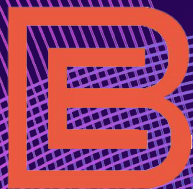# Psyche - Modular Project Presentation
2nd year Bachelor Game Design

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April 6th, 2023

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01

Guidelines Reminder

Project Guidelines

Quick reminder on modular project :

Send mails every week for milestones

Game Engine : Unreal Engine 5

Type : Platformer 3D

Structure : Modular

Marketing Kit :
- » Game Logo
- » Game description
- » Screenshots
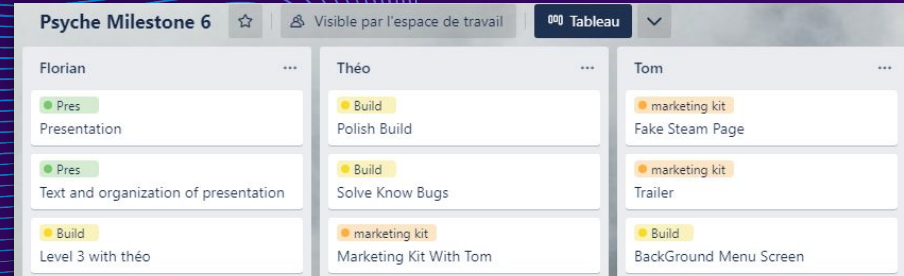- » Team at work pictures
- » Fake Steam landing page
- » Trailer

02

Our Project

Organization 1/2

» Milestones
» Tasks allocation
» Trello/ Lists

Trello tasks allocation example

To do list :

- when the tutorial is launched, (test: launch a sound) a video is displayed on the screen (with an audiovisual spectrum)
- Once the video is finished, the tutorial level starts. (ask testard).
- change the backgrounds for the main menu, the level selection menu. (drive and photoshop) OK
- pause menu (add button "main menu")
- (change button and image)
- make settings menu https://youtu.be/VSy4ybZQK3I
- credits menu
- introductory credits https://youtu.be/WQKLZYtYxrA
- integrate a timer for each level. OK https://youtu.be/nHK97x6ILYo
- record the missing voice lines on replica studio (see drive)
- continue the 3d (placeholder)
- make the marketing page with Florian's logo.
- slider sound ue5 : https://youtu.be/VSy4ybZQK3I
- create a normal map on photoshop https://youtu.be/dKBav9IsRiU
- take the level design that Tom made and put it in unreal for each level
- reprogram the cubes for each level using the sequences.

Type	Name	Nomenclature	Status	Priority
Main_Menu	Play	MM_PlayButton	Done	High
Main_Menu	Settings	MM_SettingsButton	Done	High
Main_Menu	Credits	MM_CreditsButton	Done	High
Main_Menu	Quit	MM_QuitButton	Done	High
Main_Menu	logo menu	MM_PsycheMenuLogo	Done	Low
Level_Menu	Level01	LM_Lvl01	Done	Mid
Level_Menu	Level02	LM_Lvl02	Done	Mid
Level_Menu	Level03	LM_Lvl03	Done	Mid
Level_Menu	Level04	LM_Lvl04	Done	Mid
Pause_Menu	Resume	PM_ResumeButton	Done	Low
Pause_Menu	Settings	PM_SettingsButton	Done	Low
Pause_Menu	Quit	PM_QuitButton	Done	Low
Level_Menu	Back	LM_BackButton	Done	Mid
Logo	logo	LG_PsycheLogo	Done	High

2D asset lists

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Organization 2/2

Used softwares:

Quixel Bridge
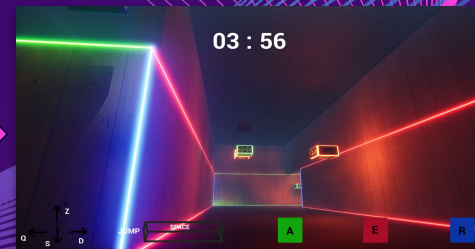
Discord

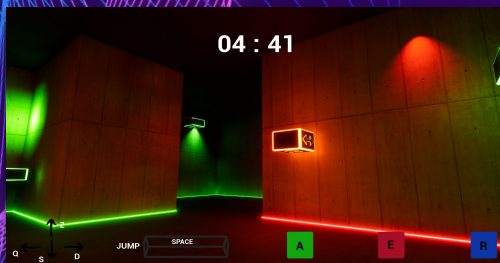Open AI Dall-E

3DS Max

Drive

Unreal 5

Adobe Suite

Trello

Universe 1/2

Universe 2/2

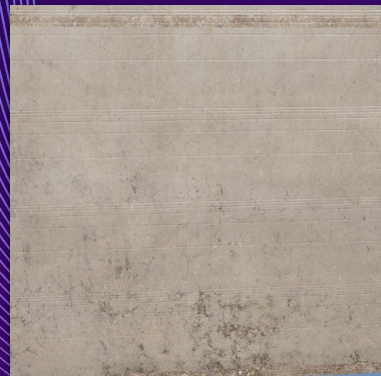Artistic Direction:
» AI
» Neon/Futuristic Place
» Dark concrete
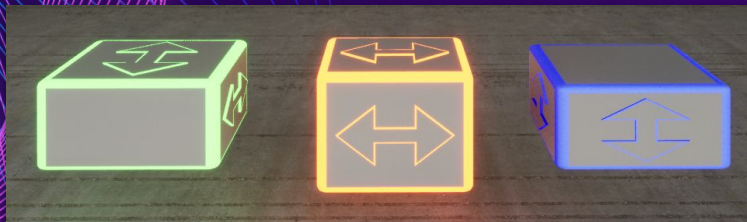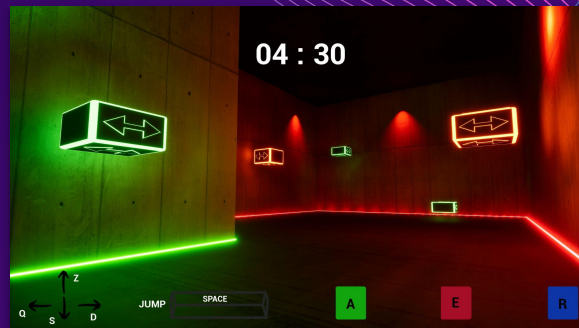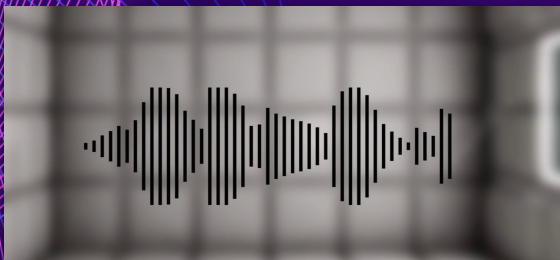

Moodboard

Modularity

Wall

Ground

Platforms

Assembly example in Level 1

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Our project 1/2

References & Concept:
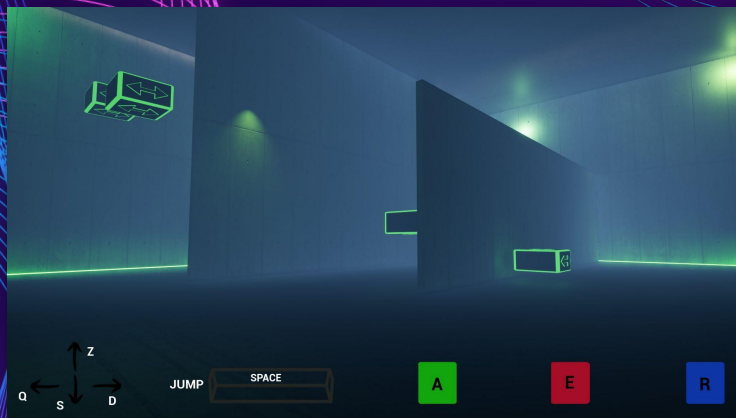

3 axis blocks
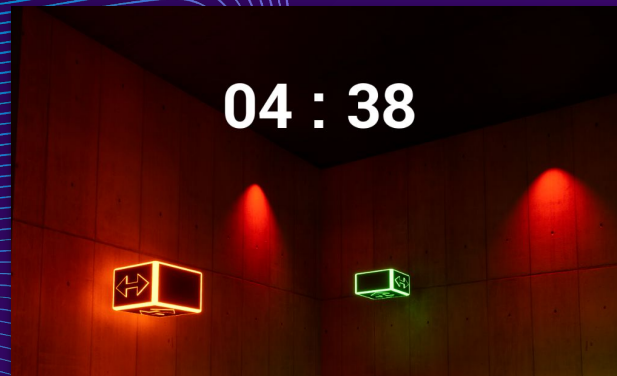

Voiceline Playing

Atomic Heart

The Turing Test
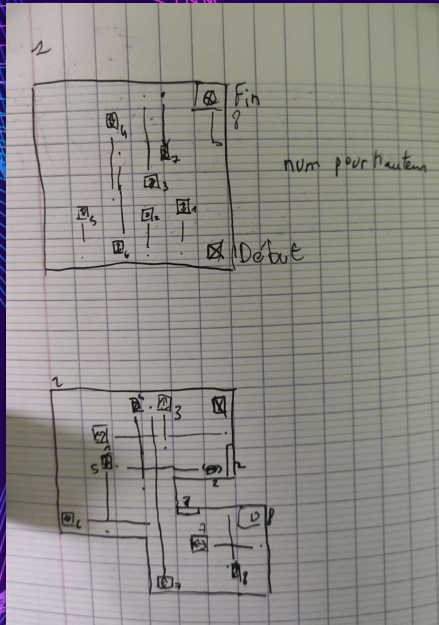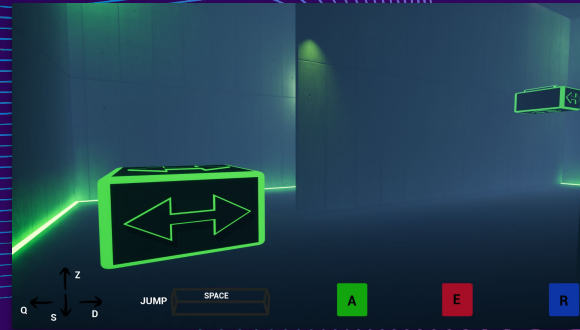

Rayman 2

Our project 2/2

Gameplay:

Timer in Level 1

Tutorial Level

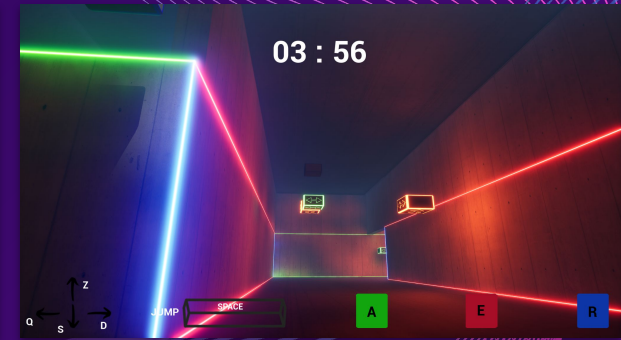Level Objective

Level Design

Idea of level progressivity

Paper Level Design

Tutorial Level
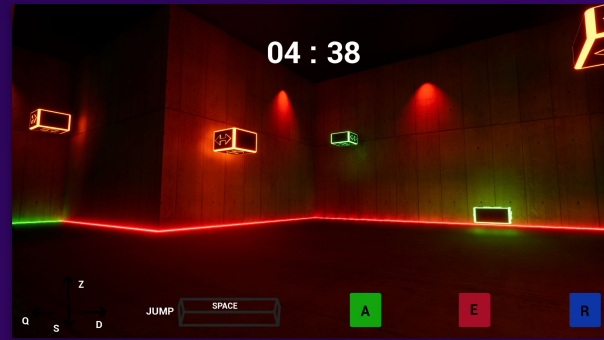
Level 1

Level 2

03

Marketing Kit

Marketing Kit

Must contain:
  » Game Logo
  » Game description /punch line
  » Screenshots
  » Team at work pictures
  » Fake Steam landing page
  » Trailer

Game Logo
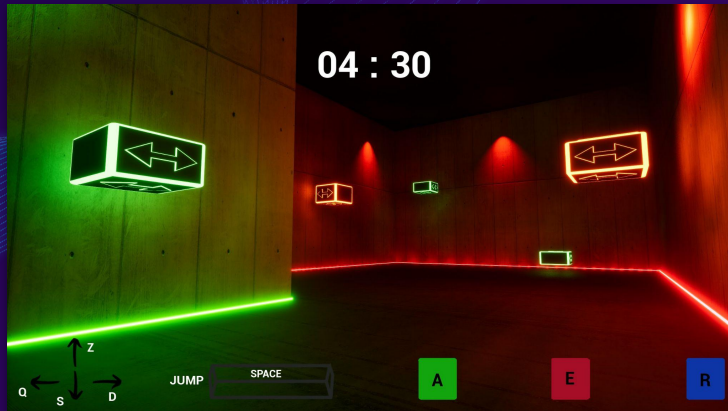
» Pink Color Palette
» Large font
» Ancient greek letter Psi
» Face

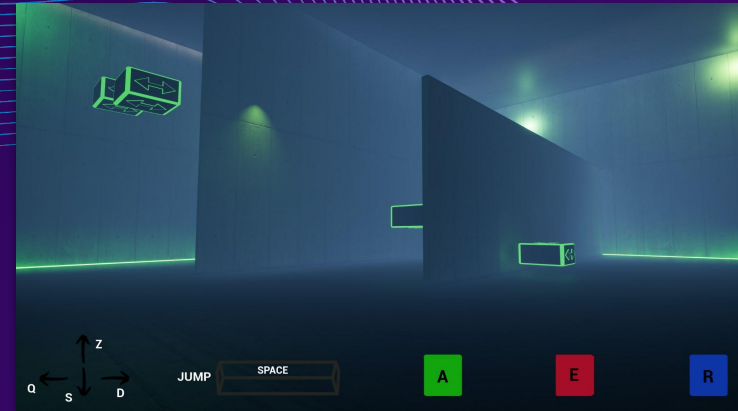$$\Psi \ \psi$$

Game description & Game Screenshots

Psyche is a first person 3D platformer, in which the player must solve puzzles in order to create a path to the exit by moving platforms on each axis.
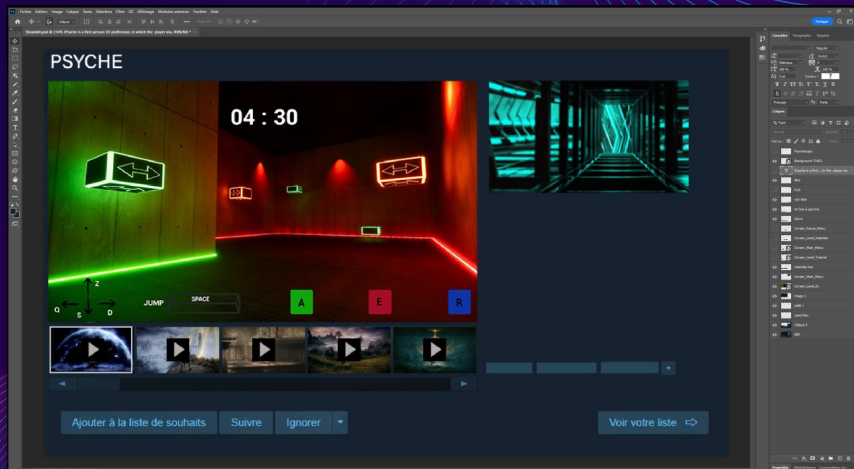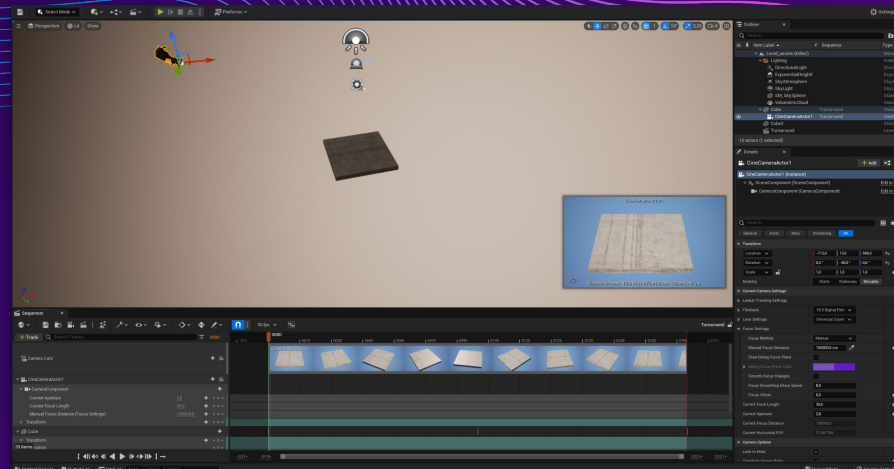

Tutorial Level

Level 1

Team at work pictures

WIP Fake Steam Page

Assets Turnaround WIP

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Sample Steam Page

Trailer

Trailer Google Drive
Download Link

YouTube video link

04

Conclusion

Thank you for your attention.
Feel free to ask any questions.

— Psyche Team