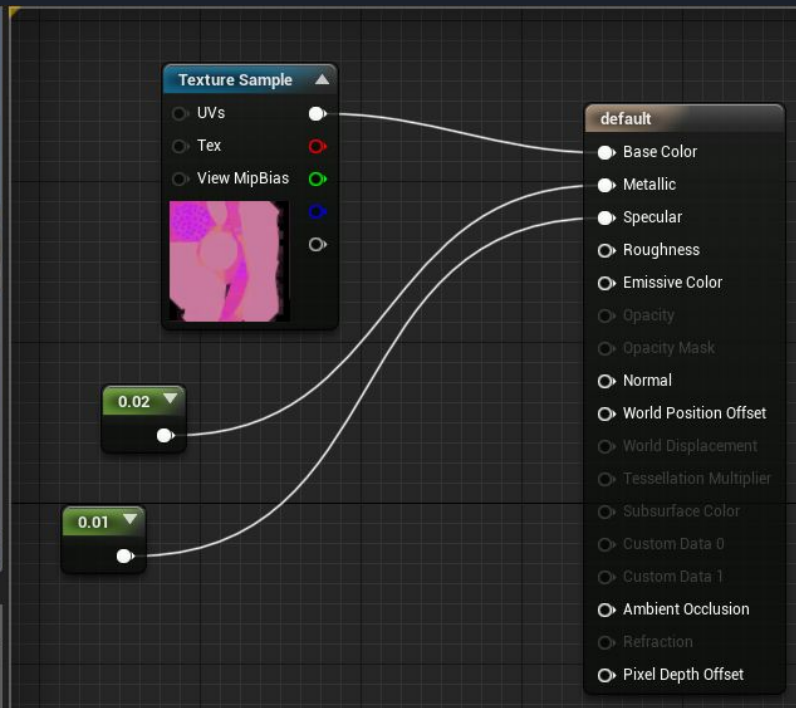
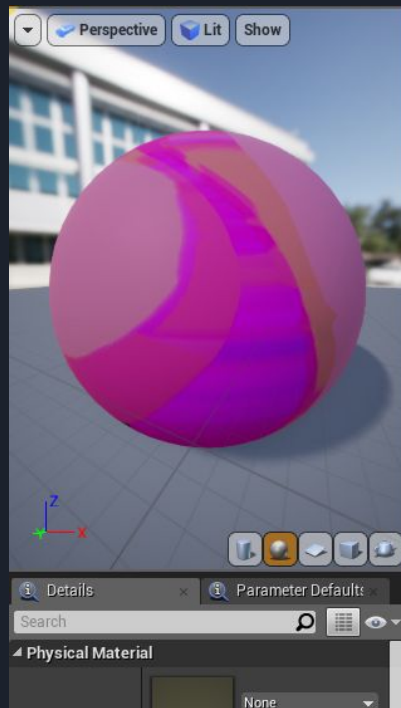




# Material Breakdowns



# Material Breakdown



# Effect Breakdowns

Viewport

View Time

Emitters

Shockwave 5 FireBall 10 Sparks 31 Fire\_Light 4 Smoke 5

GPU Sprites

Required	Required	Required	Required	Required
Spawn	Spawn	Spawn	Spawn	Spawn
Lifetime	Lifetime	Lifetime	Lifetime	Lifetime
Initial Size	Initial Size	Initial Size	Initial Size	Initial Size
Color Over Life	Color Over Life	Sphere	Color Over Life	Sphere
Size By Life	Initial Rotation	Const Acceleration	Const Acceleration	Initial Rotation
Dynamic	Subimage Index	Color Over Life	Light	Size By Life
Initial Rotation Rate	Size By Life	Collision		Subimage Index
Rotation Rate * Life	Const Acceleration			Color Over Life
Initial Rotation	Sphere			Initial Velocity
				Initial Rotation Rate

1 5  
0 4  
0 31  
0 10  
0 5

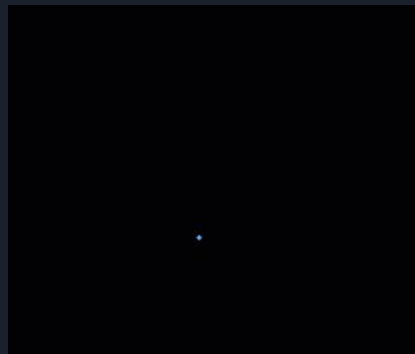
Details

# Effect Breakdowns

The screenshot displays the Unreal Engine interface with three Particle Emitters selected in the Hierarchy panel. The Details panel shows the following property breakdowns for each emitter:

Emitter 1 (9)	Emitter 2 (7)	Emitter 3 (4)
Required	Required	Required
Spawn	Spawn	Spawn
Lifetime	Lifetime	Lifetime
Initial Size	Initial Size	Initial Size
Initial Velocity	Initial Velocity	Initial Velocity
Color Over Life	Color Over Life	Color Over Life
Initial Location (Seed)	Size By Life	Light (Seed)
Const Acceleration		Triangle
Size By Speed		
Light (Seed)		
Actor Collision		

# Effect Breakdowns



Particle Emitter

5 4

Required

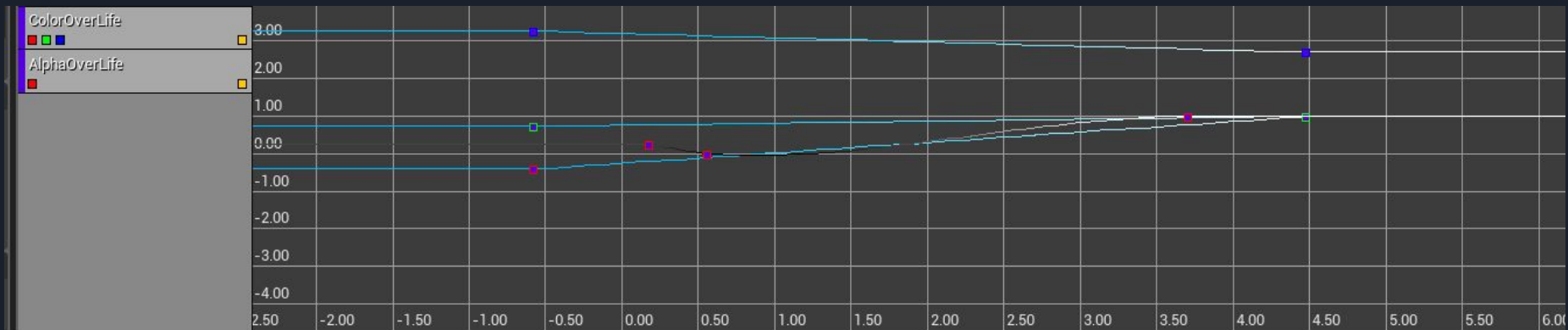
Spawn

Lifetime

Initial Size

Initial Velocity

Color Over Life

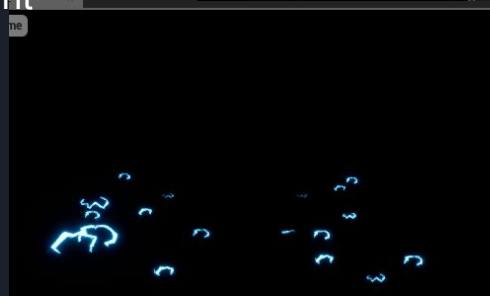
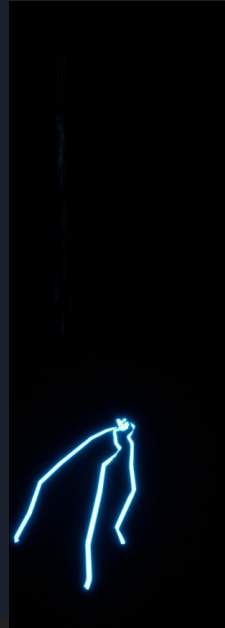


# Effect Breakdowns

Bubbles, lightning, sparks and more make up the scene.

The water, sparks and bubbles are simple sprite based emitters.

Lightning is a beam emitter and the electric floor uses a sprite grid system to emit 4 different sprites.



# Effect Breakdowns



For my particles I created a glowing effect that hover over item pick ups in the game. Health Ammo and Double Jump. Even though they did not make an appearance in the video they're still very pretty to look at.

# Effect Breakdowns

The screenshot displays a 3D software interface with a central viewport showing a glowing blue and white explosion effect. The interface is divided into several panels:

- Toolbar:** Located at the top, it contains various icons for file operations (Save, Render, etc.), navigation (Move, Rotate, etc.), and effect management (Add, Remove, etc.).
- Properties Panel:** On the right side, it shows settings for 'Particle' and 'Light' modules. The 'Particle' module is expanded, showing a list of properties such as 'Spawn', 'Lifetime', 'Initial Size', 'Color Over Life', 'Initial Rotation', and 'Light'. The 'Light' module is also expanded, showing 'Color Over Life' and 'Velocity Cone'.
- Curve Editor:** At the bottom, it shows a graph with a grid. The y-axis ranges from 0.0 to 1.0, and the x-axis ranges from -0.10 to 0.95. A blue curve is plotted, showing a smooth, decreasing trend from 1.0 at x=0.0 to approximately 0.2 at x=0.95. The curve is labeled 'Size' and 'Color Over Life'.

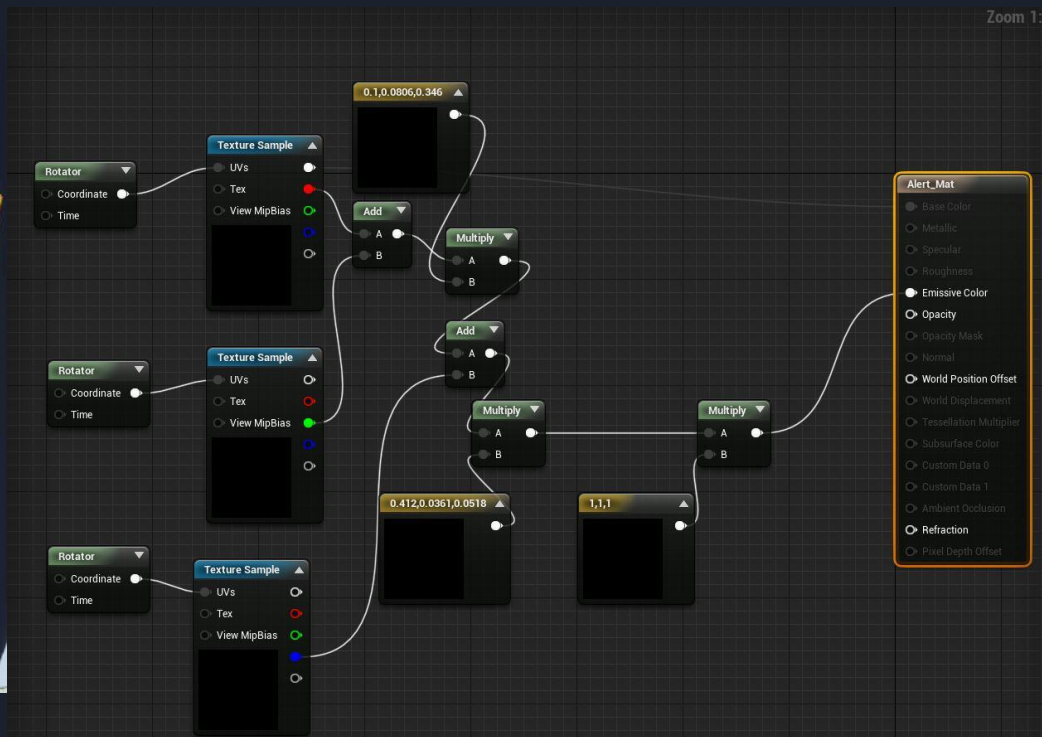
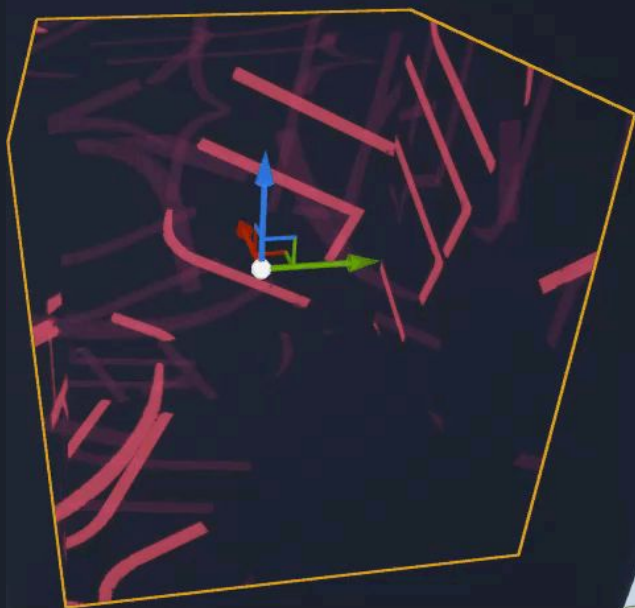
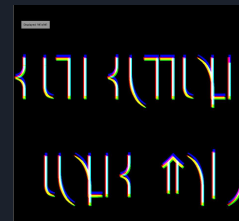
Using the burst particles, I created a robot explosion. Two different png files and some scattered plains were compiled together to create this effect



# Material Breakdowns

## Alert Material

Code



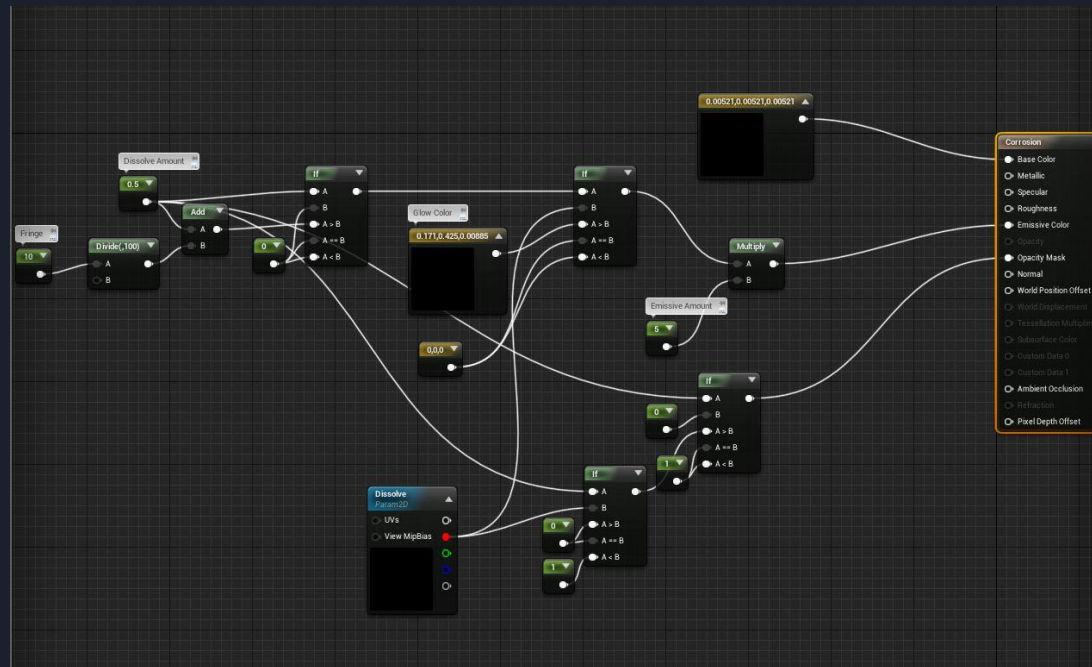
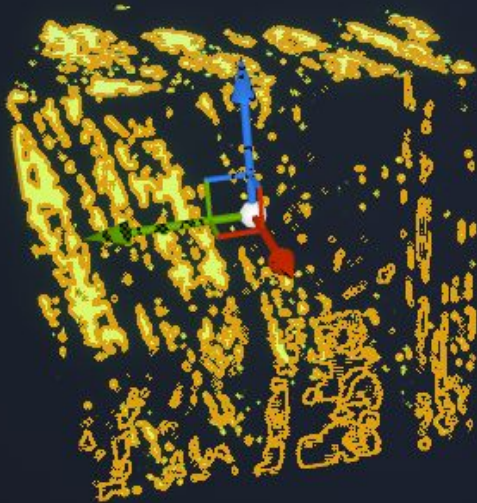
# Material Breakdowns

## Corrosion Material

Texture



Code



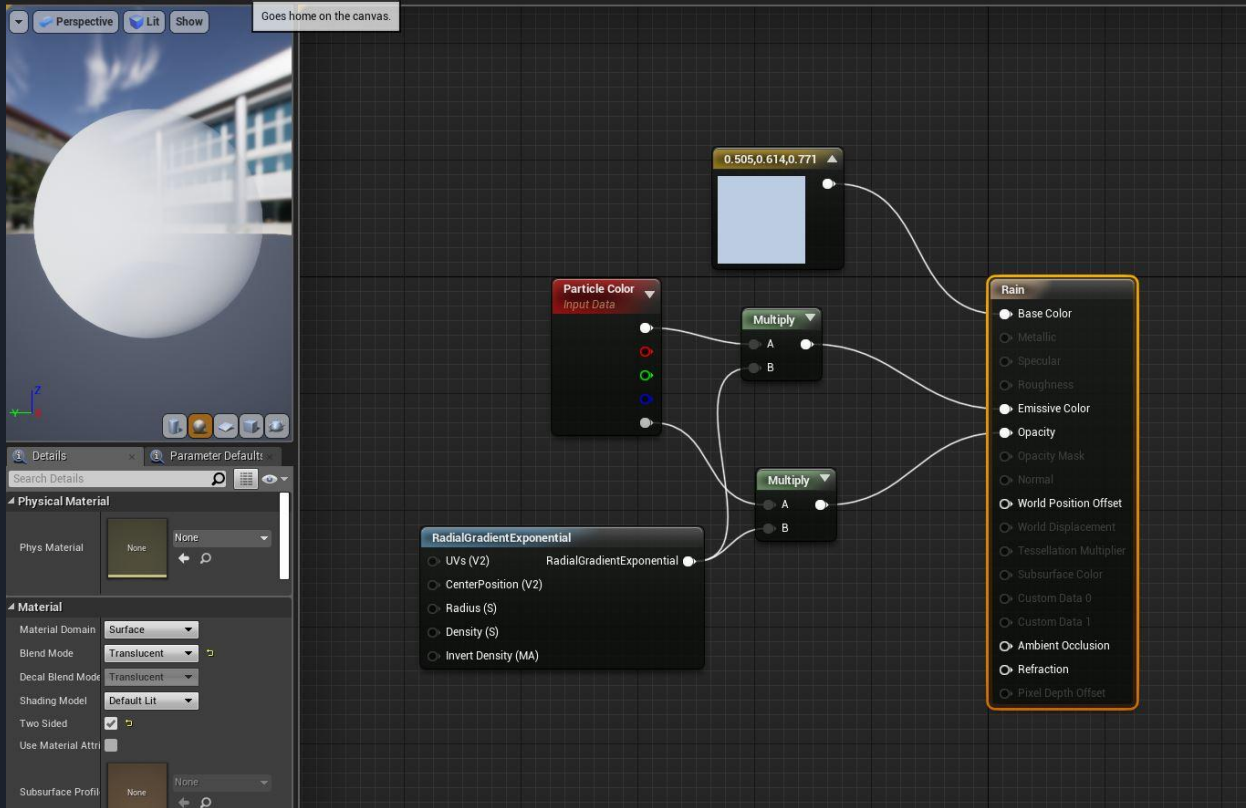
# Effect Breakdowns

## Spray Particle



# Effect Breakdowns

## Rainfall Particle Texture



# Effect Breakdowns

## Rainfall Particle

