EARTH EXPEDITIONARY AFTER-ACTION REPORT

A GAD 323 FINAL PROJECT BY DEREK PENMAN

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WHO AM I?

- Primarily interested in community management
- Began this project as a gameplay designer
- Became aware of technical design this past month
- Plan to enter field as a tech designer or other entry-level communication role

ORIGINAL VISION

PITCH

'In 2025, a hostile alien force attacked Earth, starting a long and bloody war against them on our home turf. Now, years later, pocket resistances still fight against the endless hordes in the hopes of freeing their homeland. Gear up your character with four others as an expeditionary force out into the ruined cities, attempting to scavenge equipment, technology, survivors, and information on your foes.'

FEATURES

- Post-Apocalypse 5 Player Coop
- Unique Character Actions
- Dynamism

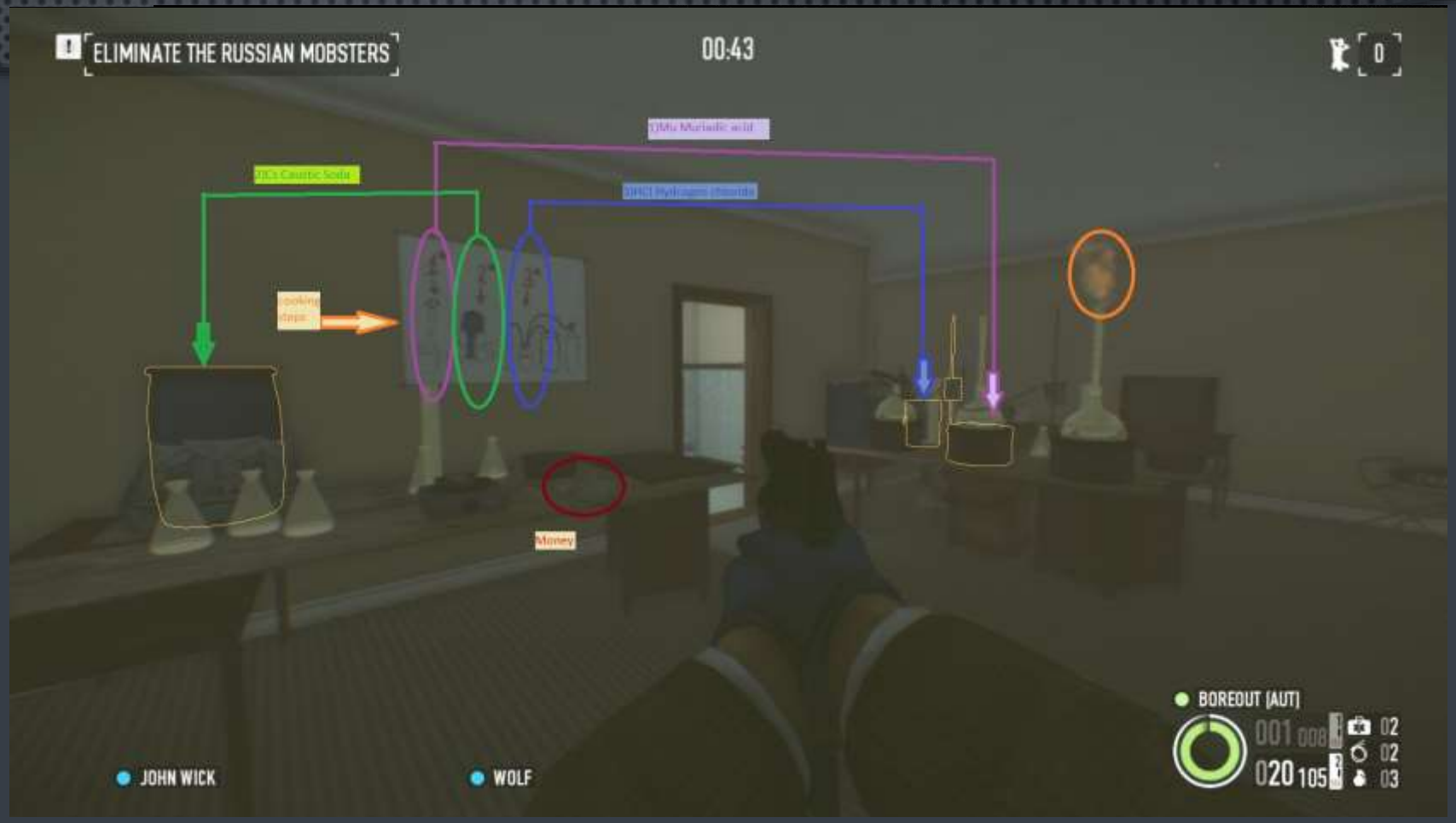
ORIGINAL PILLARS

- Coordination-Focused
- Impactful Customization
- Sense of Progression

PORTFOLIO

MVP CORE MECHANICS

- Gun Combat
  - Weapon Selection (6 + 1 Assets)
- Ping System
  - Conditional Outline
- Player Characters
  - Character Selection (3 Assets)
  - Abilities
  - Passives
  - Minigame Benefits
- Minigames
  - Climbing
  - Tracking
  - Concoction



SENIOR PROJECT

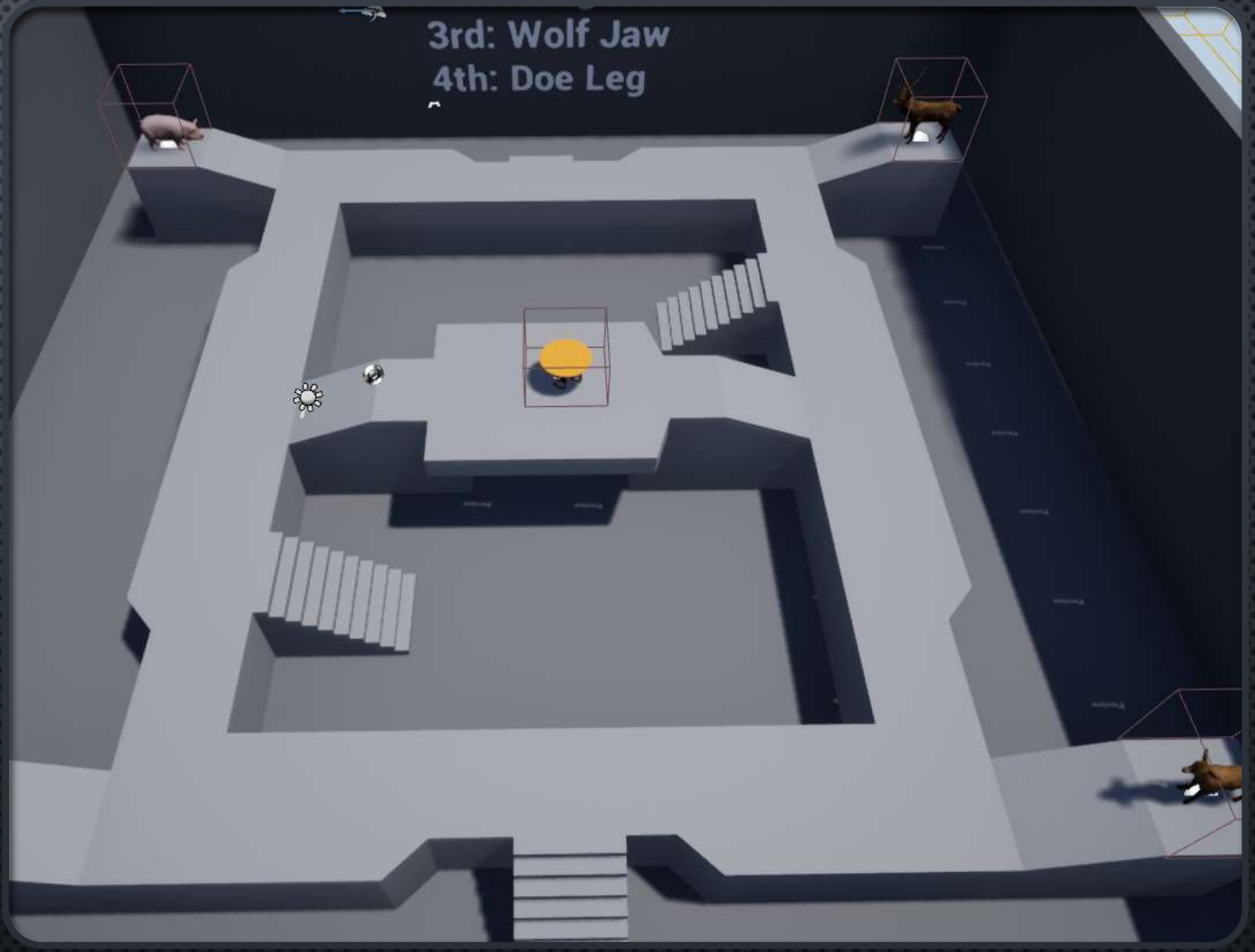
SHOOTER WITH MINIGAMES

FOCUS:

'FIND THE FUN'

RESULT:

BOXED ROOM



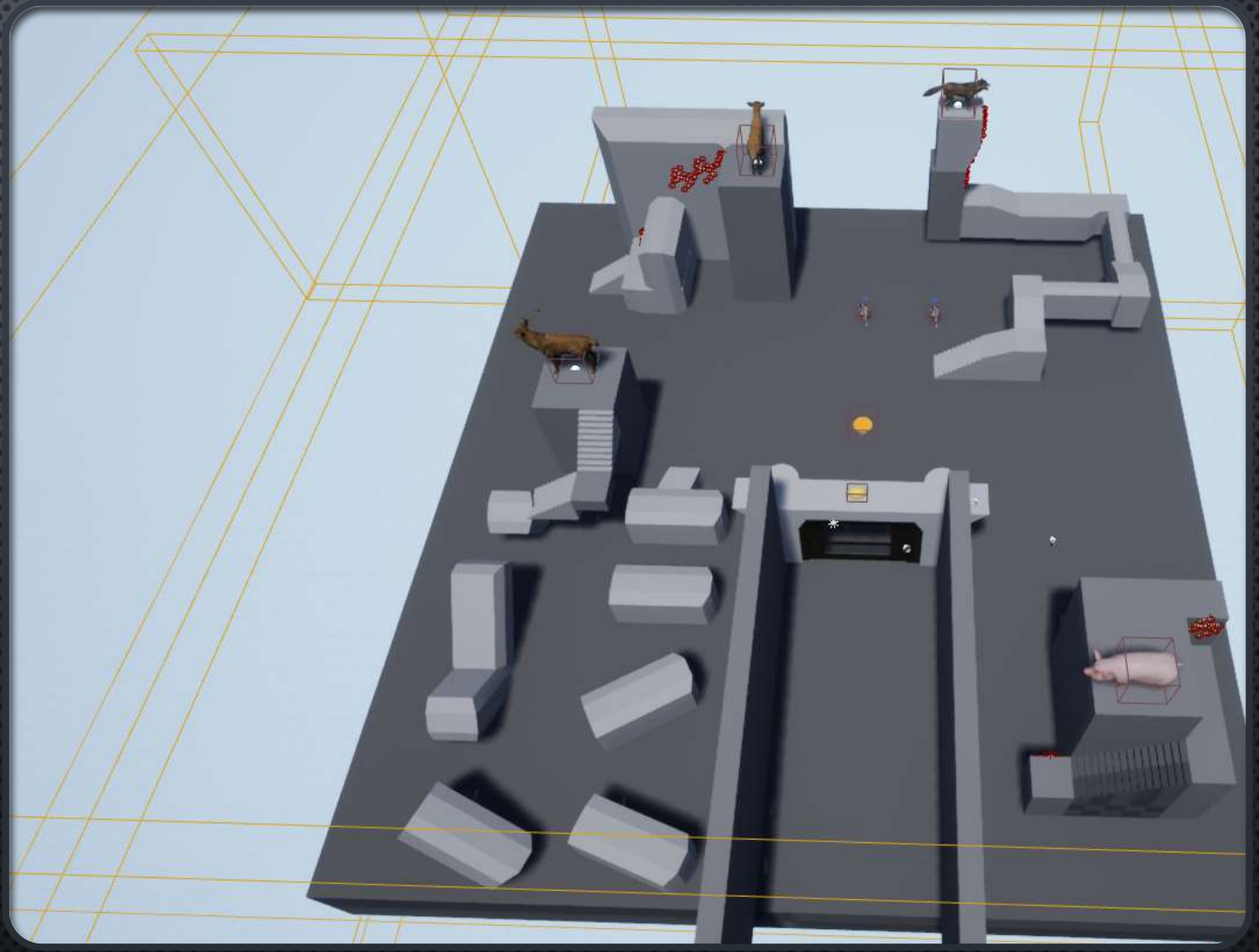
MERGE

Focus:

Will it Blend Arena

Result:

Mission and variety wins out



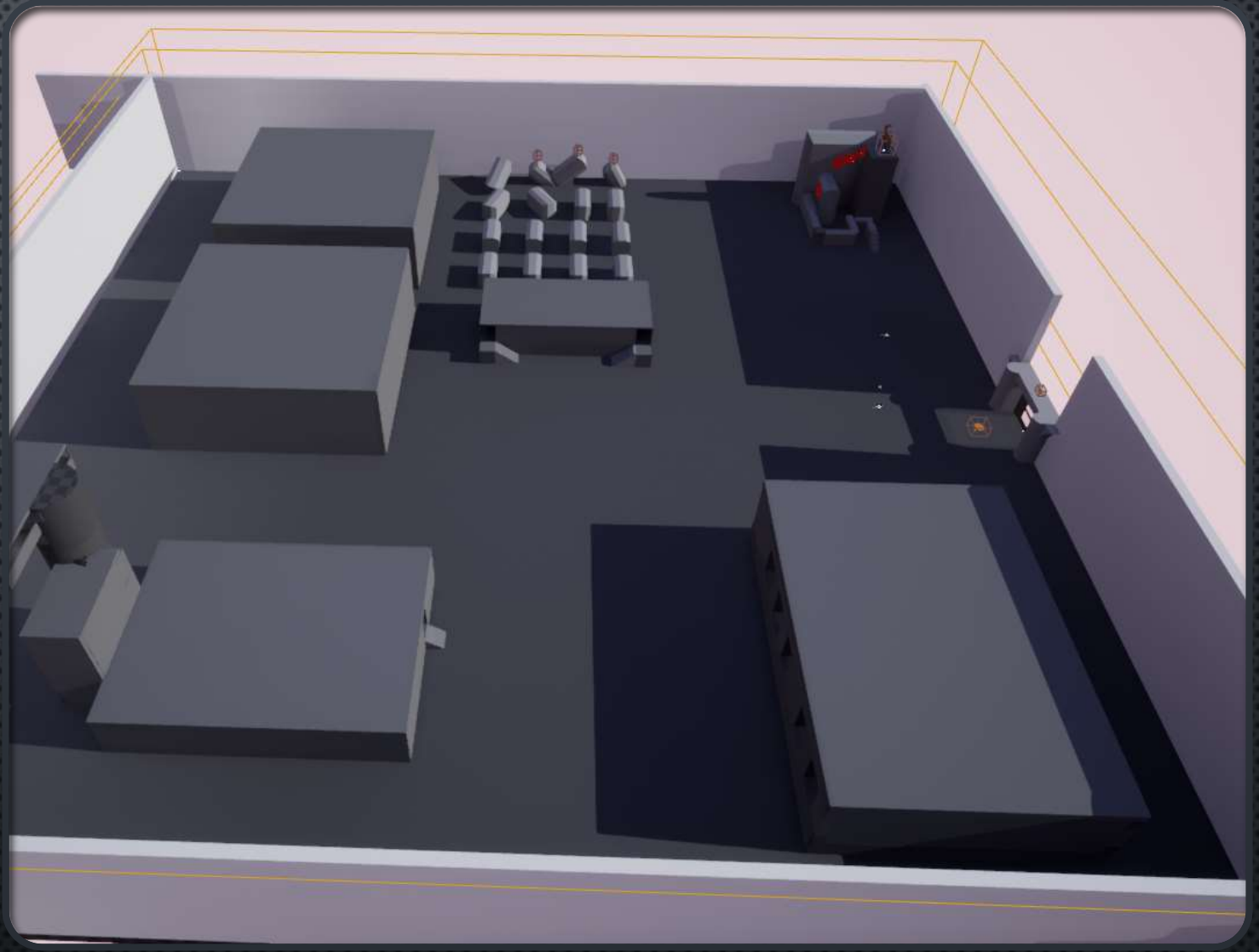
REFOCUS

FOCUS:

FINAL PROTOTYPE > POLISH

RESULT:

STRONG CORE GAMEPLAY



CAPSTONE PROJECT

THE BEST OF INTENTIONS

FOCUS:

PLAN OUT THE QUARTER

RESULT:

SCHEDULED DEVELOPMENT

Category	Feature	Component
User Interface	Player HUD	Ammo
		Health
		Objective
		Time
		Inventory
Objective	Annihilation	Tracker
	Protection	Object
	Escort	Object
	Escape	Trigger Area
Zone	First	Level Design
		Level
		Objective
		Minigame
	Second	Level Design
		Level
		Objective
		Minigame
	Third	Level Design
		Level
		Objective
		Minigame
Minigame	Tracking	Win State
		Path System
		Detection System
	Concoction	Display System
		Component Meshes
		Feedback
Player Interaction	Revive System	Downed Functionality
		Downed Animation
		Display
		Interaction

Player Character	Scientist	Minigame Benefit
		Passive Ability
		Active Ability 1
		Active Ability 2
	Martial Artist	Minigame Benefit
		Passive Ability
		Active Ability 1
		Active Ability 2
	Survivalist	Minigame Benefit
		Passive Ability
		Active Ability 1
		Active Ability 2
Weapon	Shotgun	Mesh
		Weapon Stats
		Firing Functionality
		Reloading Functionality
	LMG	Mesh
		Weapon Stats
		Firing Functionality
		Reloading Functionality
	SMG	Mesh
		Weapon Stats
		Firing Functionality
		Reloading Functionality
Enemy	Brainless	Mesh
		Weakness
	Bomber	Mesh
		Animations
		Attack
		Weakness
	Lobber	Disorientation Effect
	Juggernaut	Mesh
		Animations
		Attack

SLIGHT HICCUP

FOCUS:

CATCH UP ON L1

RESULT:

3 WEEKS OF ITERATION

Sprint	Start	Focus
2	2019-10-16	Getting the first 'zone' working.
3	2019-10-23	Fleshing out first zone with UI and updated enemies.
4	2019-10-30	Begin work on second zone via level design and greyblocking.
5	2019-11-06	Flesh out second zone with the introduction of a new enemy, and the full implementation of the concoction minigame.

RAPID DECAY

FOCUS:

1 POLISHED LEVEL

RESULT:

INCREASED MODULARITY

7	2019-11-20	Finish functionality and bug fixing, and begin meshing process for frequently-used assets in level.	Revive System	Downed Functionality	Low	High		2019-11-27	Presentable
			Revive System	Downed Animation	Medium				Presentable
			Revive System	Display	Medium				Presentable
			Revive System	Interaction	Medium				Presentable
			ABP	Bug Fixing	Medium	Medium			Presentable
			Meshing	Misc. Vehicles	Low	Low			In Progress
			Meshing	Busses	Low	Low			Not Started
			Meshing	Sandbags	Low	Low			Presentable

CITY SWEEP

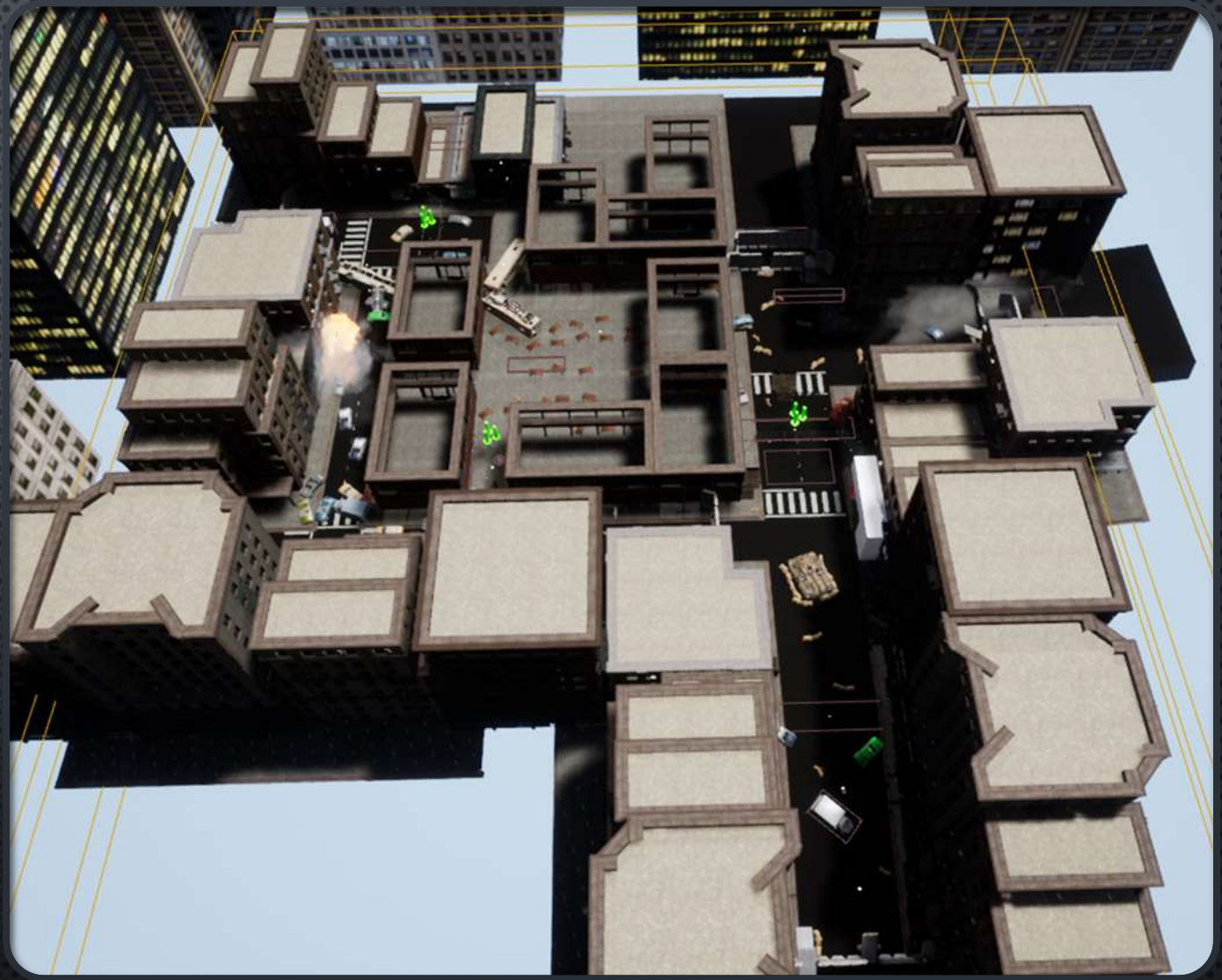
FOCUS:

FULLY MESH LEVEL

RESULT:

ASSET DIFFICULTIES

SURVEY



FINAL CAPSTONE

NEW START

Focus:

Level Design

Result:

Post-Processing and Flow

PLAYTEST 1

FOCUS:

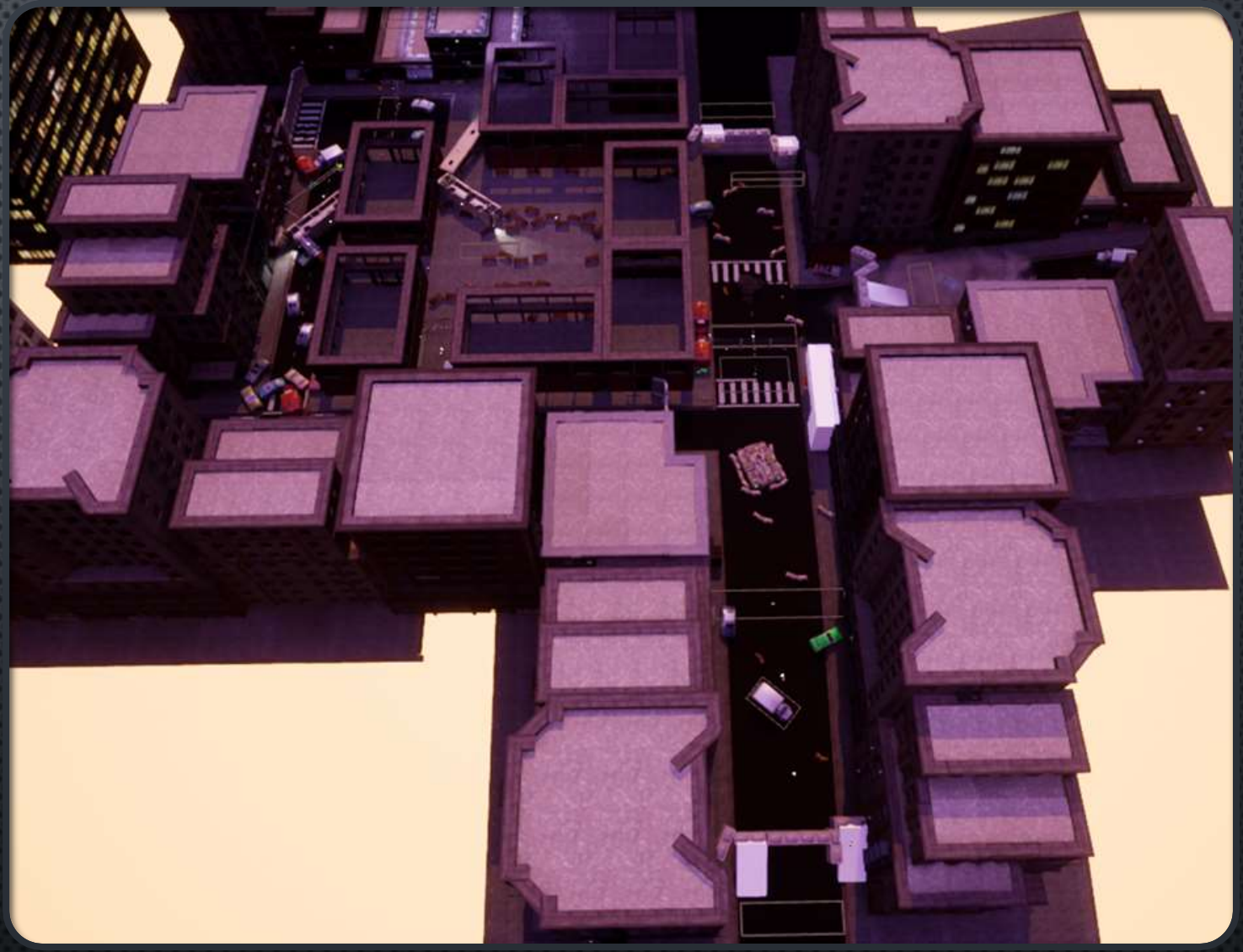
A-Z FLOW

RESULT:

GOOD PROGRESSION

POOR SIGNIFIERS

SURVEY



PLAYTEST 2

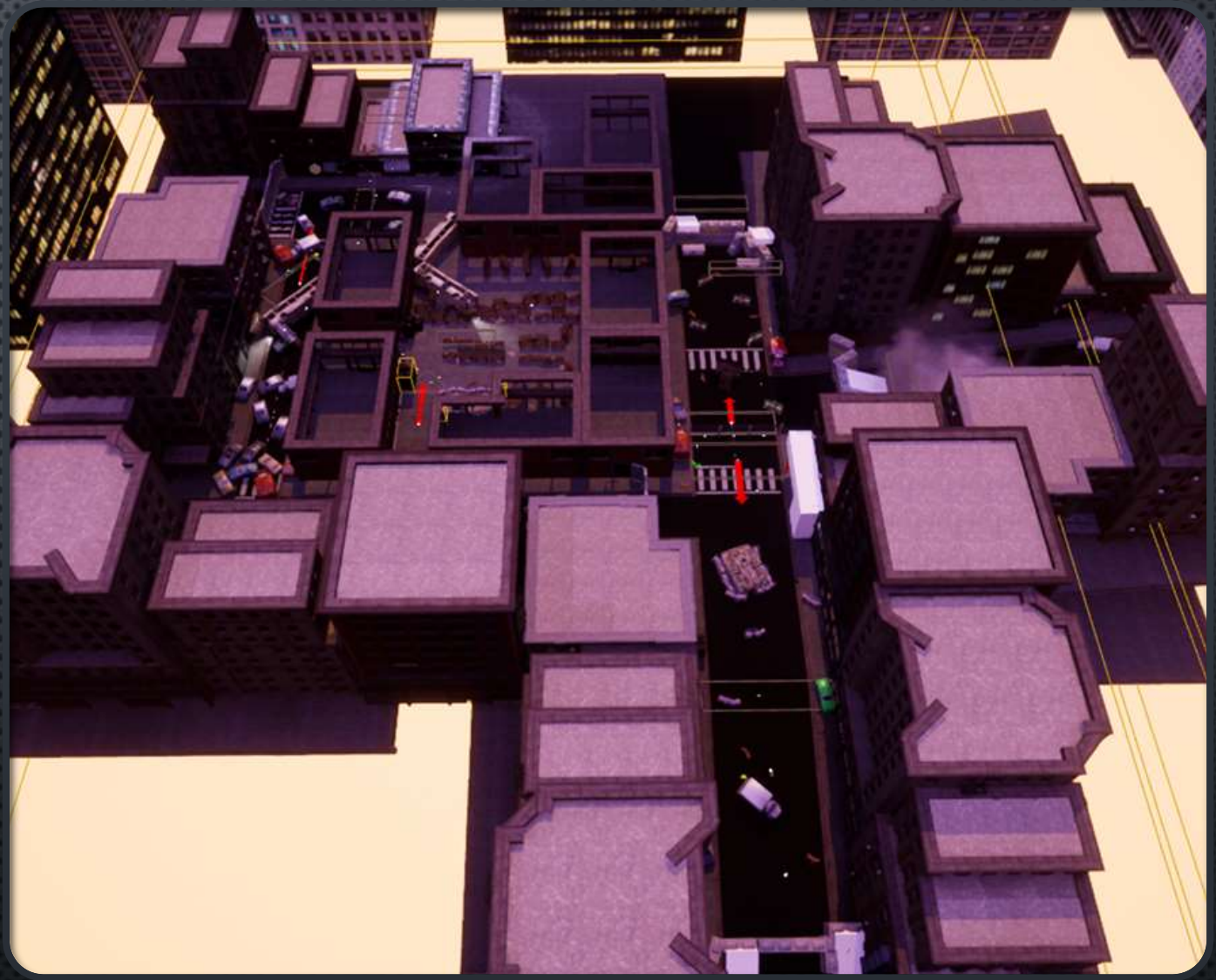
FOCUS:

SIGNIFIERS AND TEAMWORK

RESULT:

STUNNING SUCCESS (- LOBBERS)

SURVEY



BUCKLE DOWN

FOCUS:

CITY SWEEP COMPLETE

RESULT:

TBD

AFTER-ACTION

DESIGN PILLARS

- Immersion through Diegesis
- Modular and Scalable
- Cooperation-Slanted

PROJECT TAKEAWAYS

FINISHED OVER PERFECT

TIME NEEDED FOR POLISH

VALUE OF TEAMMATES

PREFER EARLIER DEVELOPMENT

INDUSTRY TAKEAWAYS

- Community Management
  - Playtesting
  - Surveys
- As a Designer
  - ‘Full-stack’ development
  - Work I was doing
  - Work I enjoyed

FEEDBACK AND QUESTIONS

REFERENCES

All external images are directly hyperlinked.