



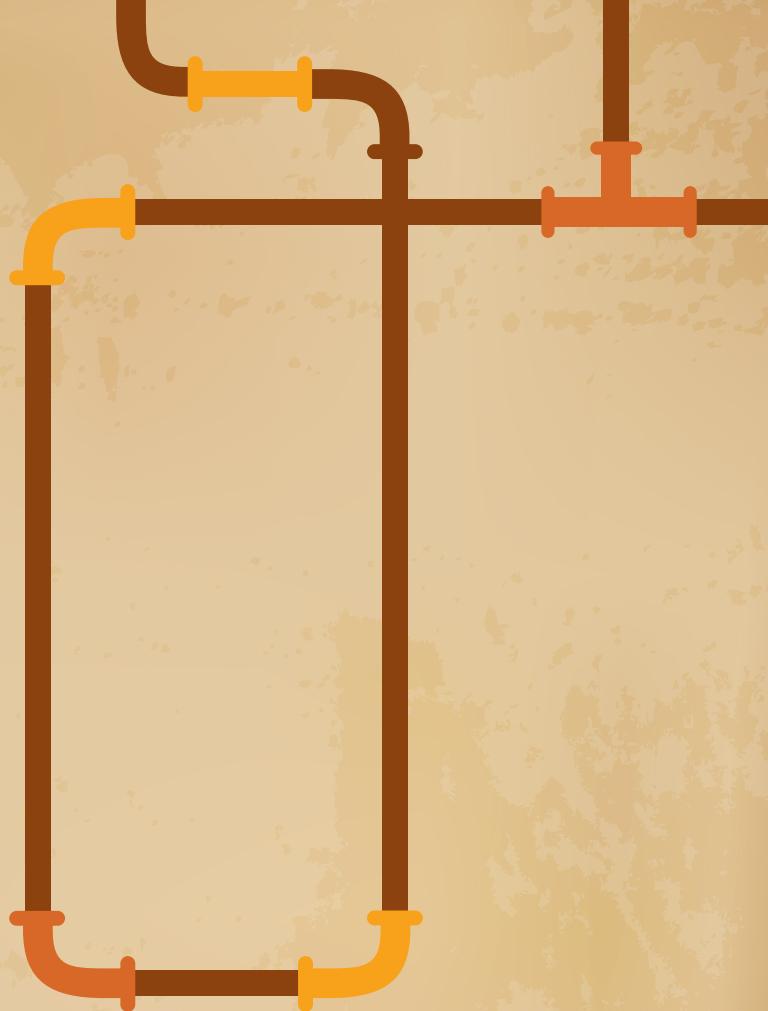
# THE DAY AFTER

STOP THE GEARS FROM TURNING



# STORY

Ella, Jacob, Ronak, Arpeet, Ani,  
Ethan, Toby



# STORY INSPIRATION

## STEAMPUNK

Industrial revolution style  
inspiration for the technology,  
mechanisms, and design

## MECHS

Science fiction twist with  
mechs (robot fighting suits)  
and other fantasy elements

# CITY LAYOUT

## CITY

Urban center which connects the districts

## DOCKS

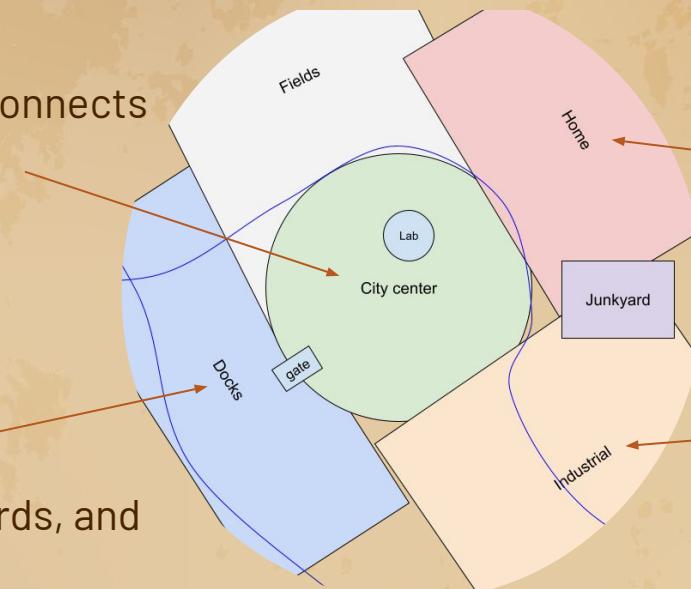
Hub for trade, shipyards, and shipbuilding

## RESIDENTIAL

Starting area, player home and local shops

## INDUSTRIAL

Manufacturing district filled with factories



# START OF GAME

Residential

★JUNKYARD

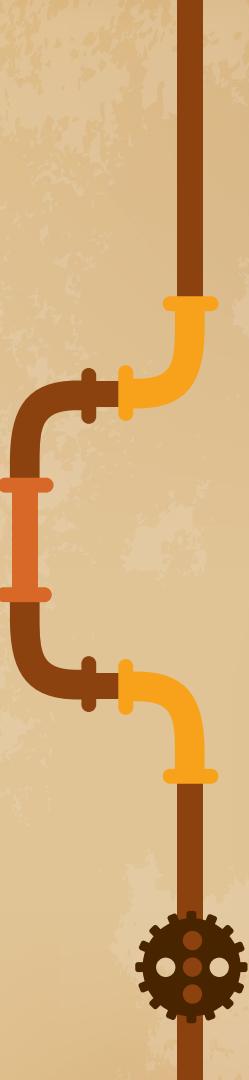
Industrial

## PLAYER

- Mech builder
- Peaceful uneventful life
- Shop tutorial for parts

## EXPOSITION

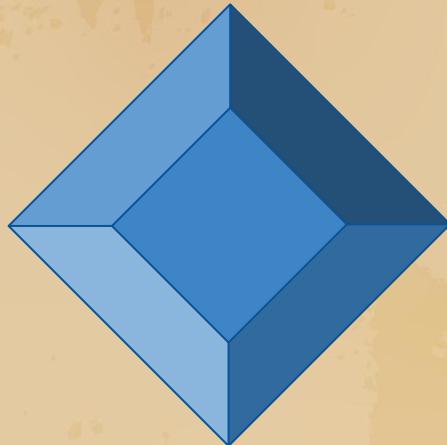
- Mech commission
- Junkyard search for final part
- First fight / combat tutorial



# TIME

## STUCK IN THE LOOP

The main motivation for the player to explore and engage in quests.



# INVESTIGATION



## CITY CENTER



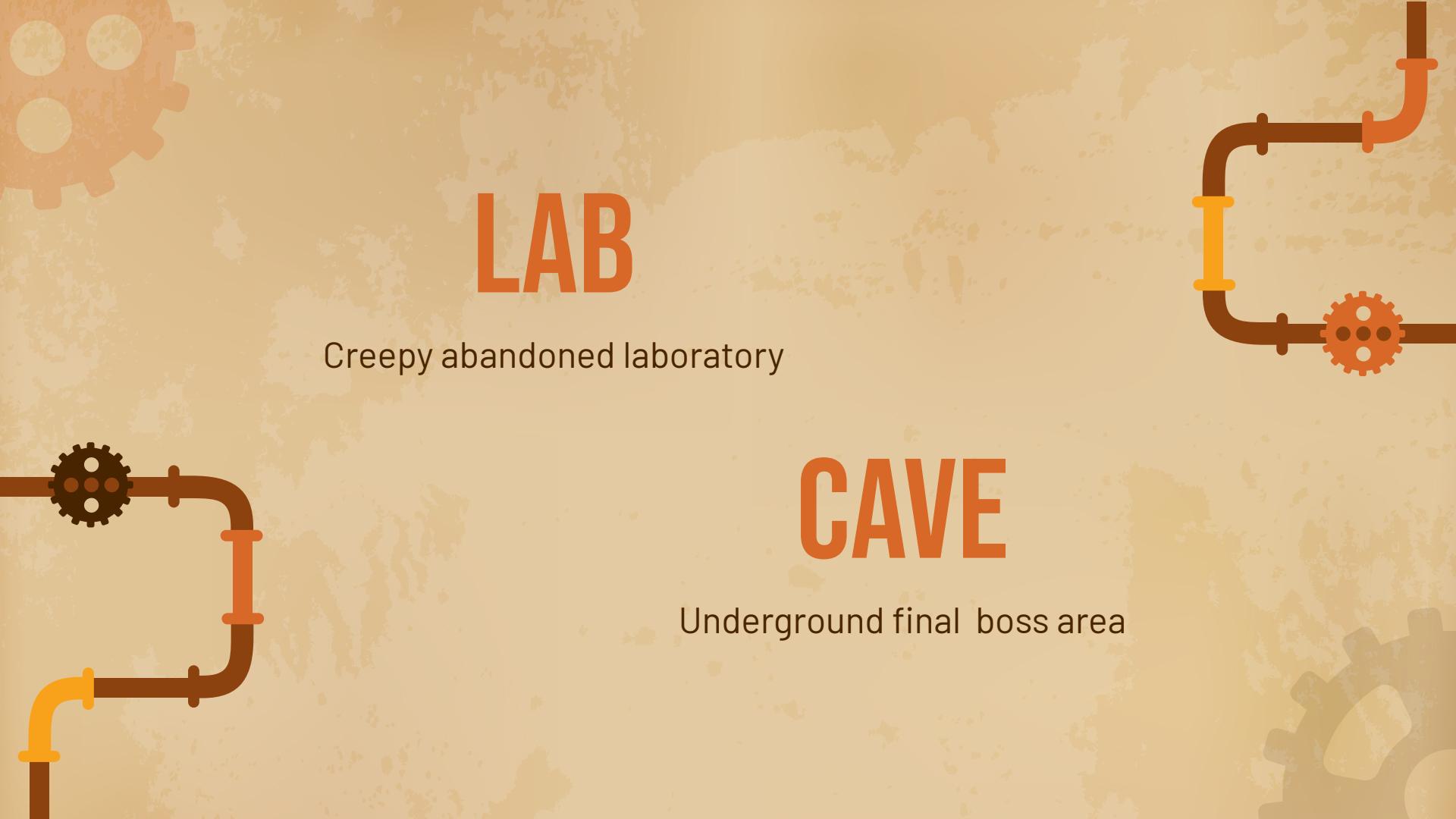
## DOCKS

- Dock Master Lennard

## INDUSTRIAL

- MA boss fight





# LAB

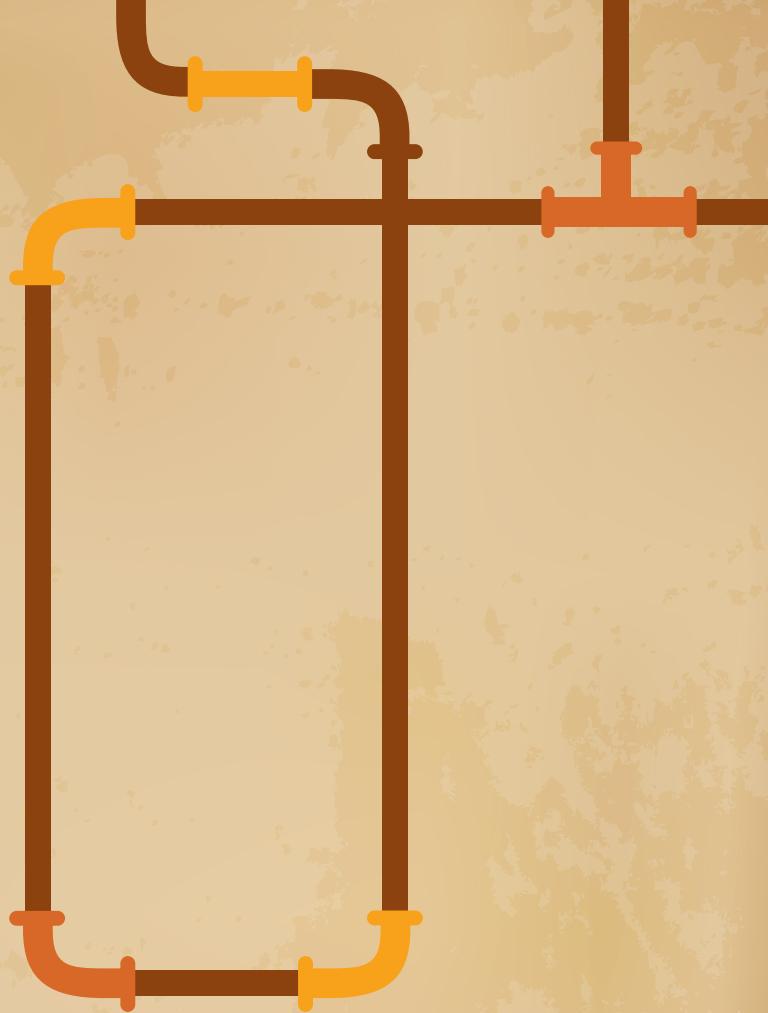
Creepy abandoned laboratory

# CAVE

Underground final boss area

# VERSION CONTROL

Jacob



# VERSION CONTROL

```

* 3fc157c8 (HEAD -> master, origin/master, origin/Inventory, Inventory) added scrap icon
* 9dc84dab Added Enemies around the map
* 4e762f1 merged master with inventory
* e5b06338 Merging MenuUI into Master
* b32337e merge wt adtio
* 951b3f99 merging
* 9092df5a keybind changes
* b7777c93 updated keybinds
* b6927ebd finished keybinds
* e4ab72a9 keybinds finished
* bd5a12be fix before remerge
* ee1ddfe6 merged master into MenuUI, added ragdoll on death, player no longer moves when le
* 31c8c1a2 Death Screen is now fully integrated
* 97dbddcc boondoggle
* 92b03fd4 (LoadingScreen) forgot to click save in ue
* 879f5ac7 loading screen goes between maps
* b444778c beginning of new level to have transferred
* 2e340bb8 Merged with Questing
* 37ff1bfb Fixed start menu bug
* 39afa911 Last minute changes
* 636d43e5 Redesigned start menu
* fe8751d6 Reorganized quest system blueprints
* eb4d823e Merged with Settings
* 7c590bf3 done diddly doo
* 41fbab43 merged deathscrene
* 356d20b5 centering
* 8fc0e0a moved deathscreen to new file
* 4a6ed24e (DeathScreen) animations for death screen
* 803cc588 migrate
* a4eed4c4 commit before merge
* f7d39b1f keybinding basics
* e6366c44 keybindings basics
* 7fcce97d8 unbreak code yay
* 6cd0e869 commit before merge
* fc48c115 added POC for shop menu
* 49554b0e added original shop menu
* 5dd45853 fixed menu bugs
* 5e3d1a0b reverted things and fixed bugs
* d700f1d6 Revert "finished audio system"
* 62f9f6f3 Revert "reset settings"
* d100e869 Revert "stuff"
* a93ae540 Revert "hopefully committing shoopchanges"
* 868874ba Revert "hopefully committing shoopchanges"
* d21ae5c01 stuff
* 2fd88f21 reset settings
* 99a3b521 finished audio system rebased yay
* 9782d2b6 fixed inf settings menu opening
* c3ef2fd6 polishing standards
* b5f37c1a2 finished pause menu
* 678329d7 pause menu basically finished
* f1861fbc merging stage 1
* 7fd08dc8 fix for UI background (temporary?)
* a325f203 fixing bugs and stuff
* a6e5690e updated settings
* f31a0475 Audio
* 347c422e Added Audio
* e6888c8 Updated Settings
* 3cged68d (MenuUI, ImageFix) improved ui
* 77bf3e78 keybinds
* 0c7b331d removed back button
* 4f3b420e migrating
* b78cd7ec Merged Inventory with Master again
* 7ca14307 Merge branch 'HomeBase'
* 102146ff Added hoke BAse
* 51d6e170 added variable for melee patroller
* eb288023 merge with master??
* 79c05902 merge success :)
* 6122567d merge doom 1
* d0521f4c smash finish kinda
* d087f4d3 bug fixes
* fb94726d time boss pre-merge
* 7388e7c9 finish time boss smash attack
* 6d1c00af make smash anim
* 52b9797f time boss init
* 5b328493 initial refactor to bp_bossattack component
* e288d119 stalactite
* 3f5f93cf Time beam explosion and particles
* 99989f53 basic time boss beam attack
* 25db1b1b (EnemyRangedHerge) time beam demo
* 931a000f finalize ranged enemy
* a84b5f4e implemented BP_RangedEnemy to extend BP_EnemyBase
* 3f91a26a small change
* 731da0d4 reduced bg size fr this time
* 693b94db first commit after 3 months a lot stuff done idk
* 494dd9e9 spike balls
* 93384249 boss spikes
* d13eadb2 merge fix
* b078edda Merged EnemyRanged -> EnemyBase
* 1b8b3b6a (EnemyRanged) ranged enemy works
* ad6f2a2c mightve not staged changes
* 6a2ed4f6 Ranged enemy shooting
* 424f2f61 Made enemies easier to customize
* fc0f6949 fixed cast bug
* ea53e3fe (EnemyBase) adjust
* a60fa74f refactored trees
* 7365cab7 Merged Maps
* c1f1a91f spotlights work and lock on player
* 54bca5ac Merged EnemyMelee into EnemyBase
* 56b4e5a6 NewEnemy
* cf960fa4 Combos
* b3c8c59a patrol path
* 60850671 animations
* 5a88fc4b migrating
* d72179fe Merged Junkyard into EnemyBase
* 9b1633a0 Merged ScrapPickup into EnemyBase
* 2bf2879 (ScrapPickup) help
* e8f48844 Added comments for easier code merging
* 52f65aeb Added sword tracing to enemies and merged healthbar to enemies
* 3b6ee478 BROKEN BUILD
* 0d7c7c63 Merged EnemyRanged into EnemyBase
* 1ffc2a3e health bar fade
* e4690d67 work on ranged enemy, refactor health bar
* 1e3f6fed finish fix
* 7532ab4 migrate complete
* a4f1ea0e Added in Enemy Base class featuring an enemy with sound effects
* 70f74a6c Inventory loads
* 16dd3d4e Save function
* cde40490 Assets
* ec9b3e40 HUD Disappears when inventory is opened
* 5d9d318a terrible way of fixing item decrements
* af1f7015 wetter water
* 686aa7f4 MMM
* e2b7e915 added bottled steam
* 0ad4944f moved materials to right folder
* b0f71fc0 added scaling to consumable objects
* 7cd366c9 deleted old consumables system
* 40407708 Small stuff
* 1befa255 Merge branch 'master' into Inventory
* 8a0ebff8 added junkyard
* f0d58c04 Caden sucks x2
* 5de2e116 Complete
* e1164ea0 Added questing screen
* 95c39a8 fixed dt
* 512204b7 refactor compiles and works
* 998df292 merged questing again
* 2401f79c (Questing) Updated start menu
* 8cfed3d72 Fixed startmenu background image moving
* bed4ee07 Added more to fortite map

```

# ALL MAPS

Caden, Ella, Spencer, Ani

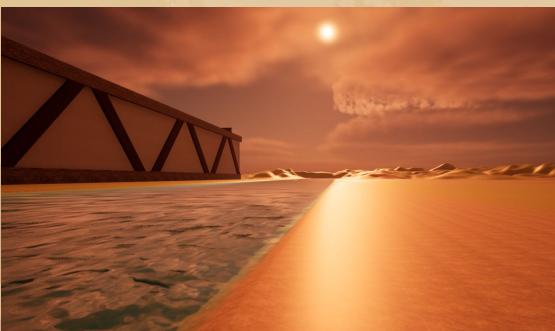
# MAPS



# MAPS



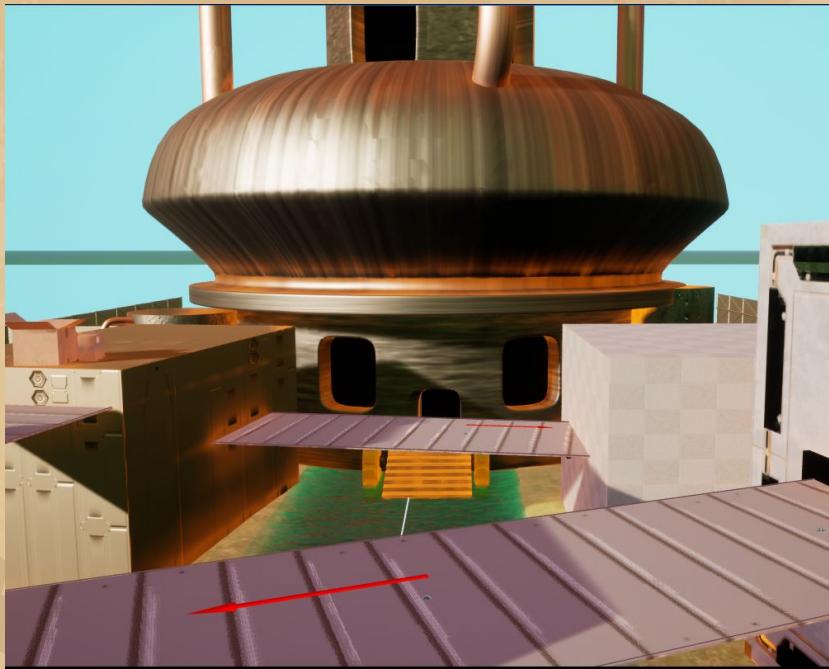
# MAPS



# MAPS



# MAPS



# MAPS



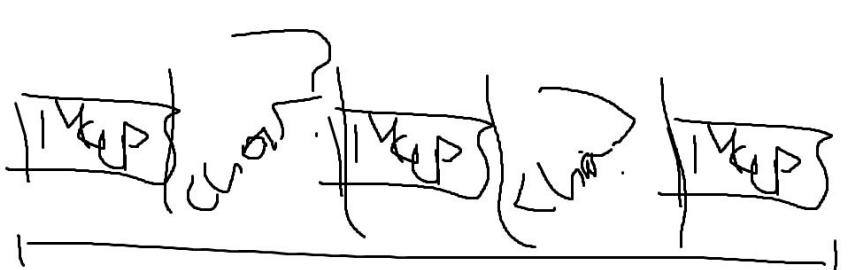
The background of the slide features a textured, yellowish-brown color with a faint, stylized illustration of industrial elements. On the left, there are three thick pipes: a top pipe in orange, a middle pipe in brown, and a bottom pipe in black, all curving upwards. On the right side, there are three gears: a large yellow gear at the top, a medium-sized black gear in the middle, and a smaller orange gear at the bottom. The overall aesthetic is reminiscent of a vintage industrial or mechanical theme.

# CONCEPT ART

Ani, Michael

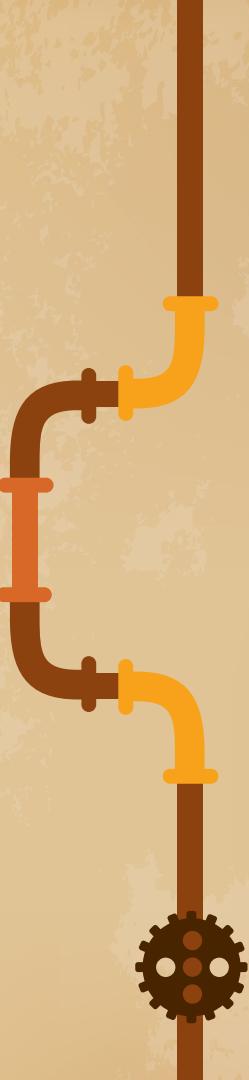
# CONCEPT ART

The Dad Gun  
~~After Dumb~~



# CONCEPT ART

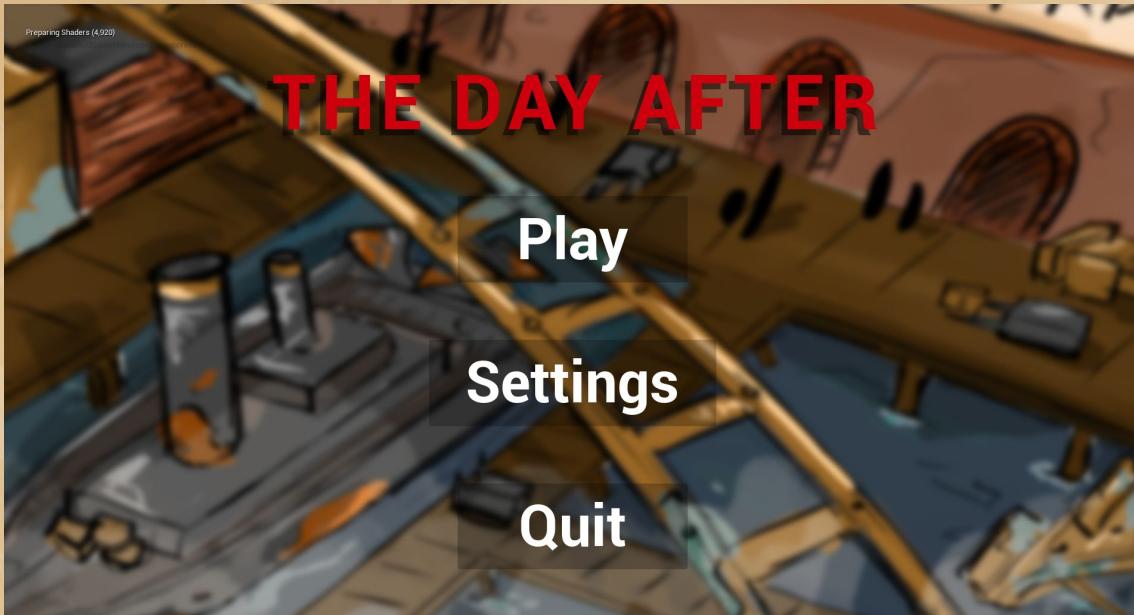




# GRAPHICAL UI

Ronak, Toby, Thomas, Jacob

# MENU AND UI



# SHOP MENU





Hi

\$40

Shop

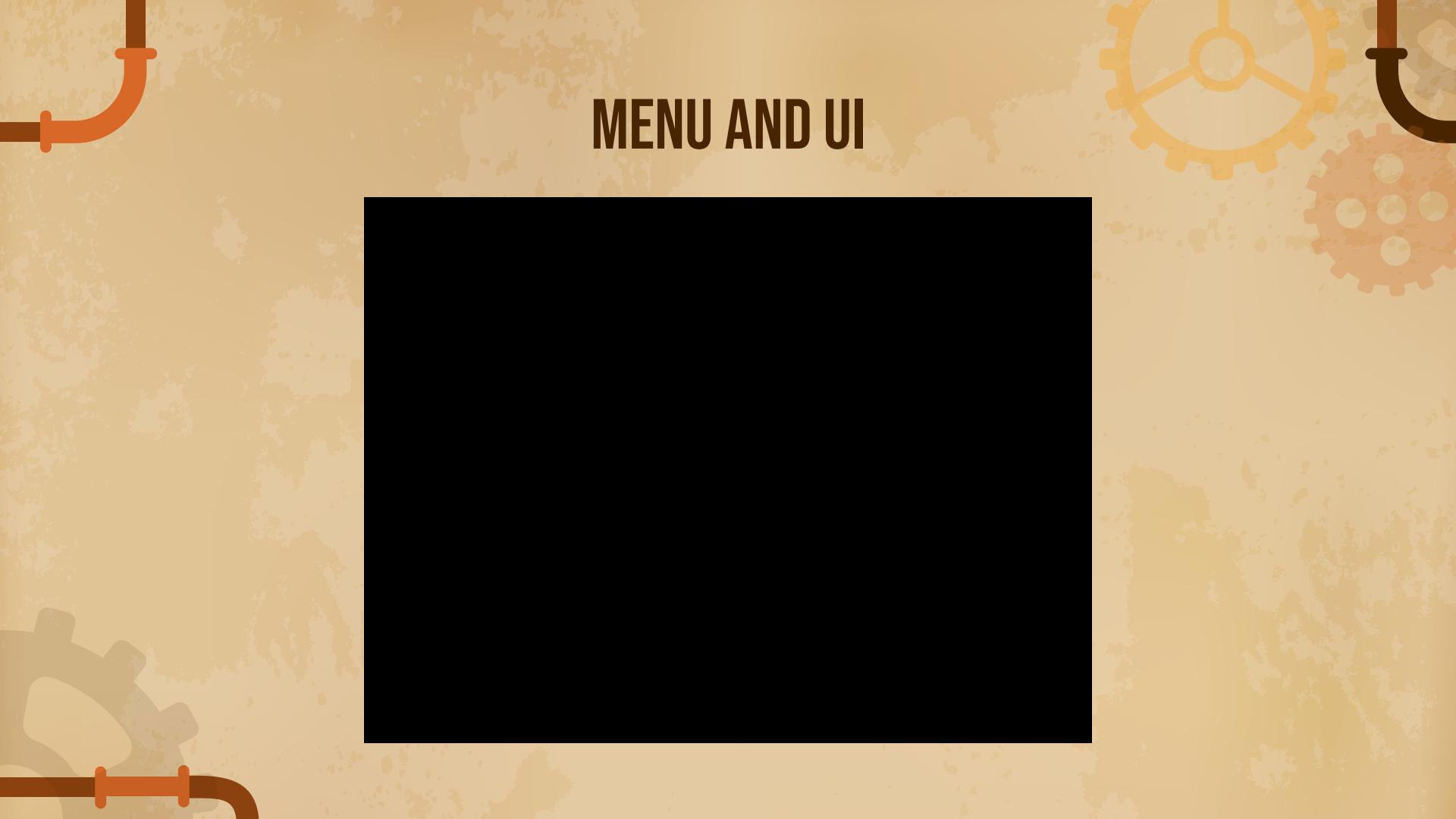
A legendary item that only  
the most legendary of  
heroes can wield.

Exit

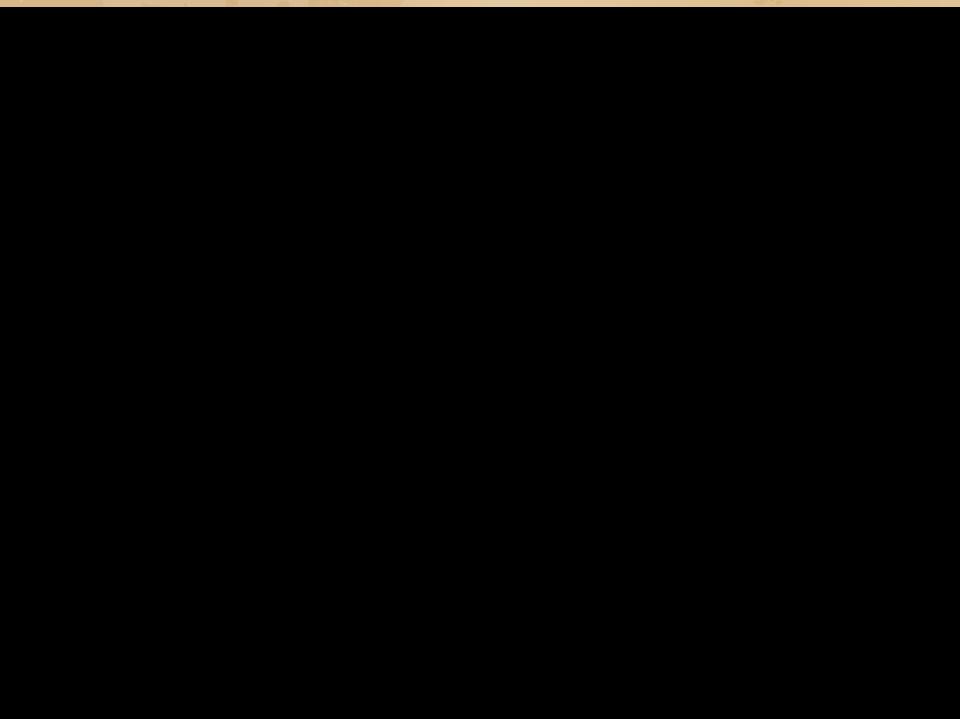
Buy

# DEATH SCREEN

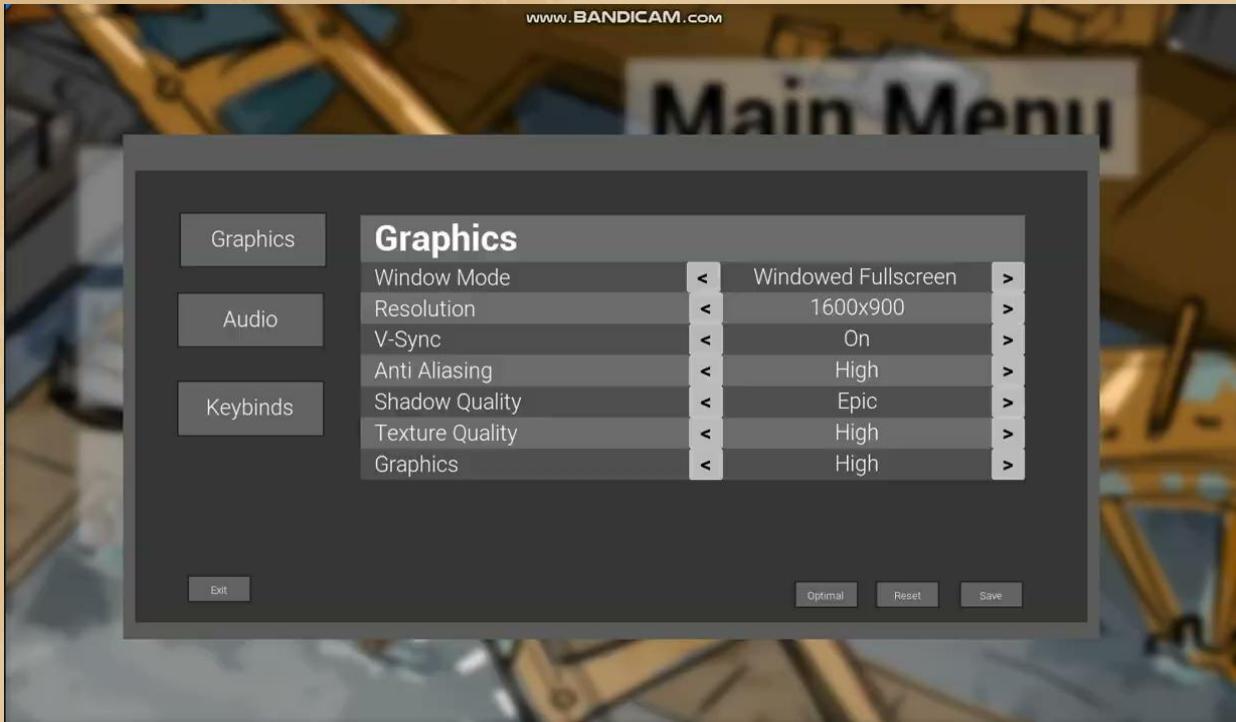




# MENU AND UI

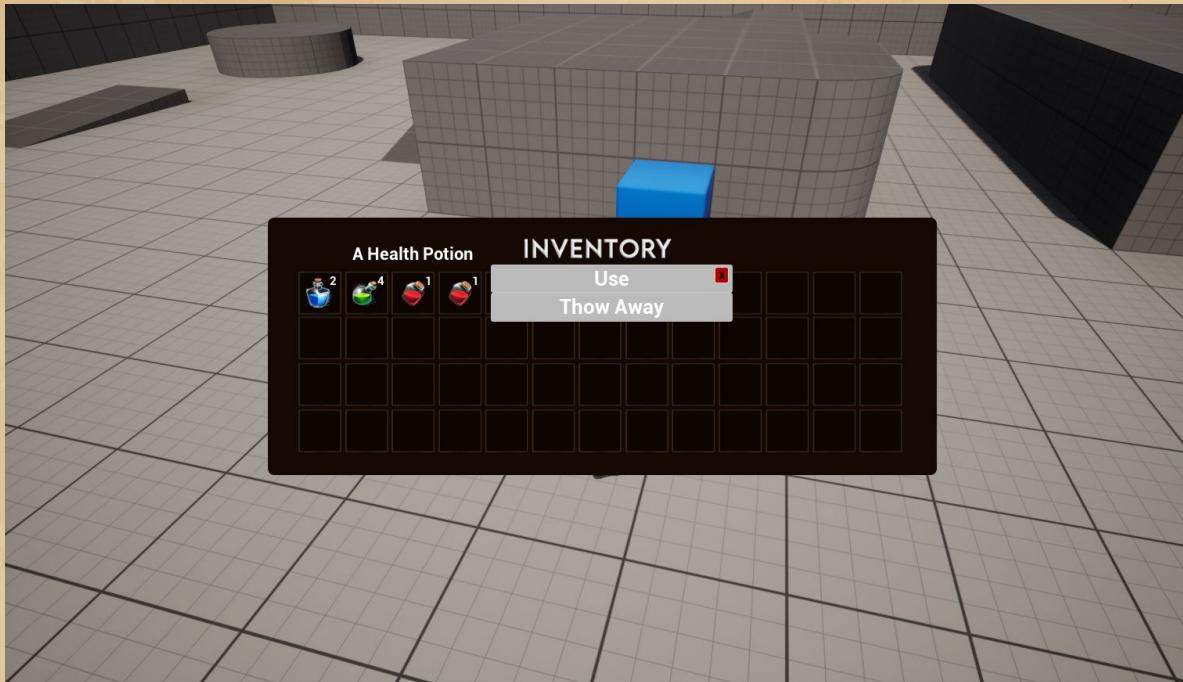


# SETTINGS MENU



# INVENTORY

Previous Iteration:



# INVENTORY

Current Iteration:

The image shows a game's inventory and modules interface. The background features a large orange pipe on the left and several interlocking gears in the top right.

**Inventory**

0

Inventory	
	Bottled Steam 1
	Molten Metal 4

**Item Information**

Molten Metal  
Contains purified molten iron, used to repair the player's mech

**Use** **Drop Item**

**Modules**

Installed Modules

Used Pressure

**Inventory**

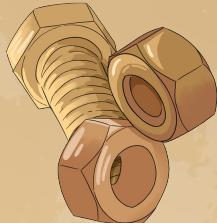
	Health Hound
	Overclocked Legs
	High Carbon Steel

**Item Information**

Overclocked Legs  
Increases the player's mech's base walk and sprint speed

**Install**

# INVENTORY ITEMS



**Scrap:** Currency of the game. Composed of a random assortment of nuts, bolts, and loose parts

**Molten Metal:** A small bottle of molten metal. Can be applied to the player mech to repair damage.

**Bottled Steam:** A small bottle of warm steam. Quickly refills the steam stored by the player's mech.

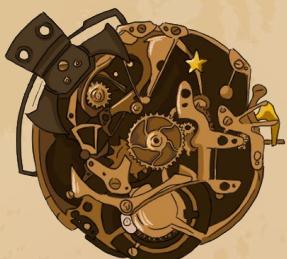
# MODULES



**Piston Arms:** Module which increases the player's melee attack range

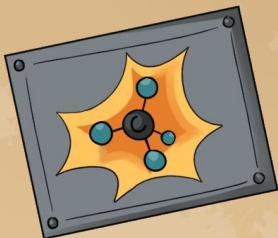


**Overclocked Legs:** Module which increases the player's walking and sprinting speed



**Gear Replication Device:** Module which increases the amount of scrap the player receives

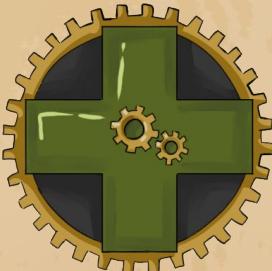
# MODULES



**High Carbon Steel:** Module which increases the maximum health available to the player

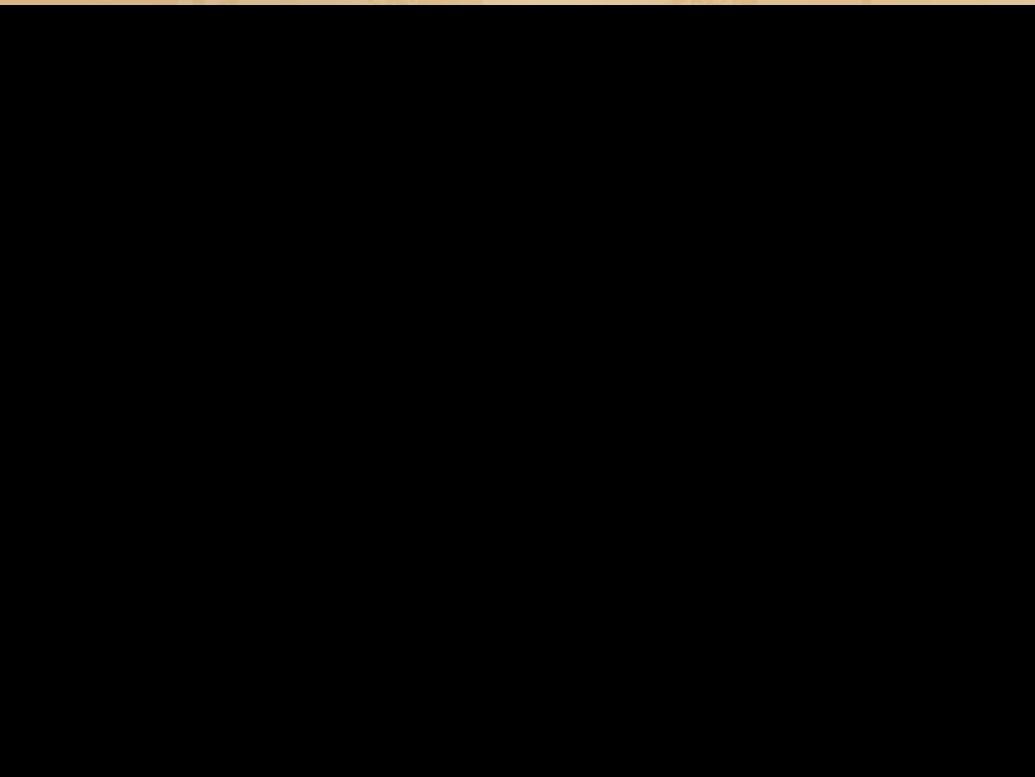


**Wetter Water:** Module which increases the rate at which the player regains pressure



**Health Hound:** Module which repairs the player's mech by 5% of all damage dealt

# MODULES

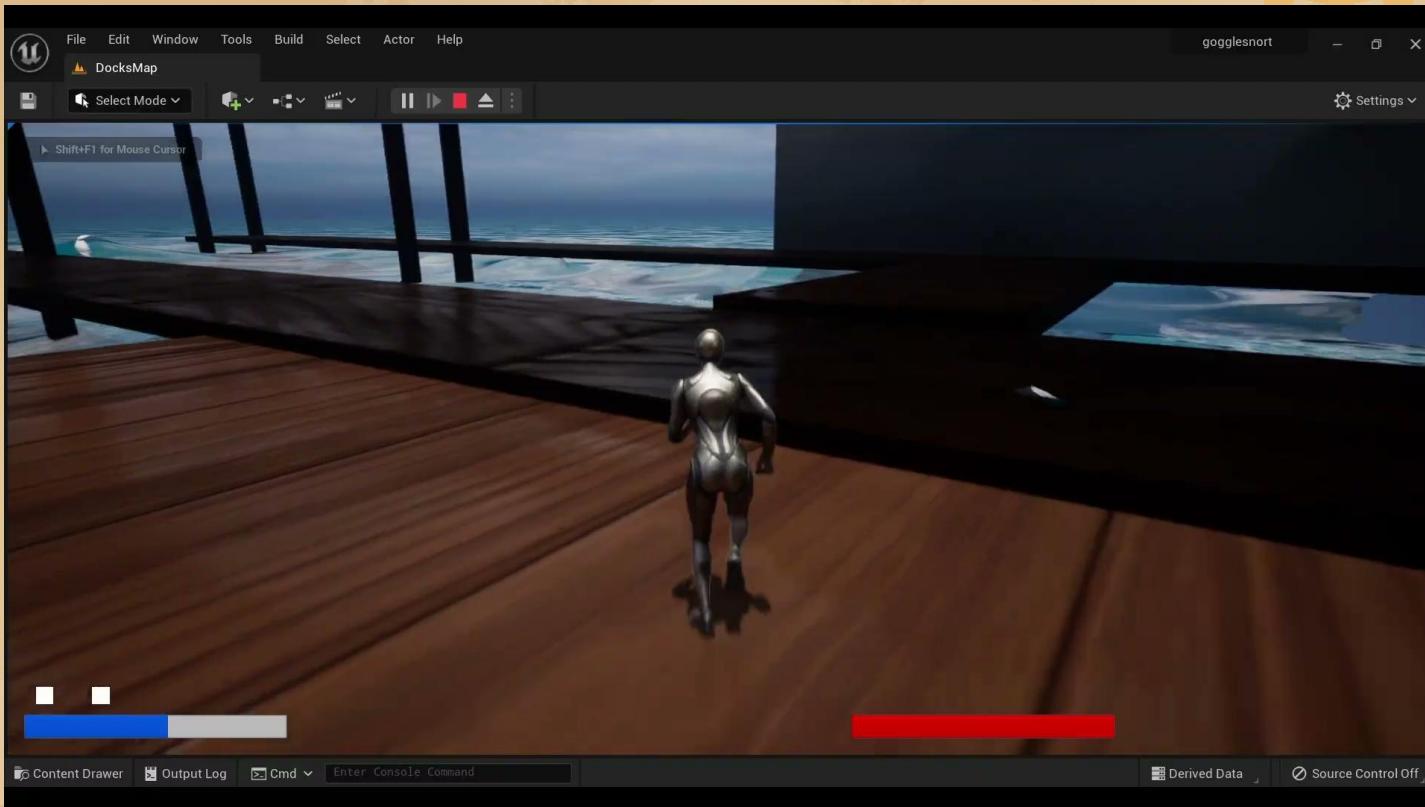


The background of the slide features a textured, light brown and yellowish-orange color. Overlaid on this are several dark brown, stylized pipes and mechanical gears. One pipe on the left is oriented vertically, with a horizontal section that curves to the right and then down. Another pipe section is attached to the vertical pipe, with a horizontal section that curves to the left and then down. A small, dark brown gear is attached to the bottom of the vertical pipe. In the upper right corner, there are two large, light brown gears. The overall aesthetic is industrial and mechanical.

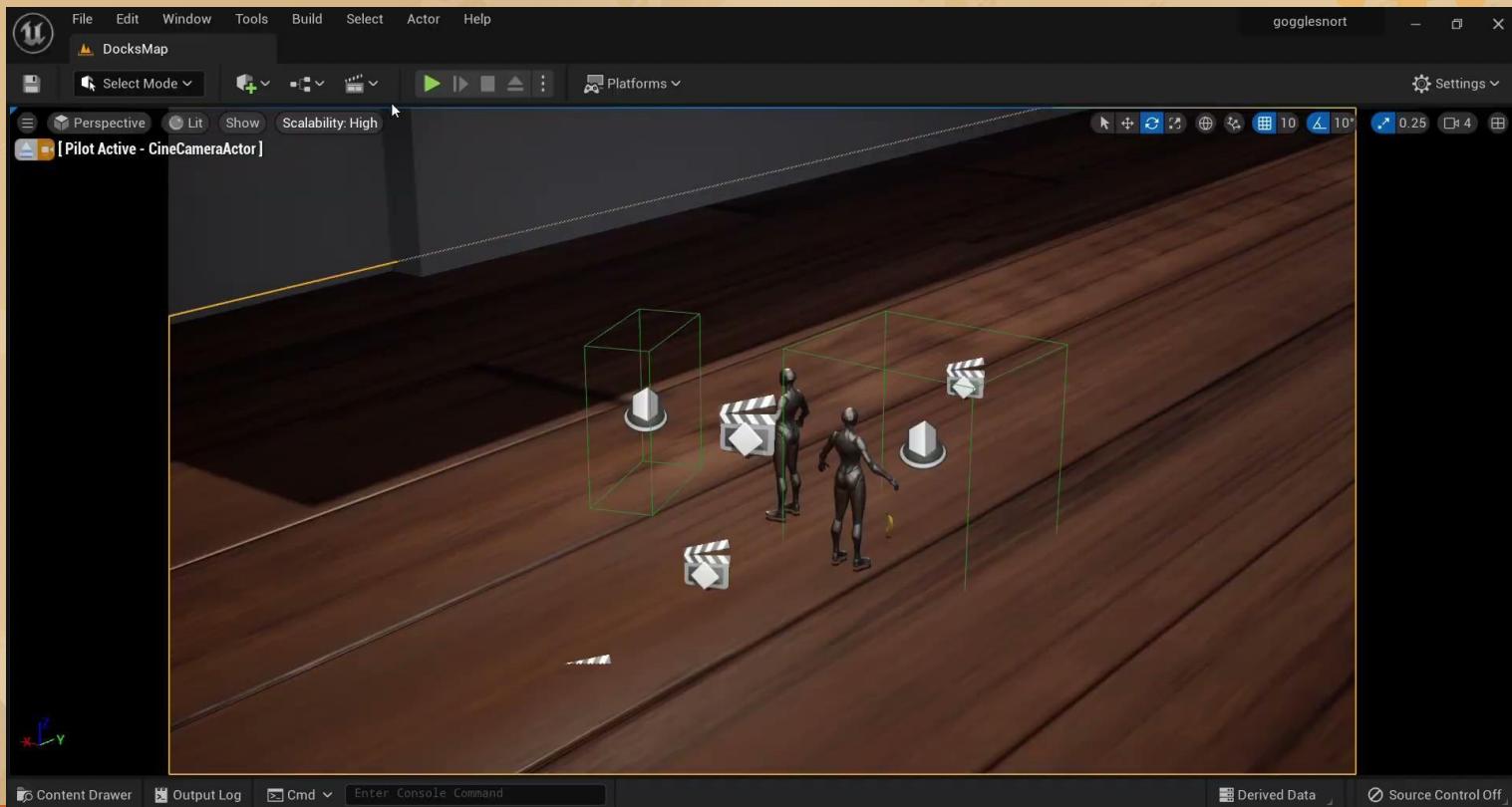
# CUTSCENES

Sofia, Jordan

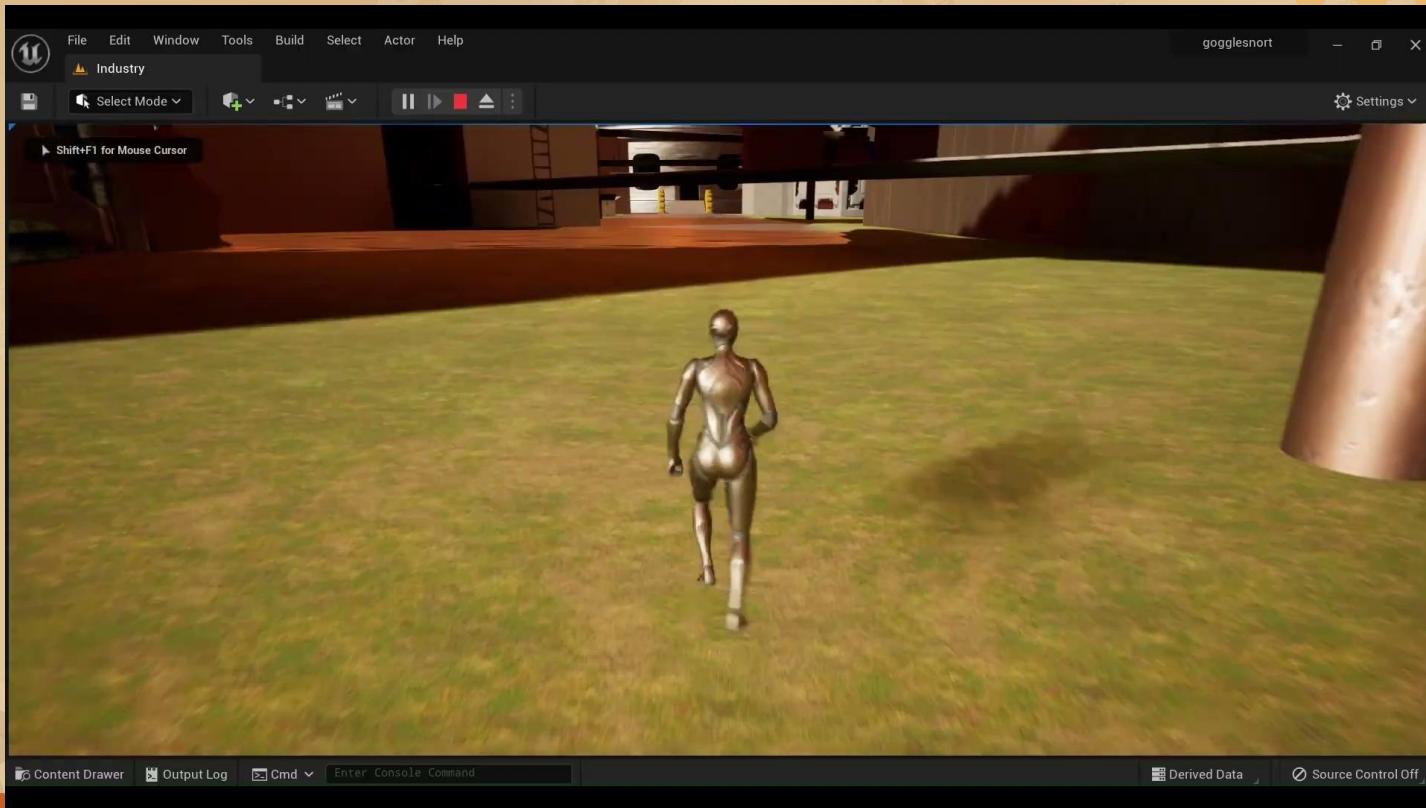
# END CUTSCENE



# ACTION CUTSCENE

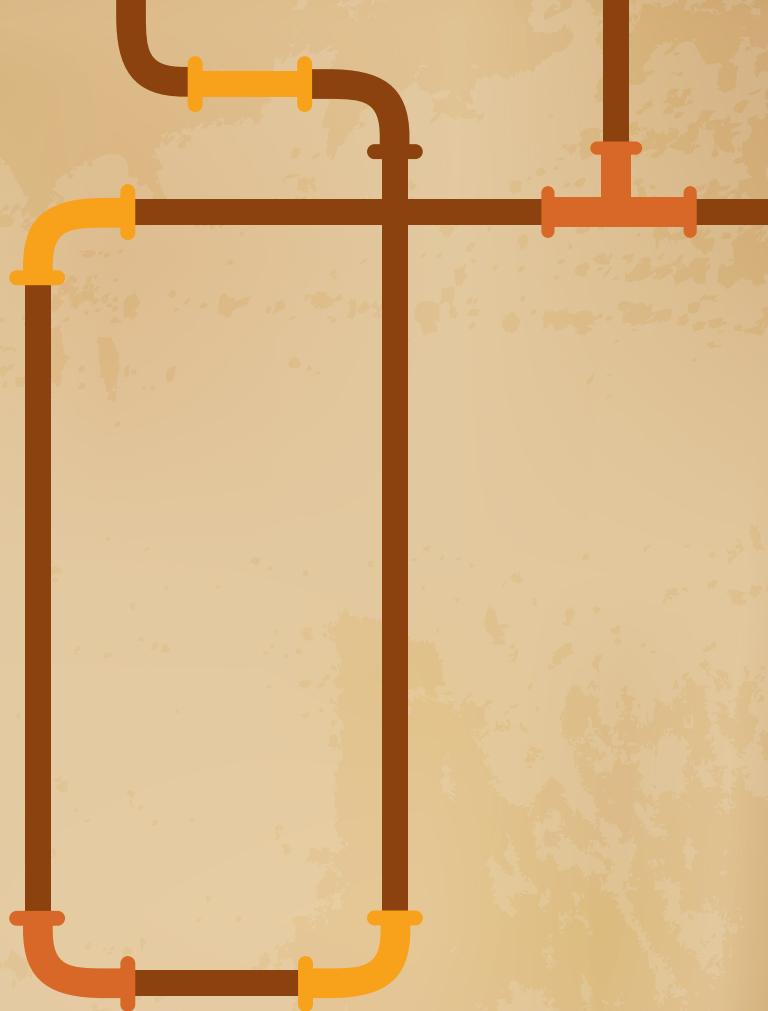


# INDUSTRY MAP CUTSCENE

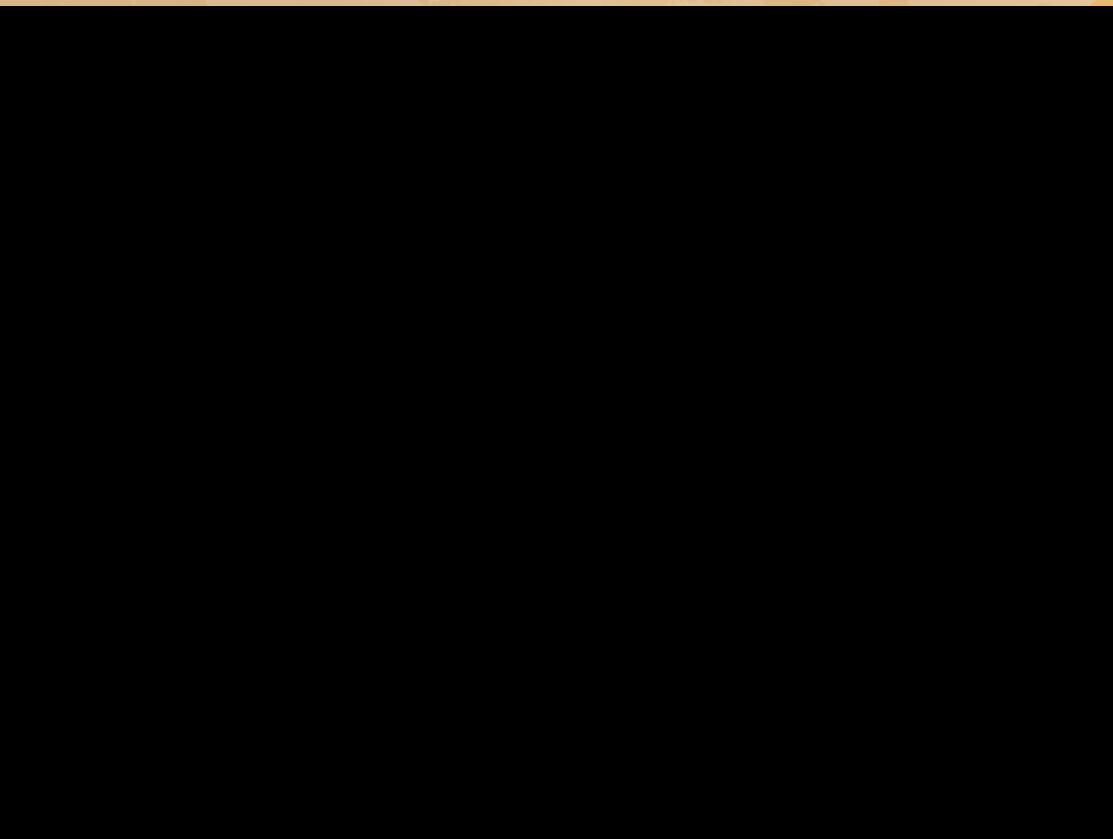


# QUESTING

Thomas



# QUESTING



# QUESTING MENU

## QUESTS

Obby

Do the obby

Scrap reward: 100

Item reward: HealthHound

Status: Active

Inventory Troubles

Help Jacob fix his inventory system by retrieving 4 red potions.

Scrap reward: 1

Item reward: HealthPotion

Status: Active



# MOVEMENT

Michael, Jordan, Sofia, Ethan

# SUPER JUMP



# SLIDE



The background of the slide features a light beige or cream-colored industrial-themed pattern. It includes several large, stylized orange and brown pipes of various sizes and orientations, some with yellow fittings. In the top left corner, there are two interlocking gears: one large yellow gear and one smaller orange gear. In the bottom left corner, there is a large, partially visible orange gear. The overall aesthetic is reminiscent of early 20th-century industrial or mechanical design.

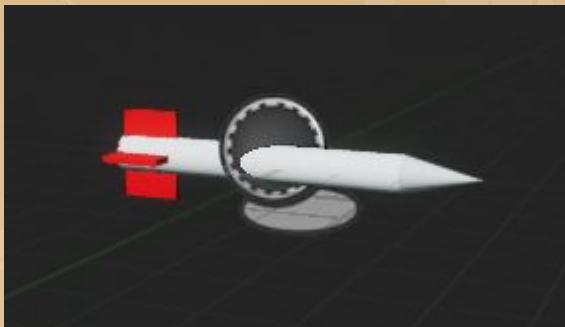
# WEAPONS

Adam, Drew, Arpeet

# MELEE WEAPONS

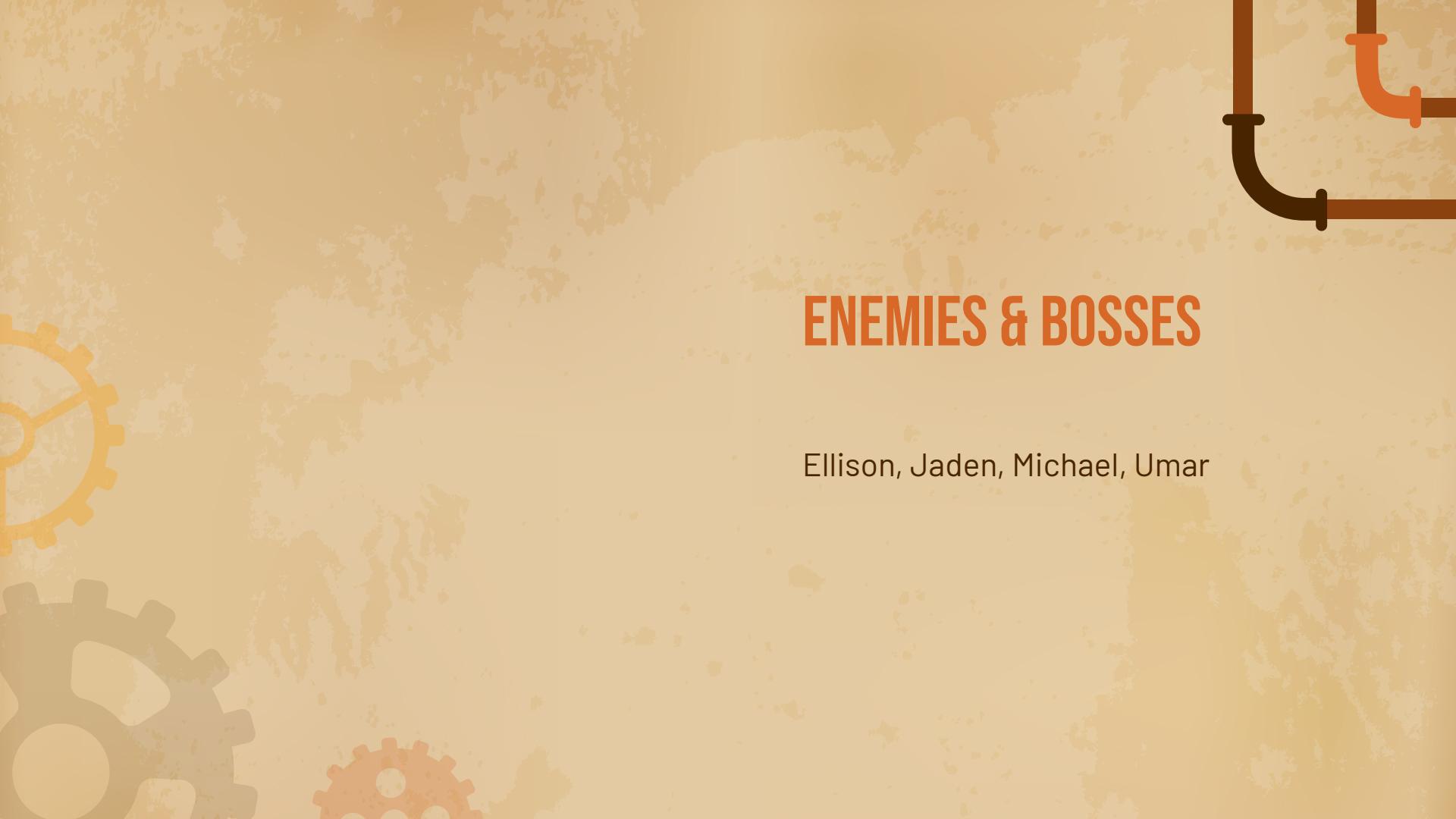


# RANGED WEAPONS



# WEAPON SHOWCASE



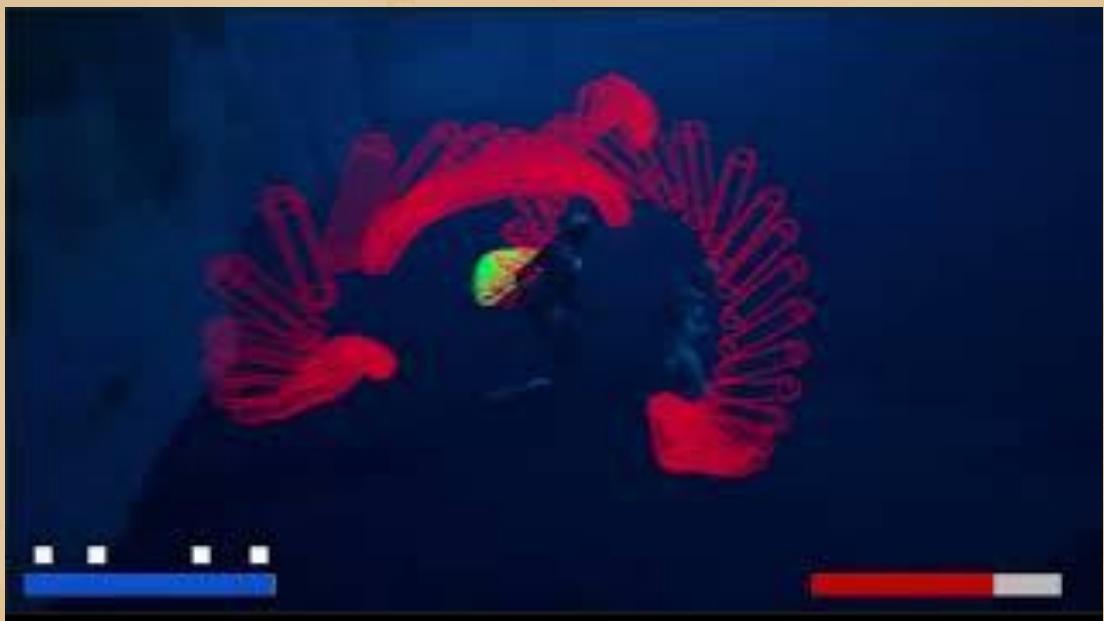
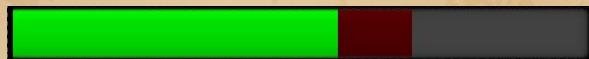
The background of the slide features a textured, light brown surface with a faint, repeating pattern of industrial elements. On the right side, there are dark brown and orange pipes, some straight and some in L-shaped bends. On the left side, there are several interlocking gears in shades of yellow, orange, and brown. The overall aesthetic is reminiscent of a factory or a complex mechanical system.

# ENEMIES & BOSSSES

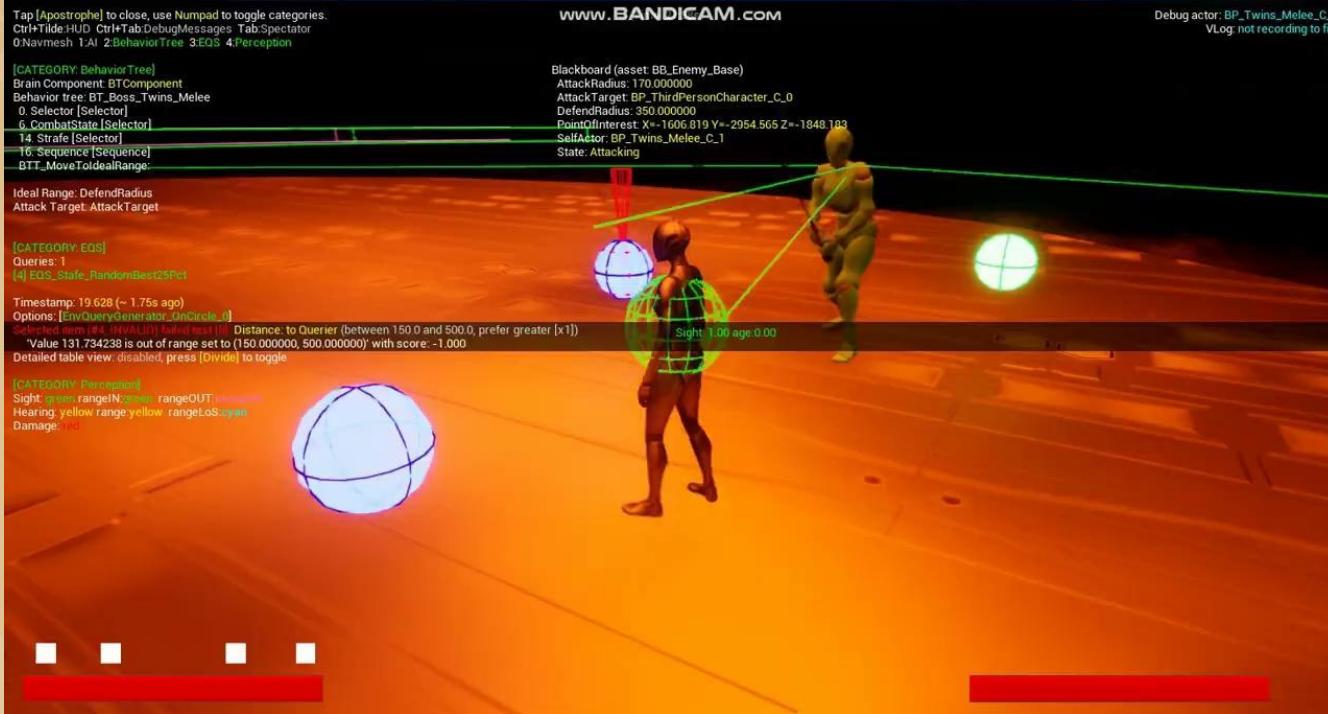
Ellison, Jaden, Michael, Umar

# ENEMIES

**Jaden's Patroller**  
**Jaden's Mage**  
**Ellison's Sniper**  
**Umar's Fighter**



# BOSSES



# BOSSES



# BOSSES





**REKAB**

# BAKER

