

EARTH EXPEDITIONARY REPORT

A GAD320 ASSIGNMENT BY DEREK PENMAN

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ORIGINAL VISION

PITCH

- A PC AND CONSOLE TEAM-ORIENTED FIRST TACTICAL SHOOTER.
- '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



Five-player co-op on a post-apocalyptic universe.



Dynamic gear/leveling system in mission environments that respond to player actions.



Five playable classes able to interact with the environment in their own unique ways.

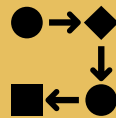
PILLARS



Impactful customization.



Coordination focused.



Sense of progression.

MVP CHANGES

1

Slim gun combat, ping, minigame, and character (choice, abilities, passives) systems.

2

Backlog environmental hazards, team managing, customization, dynamism, exotics, consumables, and ordnance.

3

Reduce level to one 'fold-over' map.

Asset	Used in	Original Quantity	MVP Quantity	Difference
Character	As player characters, and as upgrade and customization vendors.	5	3	-40%.
Ability Gadgets	Player special abilities	4	2	Halved.
Overlord	Mission communication, game information.	1	1, no visuals.	Visuals removed.
Melee Weapon	Melee attacking.	2	1	Halved.
Gun	Ranged attacking.	22	6	-73%.
Consumable Items	Miscellaneous actions in-game.	4	0	Removed.
Ordnance	Gadget attacking.	5	0	Removed.
Objectives	Interactable objects to progress/complete mission.	10	7	-30%.
Enemies	Combat.	7	4	-43%.
'Chunks'	Map creation.	10+	0	Removed.
Map	Map with limited dynamic elements.	0	1	Added.

AS A DESIGNER



Community
Management/Streaming



Gameplay Flow Designer

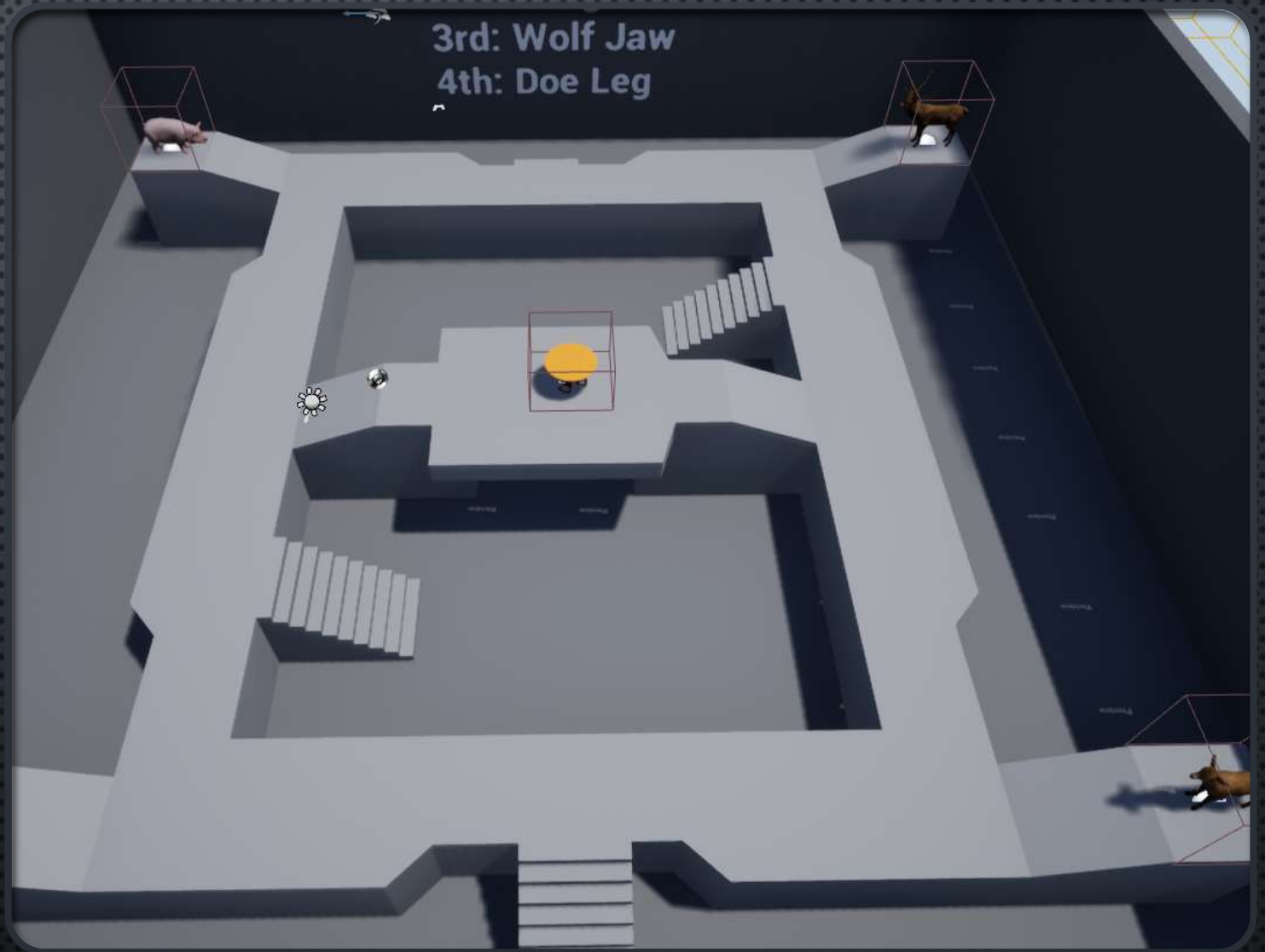


QA/Systems Designer

STAGE 1: WELL, IT'S A SHOOTER WITH MINIGAMES...

FOCUS: GUN COMBAT AND SOLVING
A PROBLEM ARE AT THE CRUX OF
EARTH EXPEDITIONARY, SO LET'S BUILD
A PROTOTYPE DOING JUST THAT TO
'FIND THE FUN'.

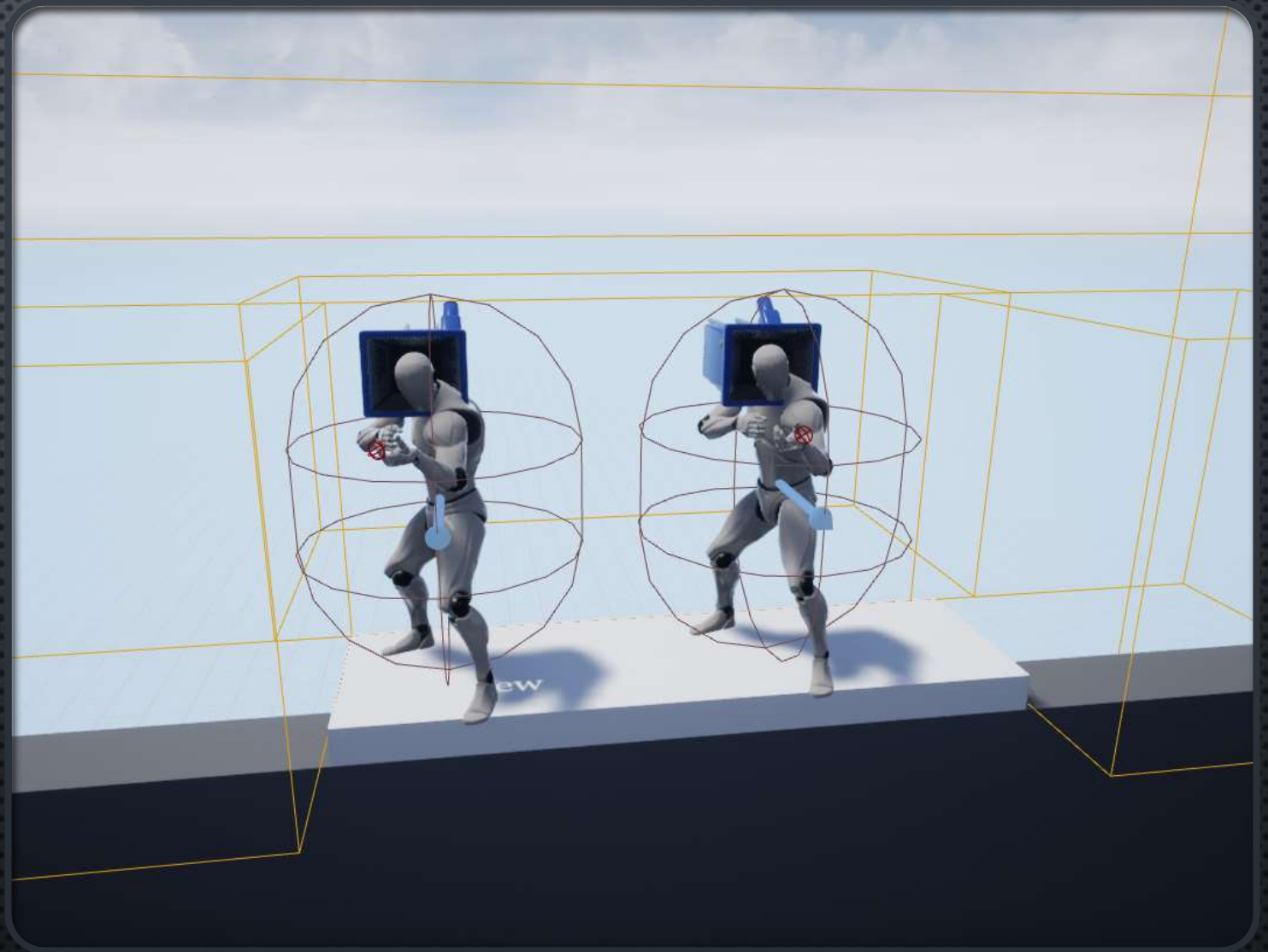
RESULT: IT TURNED OUT ALRIGHT FOR
PROVING THE POINT OF THE FUN IN
THE MINIGAME, BUT LACKED TEAM
COORDINATION.



STAGE 2: THE MORE THE MERRIER!

FOCUS: ADD A SECOND PLAYER,
AND PENALIZE THOSE ACTIVELY IN
MINIGAMES TO INSPIRE TEAMWORK
AND MORE EMERGENT GAMEPLAY

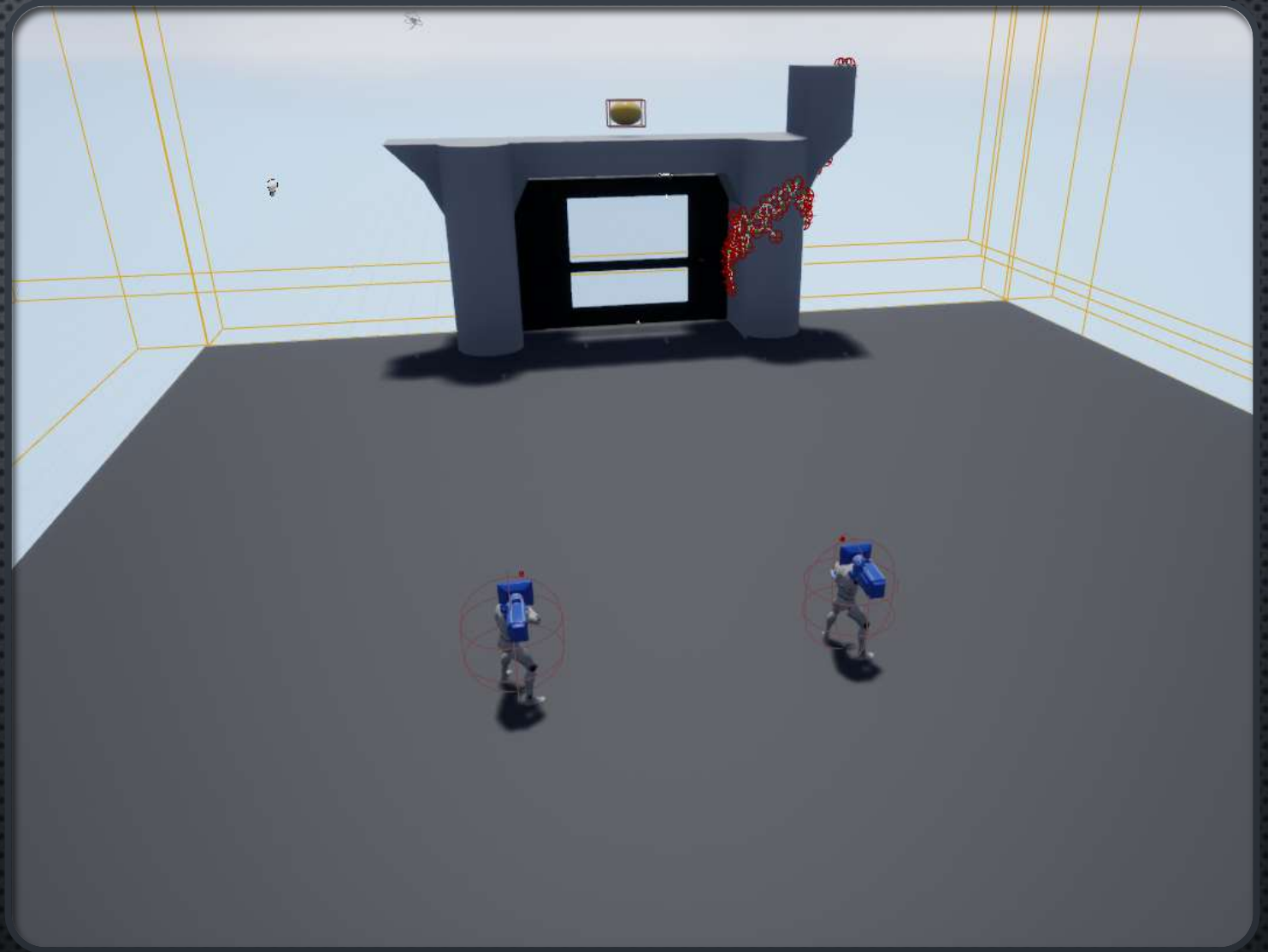
RESULT: SLOWED DOWN THE
PLAYER(S) HOLDING ONTO OBJECTIVE
OBJECTS, AND ADDED ANOTHER,
SUCCESSFULLY MAKING A
COOPERATIVE GAME!



STAGE 3: THREAT UPGRADE.

FOCUS: REDUCE ABILITY TO KITE
ENEMIES, AND ADD ADDITIONAL
MINIGAME FOR MORE VARIANCE AND
TO FLESH OUT DYNAMIC EXPERIENCE.

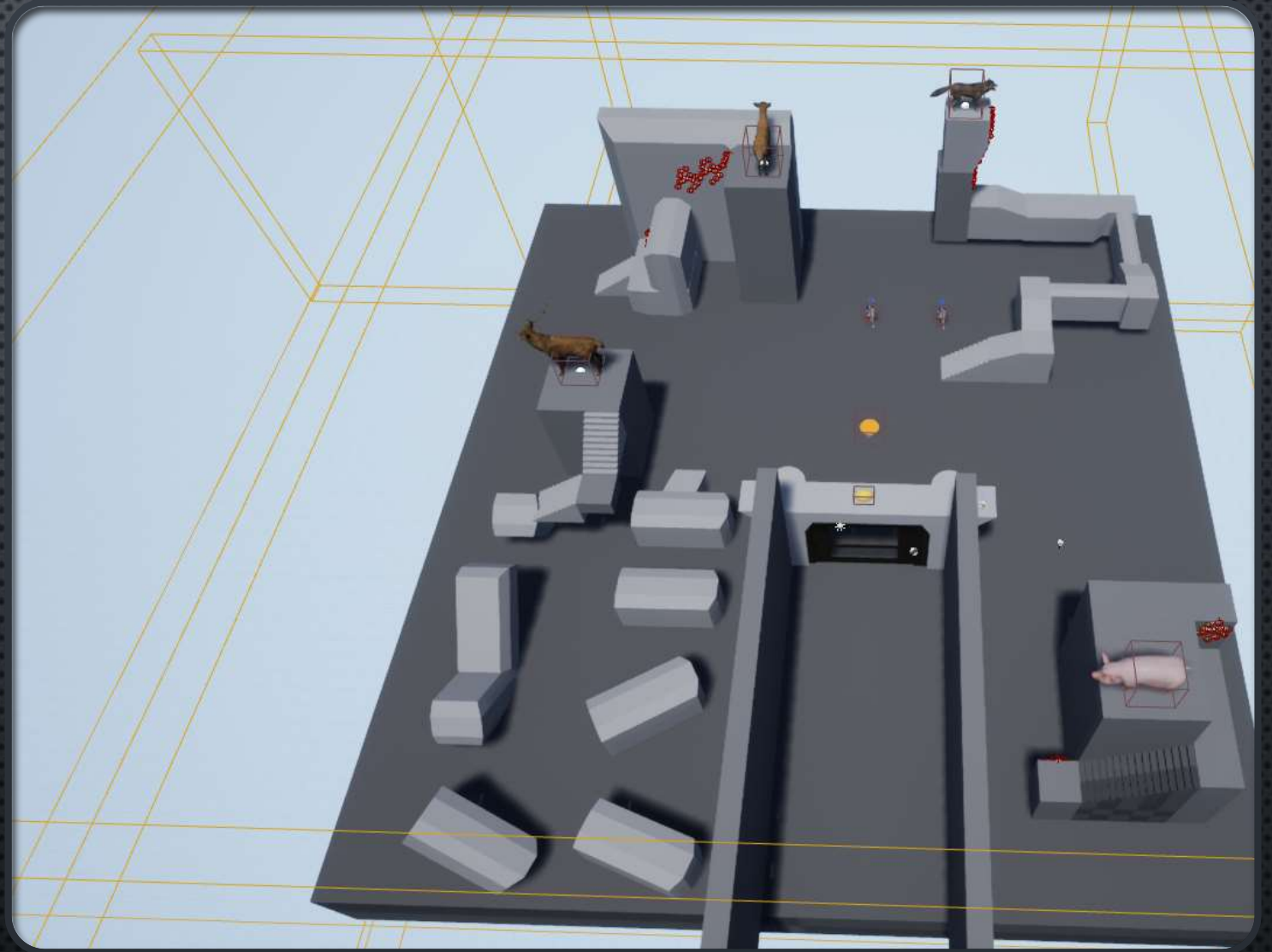
RESULT: ADDED HELLA DOPE FREE
CUSTOM MOVEMENT, AND RANGED
ATTACK ENEMIES.



STAGE 4: 'NOW, KISS!'

FOCUS: BLEND BOTH MINIGAMES AND
ENEMIES INTO ONE 'ARENA' TO OFFER
THE FIRST TASTE OF A FULL MISSION.

RESULT: TURNS OUT DOING 80%
ROCK CLIMBING GETS BORING, BUT
HAVING A 'MISSION' AND A VARIETY
OF ENEMIES IS FUN!



STAGE 5: THE PIT OF DESPAIR.

FOCUS: FLESH OUT THE GAME FULLY WITH THE THIRD TYPE OF NON-COMBAT CHALLENGE, AND 'PRETTY THINGS UP'.

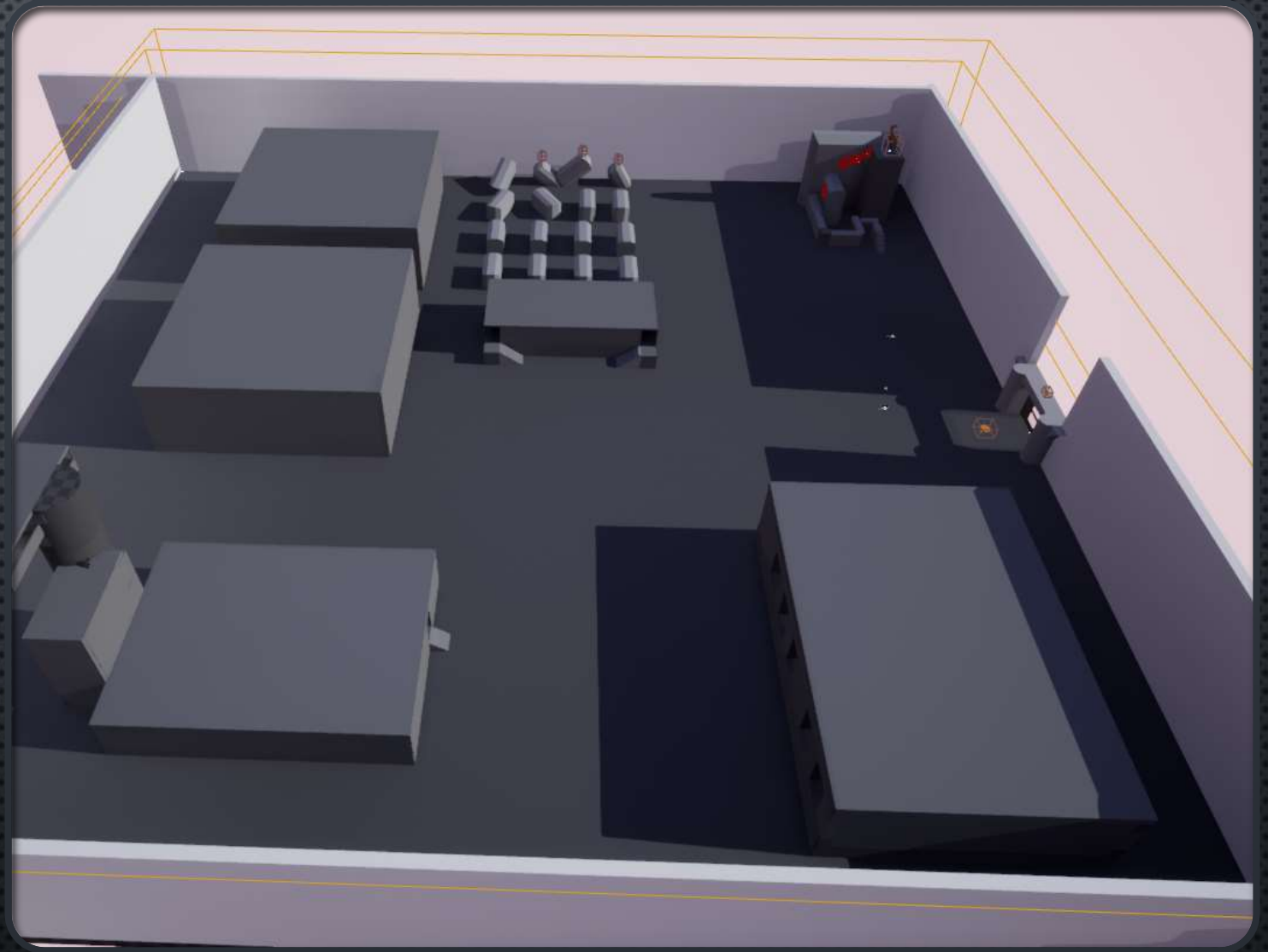
RESULT: SPEND ~16 HOURS MESSING AROUND WITH LEVEL DESIGN, ASSETS, DECALS, AND SPLINES. TURNS OUT, THE GAME ISN'T FAR ENOUGH INTO DEVELOPMENT TO *NEED* TO LOOK AS GOOD AS 'TRAILED', AND THE THIRD PUZZLE CAN BE DONE ENVIRONMENTALLY.



STAGE 6: REFOCUS.

FOCUS: HAMMER OUT AN ENJOYABLE FINAL PROTOTYPE AND GREYBLOCK A FULL LEVEL AND ADD MECHANICS WHEN IT'S APPROPRIATE TO DO SO.

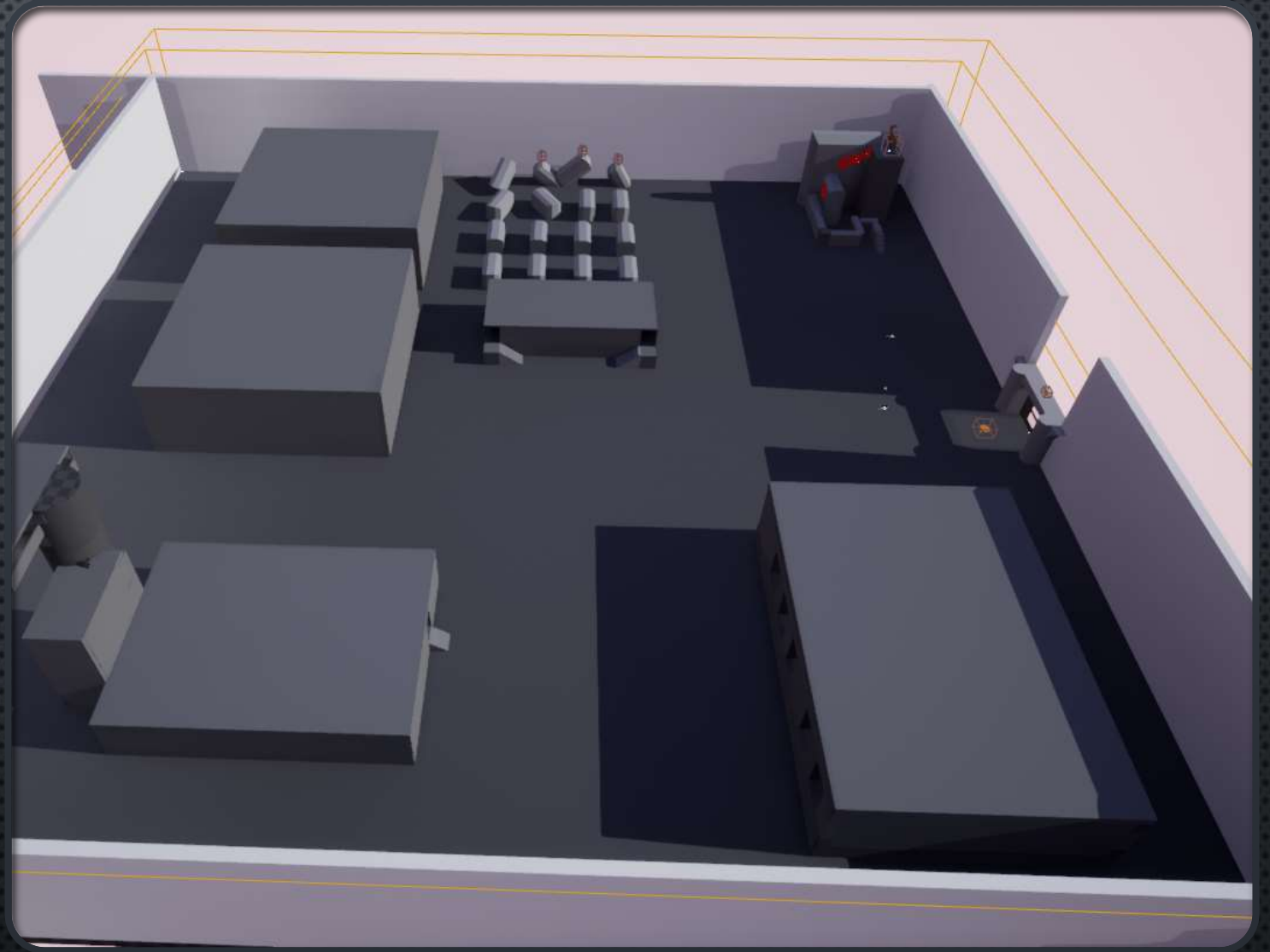
RESULT: MADE STRONGER CORE GAMEPLAY 'SPRINKLING' THE CHALLENGES AROUND, AND BUILT A TRUE WORLD THAT CAN BE LATER 'DOLLED UP'.



STAGE 7: HONE.

FOCUS: POLISH UP THE GAME FOR THE FINAL DELIVERABLE.

RESULT: MOVED AI TO THE MORE-MODULAR BEHAVIOUR TREE SYSTEM, HELLA BUGPATCHED, AND IMPLEMENTED THE THIRD PLAYER (WHICH WAS THE REASON FOR NEEDING TO DO THE FIRST TWO PARTS...)



SHORTCOMINGS



CHARACTERS



WEAPONS



ENVIRONMENT



LEVEL

TAKEAWAYS



RAPID PROTOTYPING.



FOCUS AND ANALYSIS
PARALYSIS/CHOICE
OVERLOAD.



GIT HATES ASSET
PACKS.



MY LIFE IS 100%
OVERSCOPING.



I HAVE A LOVE/HATE
RELATIONSHIP WITH ART
AND ANIMATION.

UPCOMING CHANGES



CHARACTERS



WEAPONS



LEVEL



SCOPING



RAPID
PROTOTYPING



FEEDBACK AND QUESTIONS

Your thirst for knowledge is as insatiable as mine.

REFERENCES

- ALL EXTERNAL IMAGES ARE DIRECTLY HYPERLINKED.