

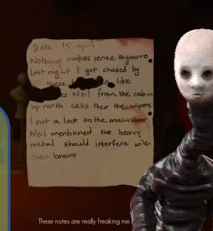
Welcome

Alice Peck

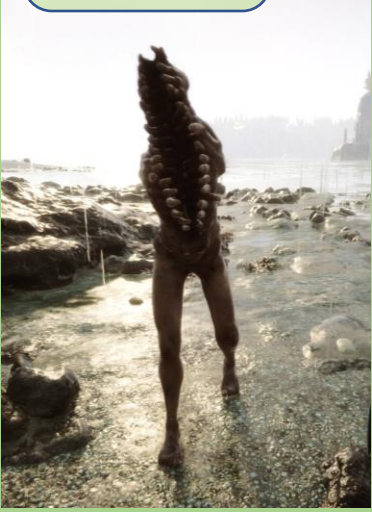
2023

Mind Map

Creepy Spooky Unsettling



Third Person



Low Poly Forests



Iconic Female Characters



FMP Mind Map

Coding/ Playable Aspects

If my game is going to be a forest, where does it start and end? How will I stop players from falling off and/or getting bored?

Needing to be done:
Character walk code,
Original tree in Unity code,
Unity Terrain code,
Play, exit code.
Shoot code? Collect code?
Spell/power up code?

Consider the doorstep method when approaching my game. How does the door open? Where does it go? What's it connected to? Whatever you add must have purpose, position and mechanics.

Character & Purpose

How will be my main character? Will there be a start or an end to the story? What will be available for the player to do and how should one do it?

How will the player know what to do and where to go? Will something tell them? Also, how will they view the world? 1st person or in 3rd?

What in the game do you need to do? Find something? find someone? Maybe you have to protect yourself.

Boy or girl? Human or alien? What are they doing? Where are you going? Consider all these things

Environmental assets and extras

Sounds:
Bird sounds, wind, cricket sounds, deer sounds, bee buzzing, footsteps - sand, dirt, stone

Forest? Jungle?
Woodsy walk?
Rivers, lakes, mountains, hills, pathways, roads, streams, fields,

Trees, bushes, grass, sand, dirt, rocks, stones, sticks, stumps, flowers, weeds

Clouds, skybox, lighting considerations.
Rain? Wind?
Lightning ⚡?

Games & Poly styles

Soft poly games:
Journey, The Witness, The islanders

High poly games:
Firewatch, The Forest,

Sharp poly games:
Original tomb raider games, early GTA games

Hard poly games:
Astroneer, Superhot, Situ,

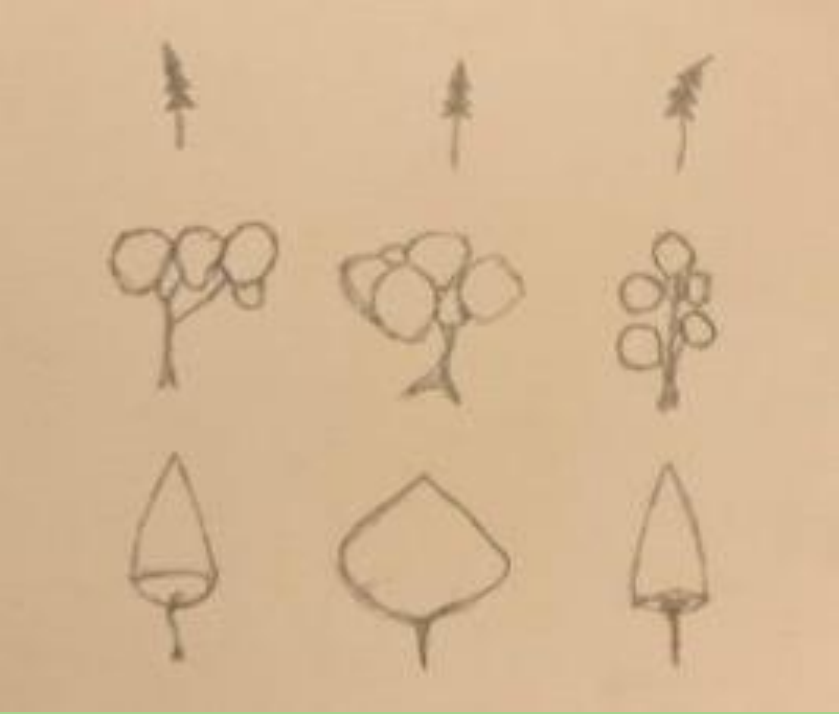
Personal Voice

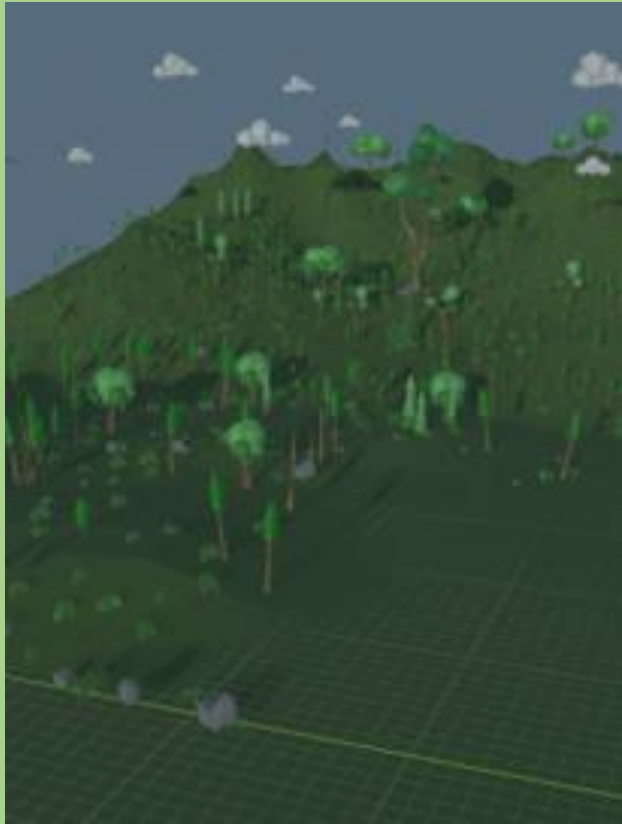
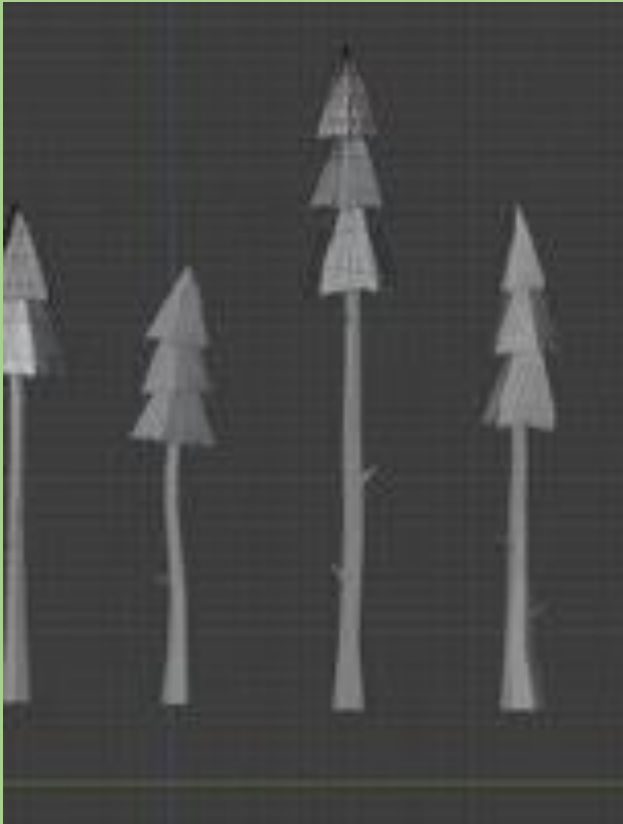
I don't want the main character to represent me but I definitely want to work towards how growing up with little representation in games must change

How will I will showcase and promote everything together at the end? Hopefully it will represent a part of my development but how will I show my voice through this?

This way I can carry on with improving my naturalistic low poly style

Prove to industry professionals that I can implement my 3D style in a working game format on Unity











Application Icon



Itch.io Publication

