

The background is a textured, light brown surface. In the upper right, there are several large, stylized gears in shades of brown and orange. In the lower left, there is a complex network of brown and orange pipes and smaller gears. The main title is centered within a large gear in the upper right.

THE DAY AFTER

STOP THE GEARS FROM TURNING



The background is a textured, light orange surface. In the top-left corner, there are two interlocking gears, one yellow and one orange. In the bottom-left corner, there is a large, faint grey gear. On the right side, there is a complex diagram of pipes and valves. The pipes are primarily brown, with some sections highlighted in yellow and orange. The valves are small, rectangular components in yellow and orange. The diagram shows a network of pipes with several T-junctions and elbows, suggesting a flow system or a circuit.

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

RESIDENTIAL

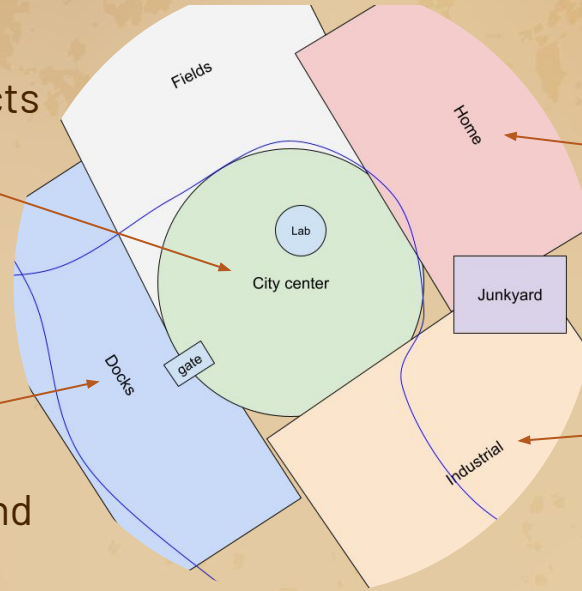
Starting area, player home and local shops

DOCKS

Hub for trade, shipyards, and shipbuilding

INDUSTRIAL

Manufacturing district filled with factories



START OF GAME



PLAYER

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

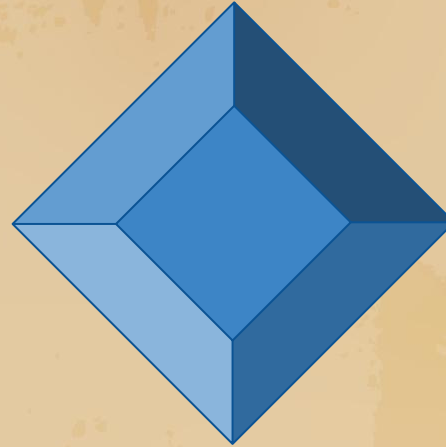
EXPOSITION

- 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

INDUSTRIAL

- Dock Master Lennard

- MA boss fight



LAB

Creepy abandoned laboratory



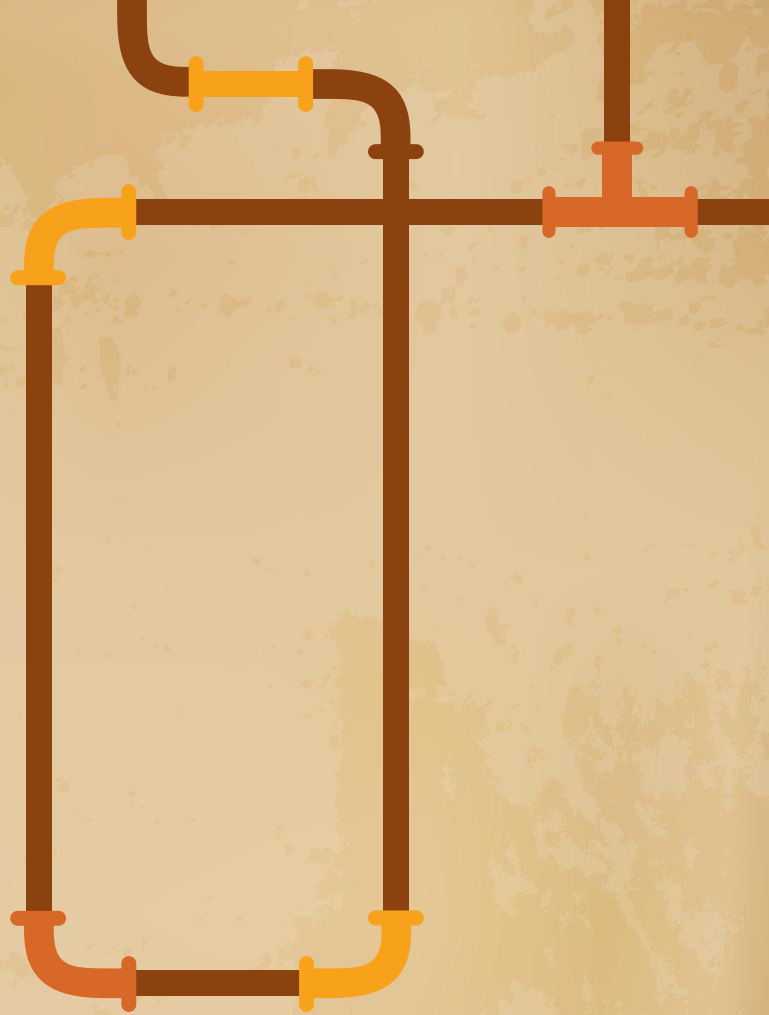
CAVE

Underground final boss area



VERSION CONTROL

Jacob



VERSION CONTROL

```
3fc157c8 (HEAD -> master, origin/master, origin/inventory, inventory) added scrap icon
9dc84da8 Added Enemies around the map
4e7621f1 merged master with inventory

e5b06338 Merging MenuUI into Master

b233377e merge wt adtio

951b3f99 merging

9002df5a keybind changes
b7777493 updated keybinds
b6927ebd finished keybinds
e48b72a0 keybinds finished
bd5a12be fix before remerge
ee1ddfe0 merged master into MenuUI, added ragdoll on death, player no longer moves when le

31c8cia2 Death Screen is now fully integrated
97dbdcd0 boondoggie

92b03fd4 (LoadingScreen) forgot to click save in ue
879f5ac7 loading screen goes between maps
b444778c beginning of new level to have transferred
2e340b08 Merged with Questing

37ff1bf6 Fixed start menu bug
30af9a11 Last minute changes
636d43e5 Redesigned start menu
fe8751d6 Reorganized quest system blueprints
eb4d823e Merged with Settings

7c590bf3 done diddly doo

41fba343 merged deathscreen

356d20b5 centering
8f6c0e0a moved deathscreen to new file
4e6e9b4d (deathScreen) animations for death screen
803c586 migrate
a4eed4c4 commit before merge
f7d39b1f keybinding basics
e6360c44 keybindings basics
7f9e97d8 unbroke code yay
6cd0b9a9 commit before merge
fc48e115 added POC for shop menu
40c54b0e added original shop menu
5dd45853 fixed more bugs
5e3d3a8b reverted things and fixed bugs
d790f1d6 Revert "finished audio system"
62f9f6f3 Revert "reset settings"
d1d0e869 Revert "stuff"
a93ae540 Revert "hopefully committing shoopchanges"
86874aba hopefully committing shoopchanges

d21e5c01 stuff
2fd88f21 reset settings
99a3b521 finished audio system rebased yay
9702d2b6 fixed inf settings menu opening
c3ef2fd6 polishing standards

b5f37c1a finished pause menu
678329d7 pause menu basically finished
f1861fbc merging stage 1
7fd08cd8 fix for UI background (temporary?)
a325f283 fixing bugs and stuff
a6e5809e updated settings
f31a0475 Audio

347c422e Added Audio
e6888cf8 Updated Settings
3c6ed68d (MenuUI, ImageFix) improved ui
770f3e78 keybinds
0c7b331d removed back button
4f3b420e migrating

b78cd7ec Merged Inventory with Master again

7ca14387 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
7b94726d time boss pre-merge
730807c9 finish time boss smash attack
6dc1b0af make smash anim
52b9797f time boss init
5b328403 initial refactor to bp_bossattack component
e288d119 stalactite
3f5f93cf time beam explosion and particles
9989b7b3 basic time boss beam attack
52dbb1ab (EnemyRangedEnemy) time beam demo
97edd087 finalize ranged enemy
a84b5fae implemented BP_RangedEnemy to extend BP_EnergyBase
3f91a26a small change
f31dad94 reduced gb size fr this time
693b94db first commit after 3 months a lot stuff done idk
494dde9e spike balls
933042a9 boss spikes

d13eadb2 merge fix
d078edda Merged EnemyRanged -> EnemyBase

1b8b3ba6 (EnemyRanged) ranged enemy works
ad6fa2cc mightve not staged changes
6a2e4fd6 Ranged enemy shooting
424f2f61 Made enemies easier to customize
fcf06949 fixed cast bug
ea53e3fe (EnemyBase) adjust
a60fa74f refactored trees
7365cab7 Merged Maps

c1fia91f spotlights work and lock on player

54bca5ac Merged EnemyMelee into EnemyBase

56b4e5a6 NewEnemy
cf969af4 Combos
b3e4e58a patrol path
0e850671 animations
5a88fcd4 migrating

d72179fe Merged Junkyard into EnemyBase

9b1633a0 Merged ScrapPickup into EnemyBase

2bf02079 (ScrapPickup) help

e8f488a4 Added comments for easier code merging
52f65aeb Added sword tracing to enemies and merged healthbar to enemies
3b6ec478 BROKEN BUILD
0d7c7c63 Merged EnemyRanged into EnemyBase

1ffc2a3e health bar fade
e4699d67 work on ranged enemy, refactor health bar
1e3f6fed finish fix
7532aba4 migrate complete

a4f1ea0e Added In Enemy Base class featuring an enemy with sound effects

70f74a6c Inventory loads
16dd3d4e Save function
cde4a090 Asset
ec9b3eab HUD Disappears when inventory is opened
5d0d318a terrible way of fixing item decrements
aff17015 wetter water
686aa7f4 MMM
e2b7e915 added bottled steam
9a4d21dd moved materials to right folder
b67f1fcd added scaling to consumable objects
7cd366e9 deleted old consumables system
4d407708 small stuff

1befa255 Merge branch 'master' into Inventory

8a0ebff6 added junkyard

f8d58c04 Caden sucks x2
5de2e116 Complete

e7164ea0 Added questing screen
955c39a0 fixed dt
512204b7 refactor compiles and works
998df292 merged questing again

2491f79c (Questing) Updated start menu
8cfe3d72 Fixed startmenu background image moving
bed4ee07 Added more to fortite map
```



ALL MAPS

Caden, Ella, Spencer, Ani

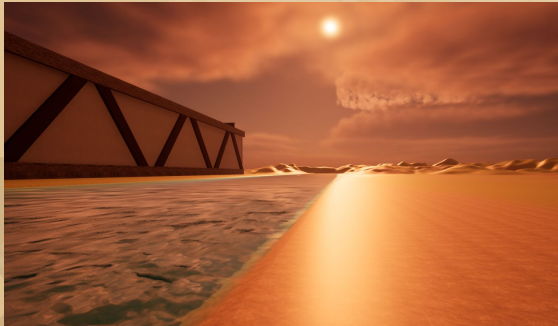
MAPS



MAPS



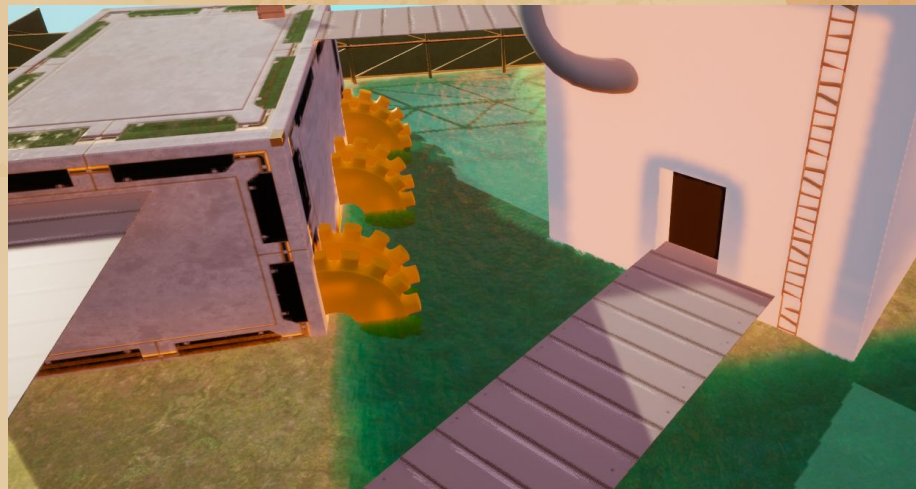
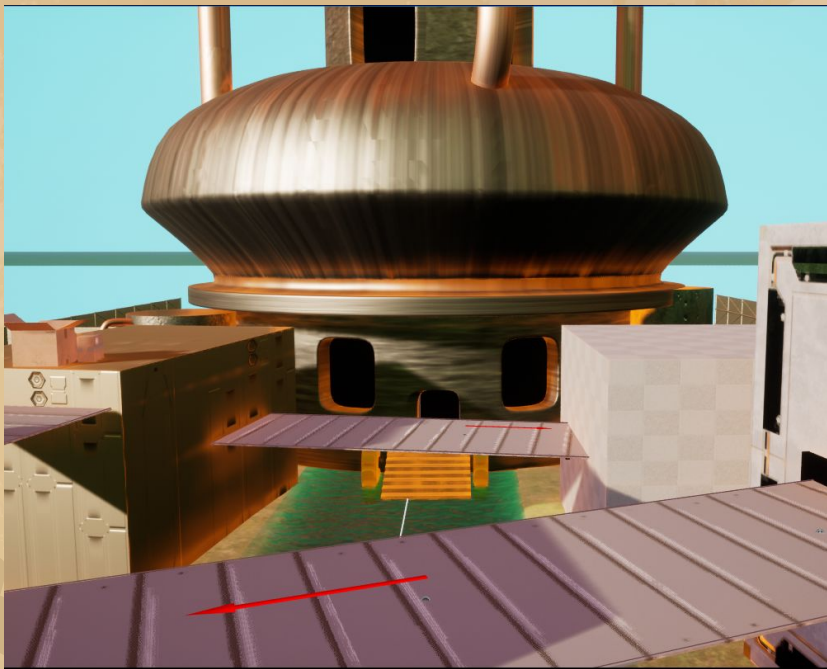
MAPS



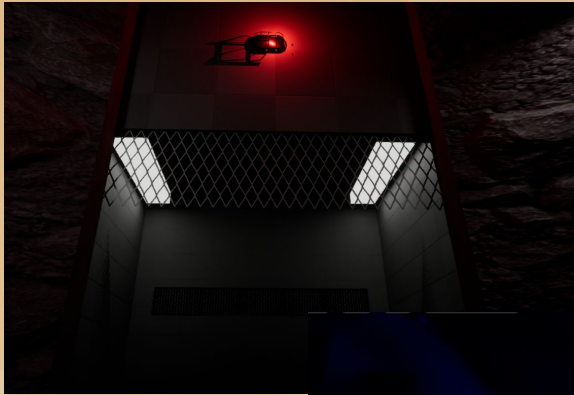
MAPS



MAPS



MAPS



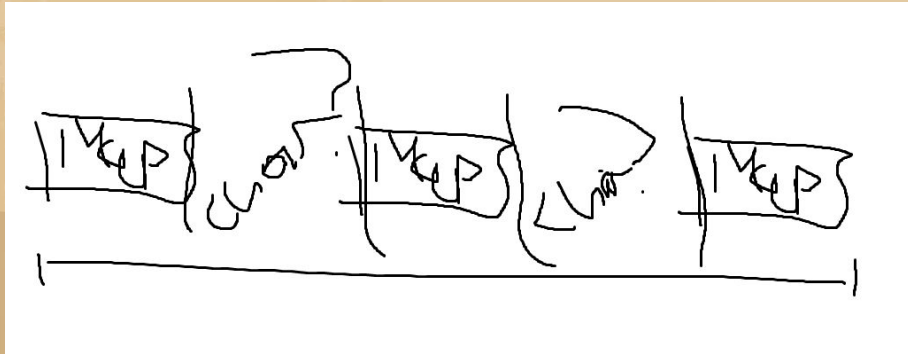


CONCEPT ART

Ani, Michael

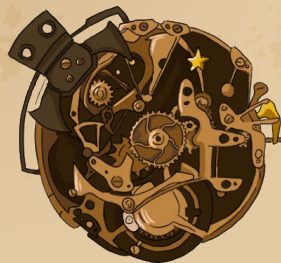


CONCEPT ART



The Day After
Dun Dun

CONCEPT ART





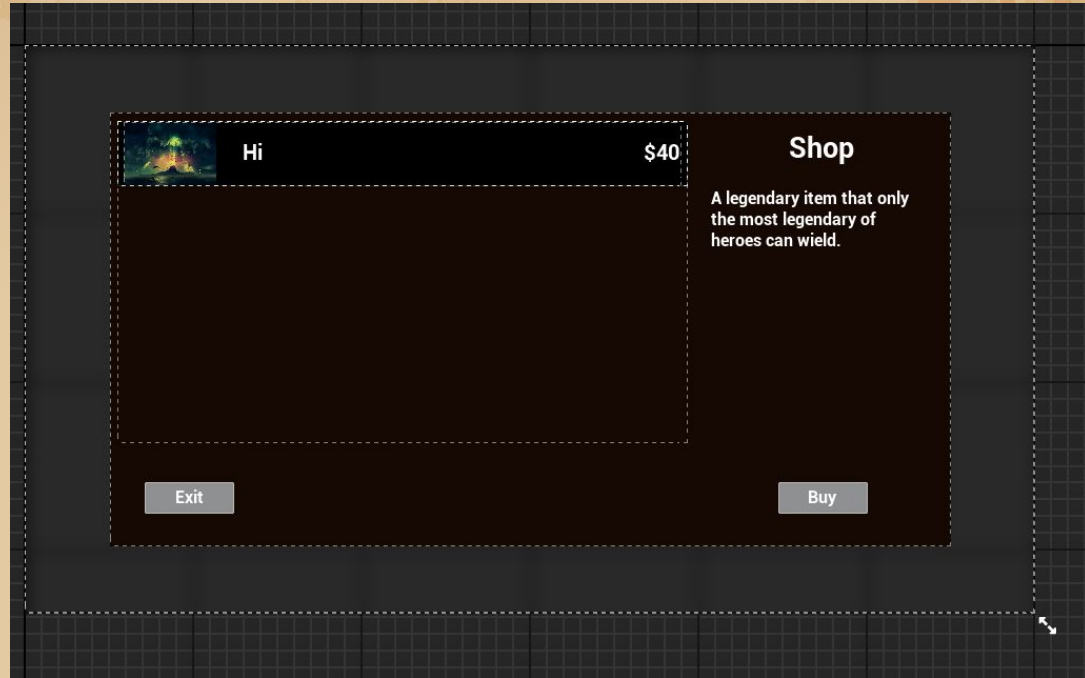
GRAPHICAL UI

Ronak, Toby, Thomas, Jacob

MENU AND UI



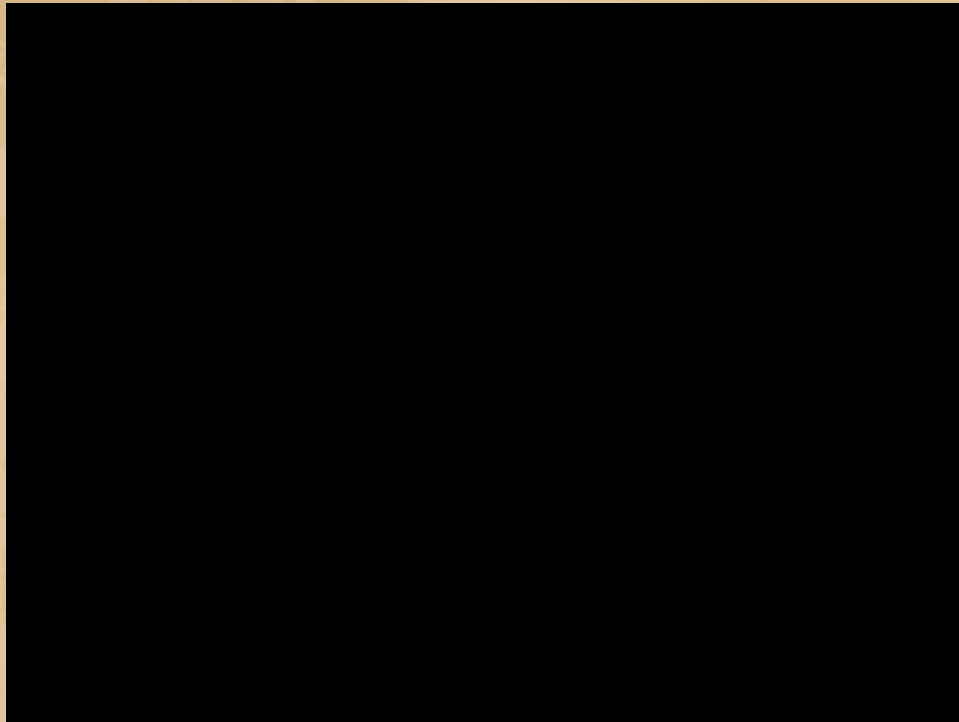
SHOP MENU



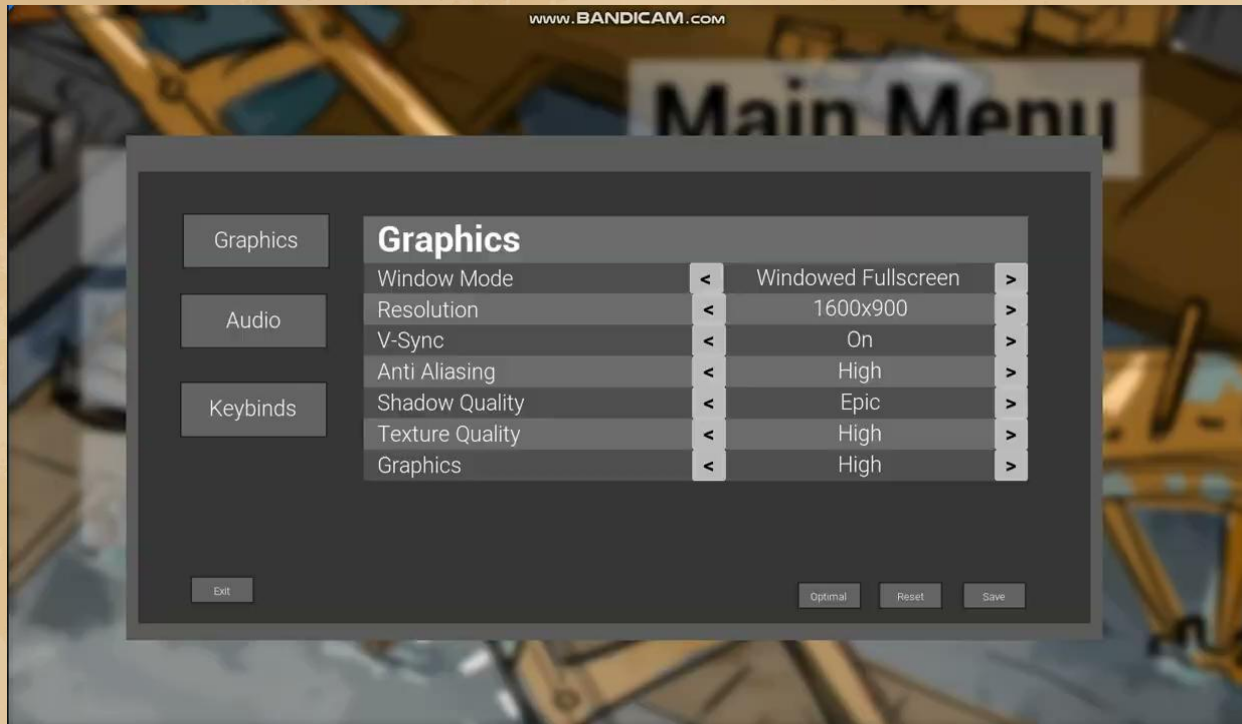
DEATH SCREEN



MENU AND UI

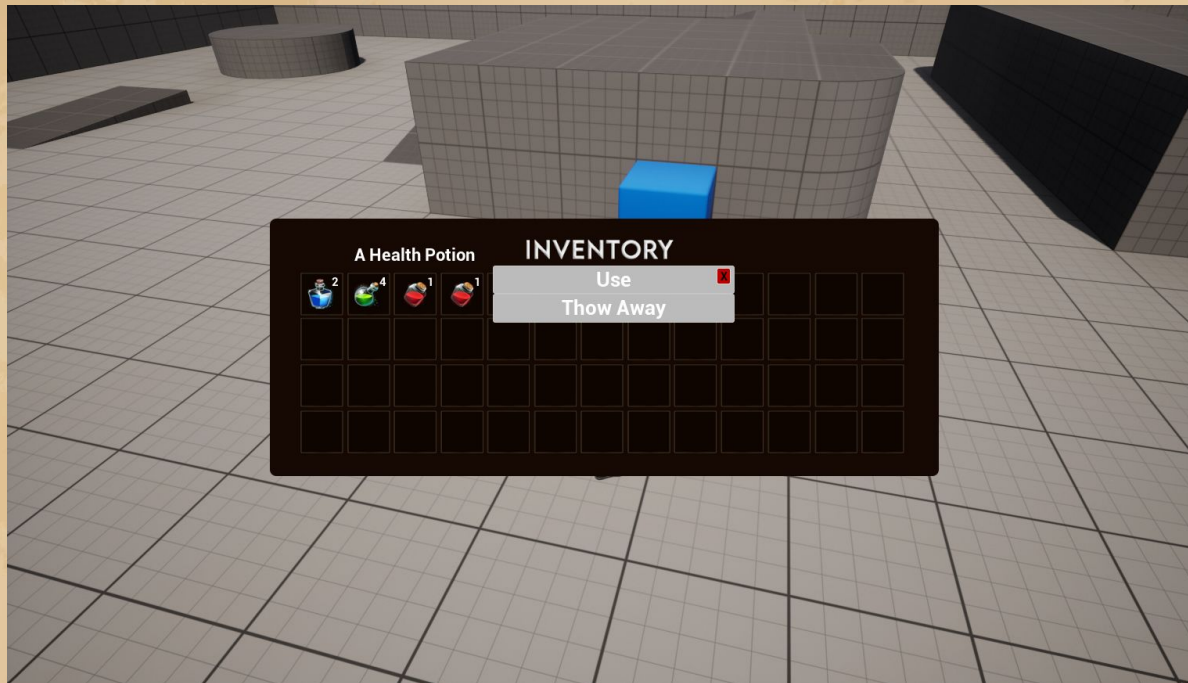


SETTINGS MENU



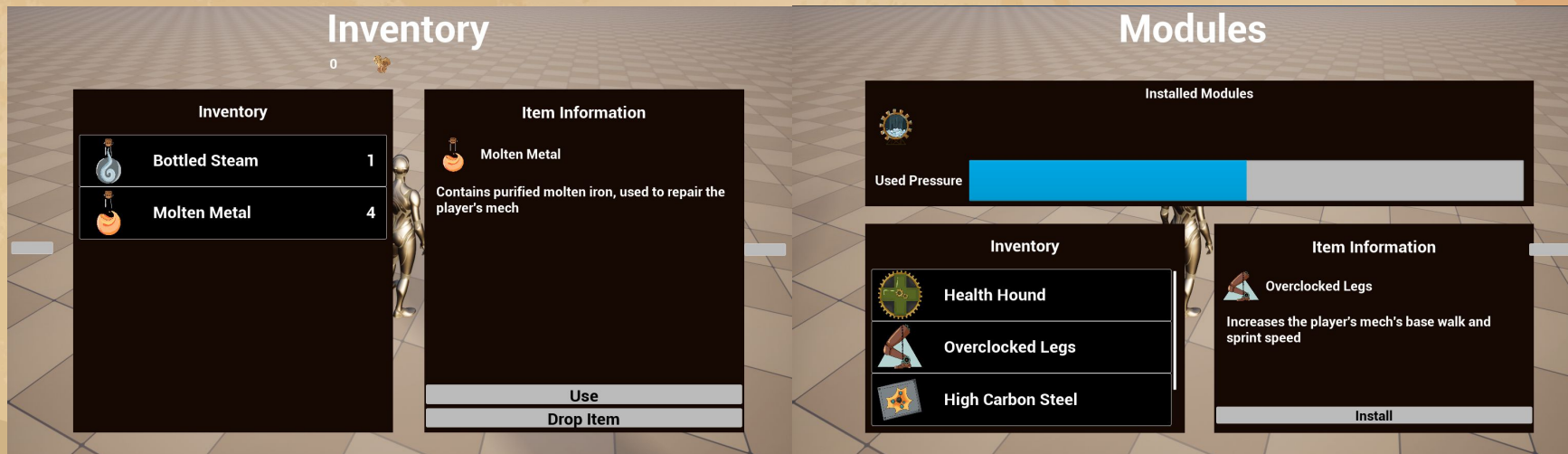
INVENTORY

Previous Iteration:

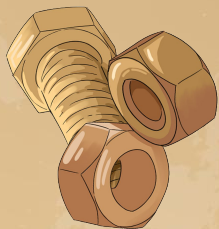


INVENTORY

Current Iteration:



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

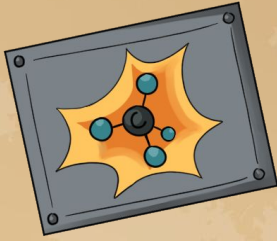


Overclocked Legs: Module which increases the player's walking and sprinting speed



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

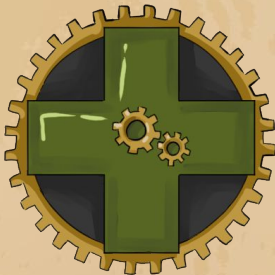
MODULES



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

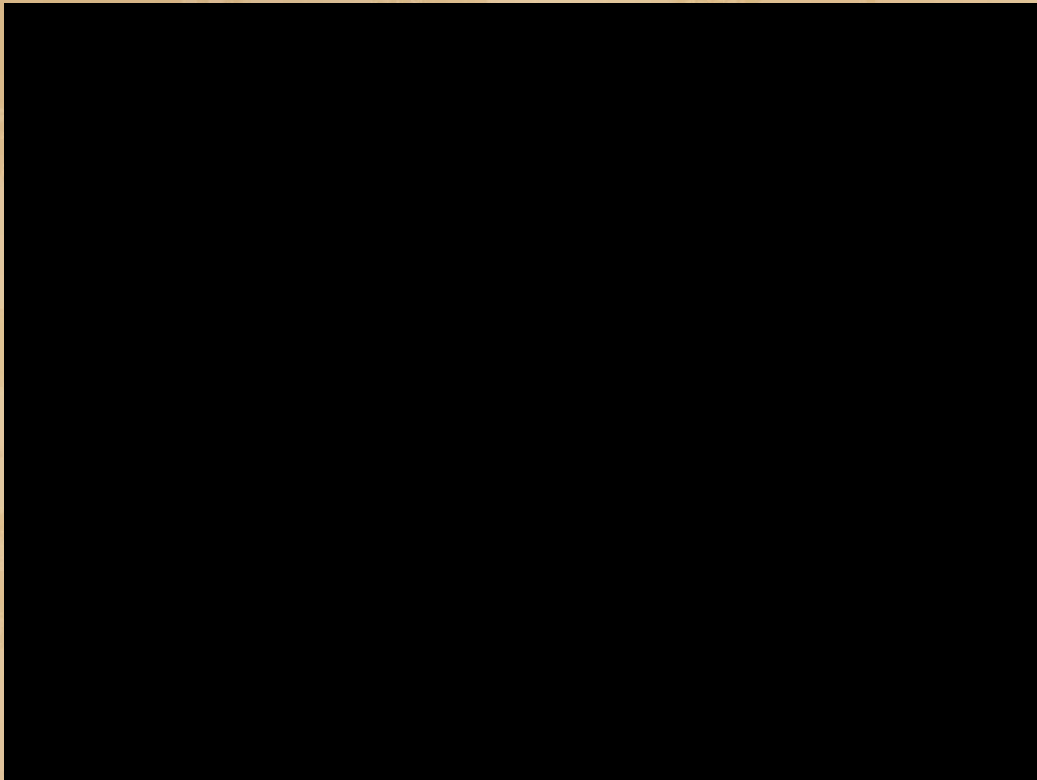


Wetter Water: Module which increases the rate at which the player regains pressure



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

MODULES

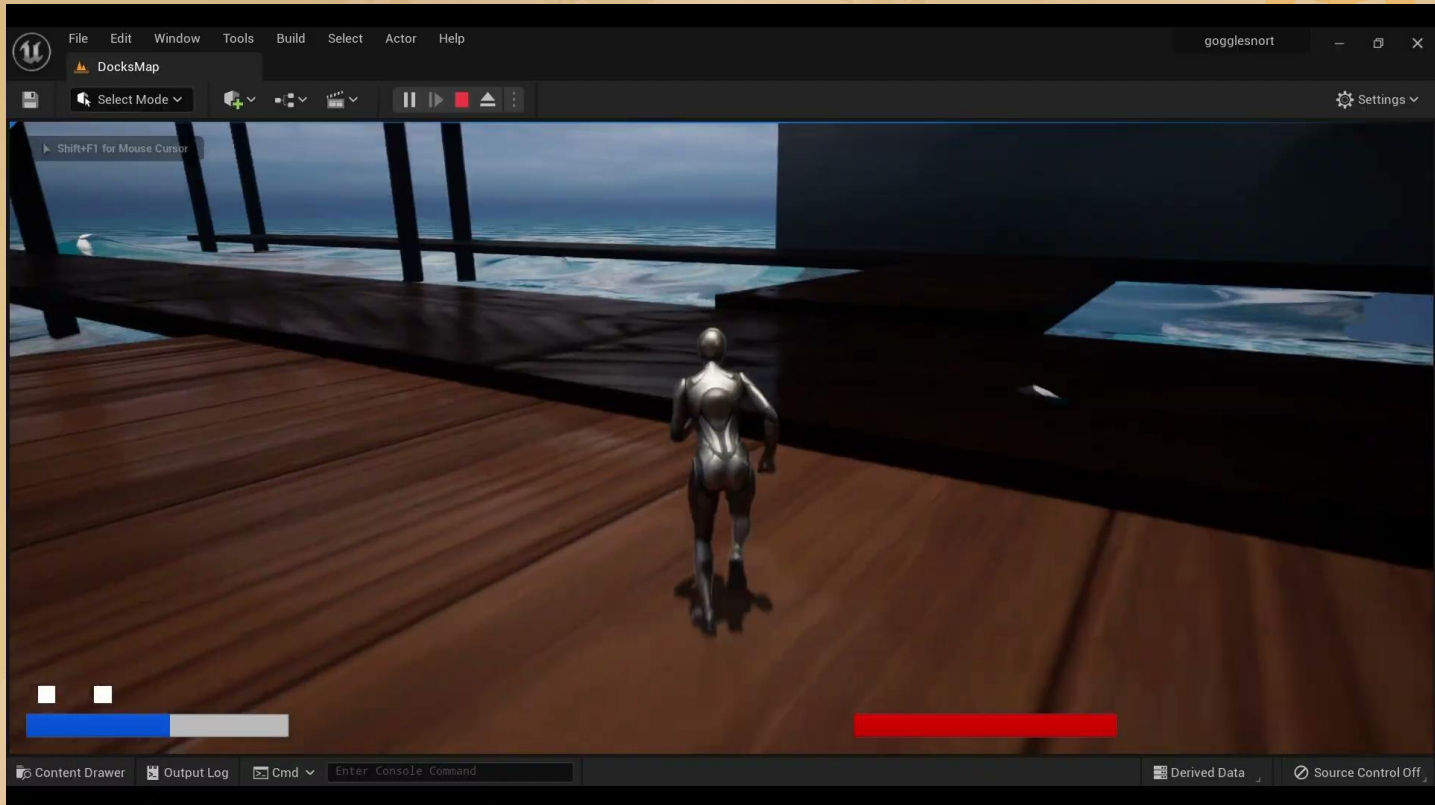




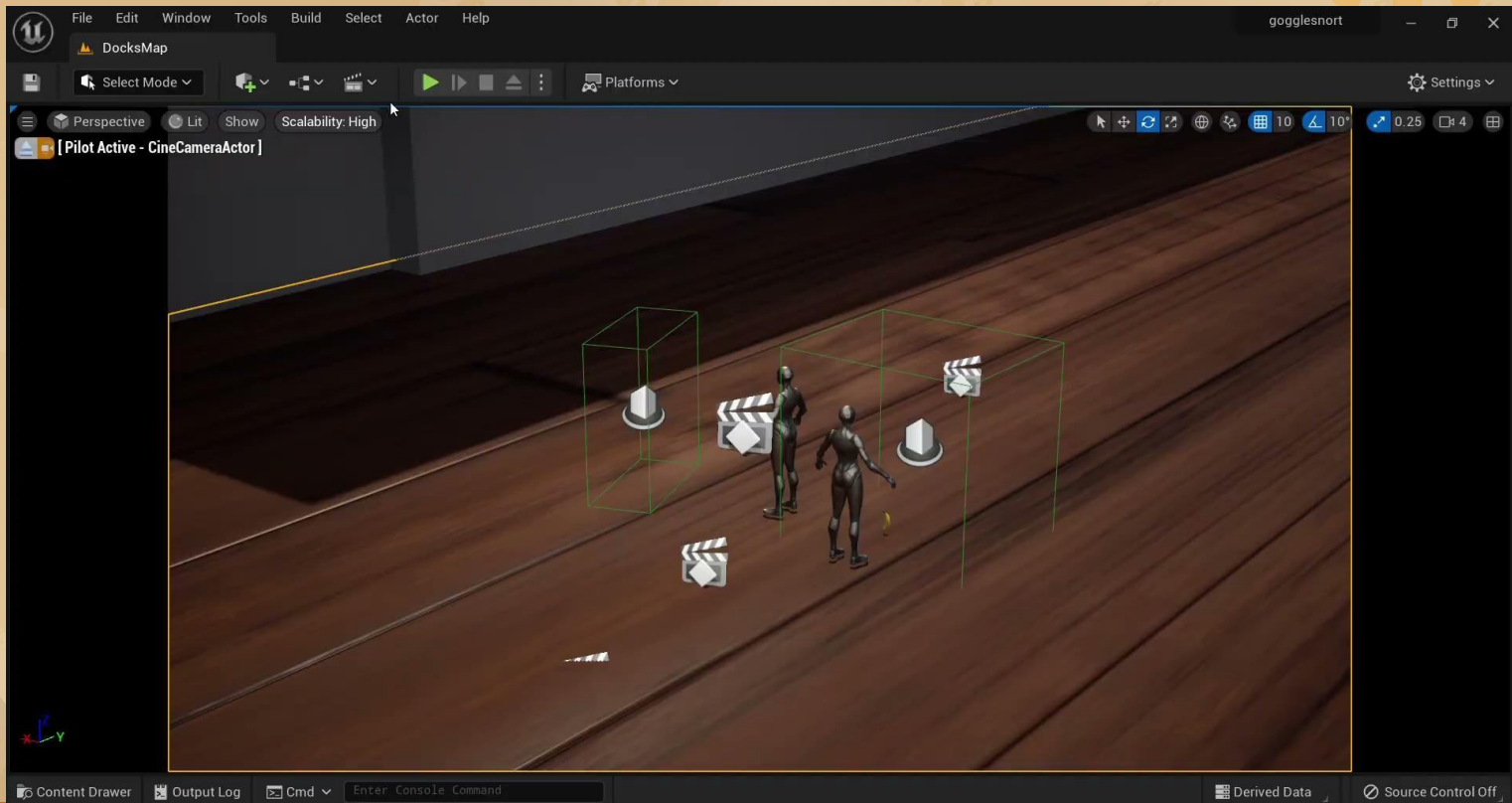
CUTSCENES

Sofia, Jordan

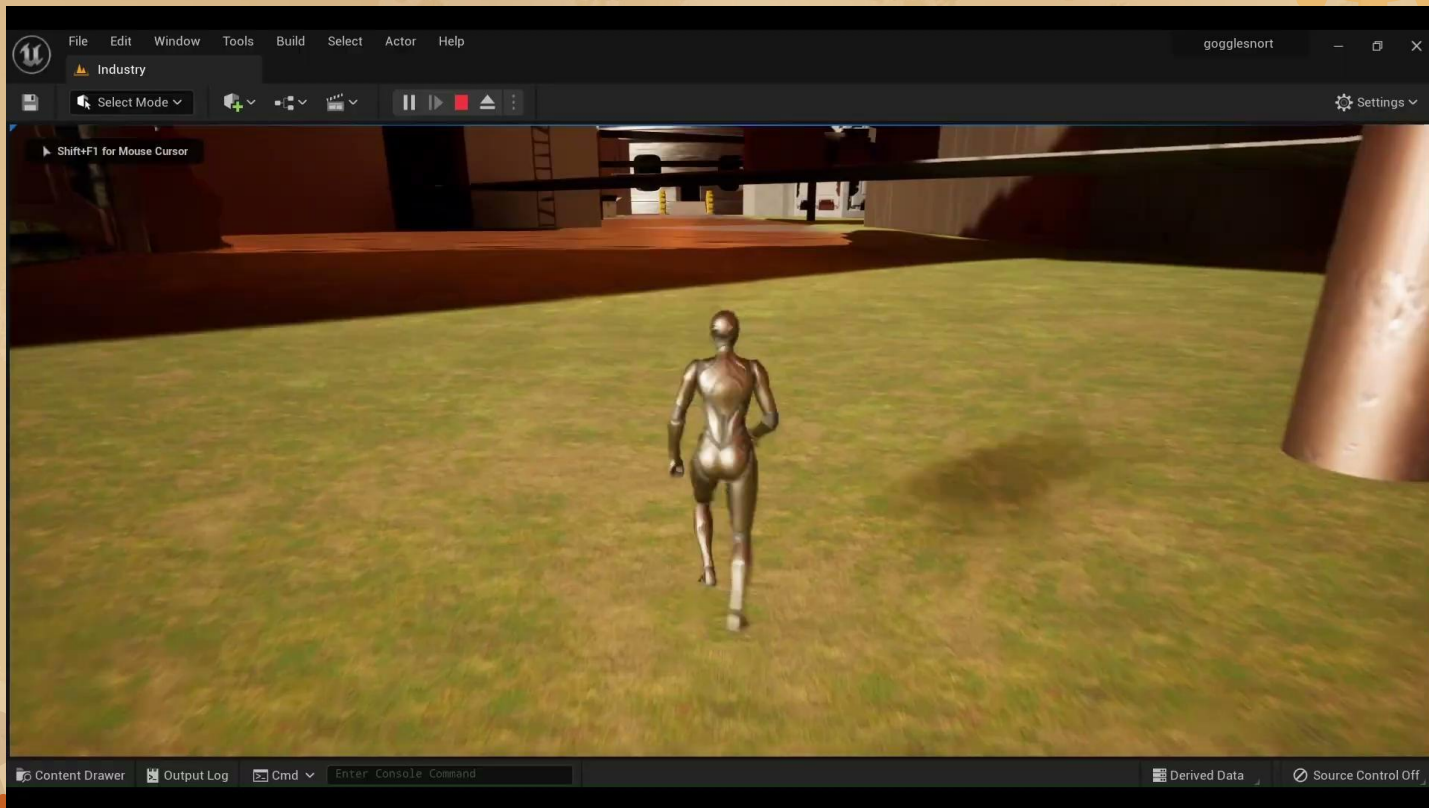
END CUTSCENE



ACTION CUTSCENE



INDUSTRY MAP CUTSCENE

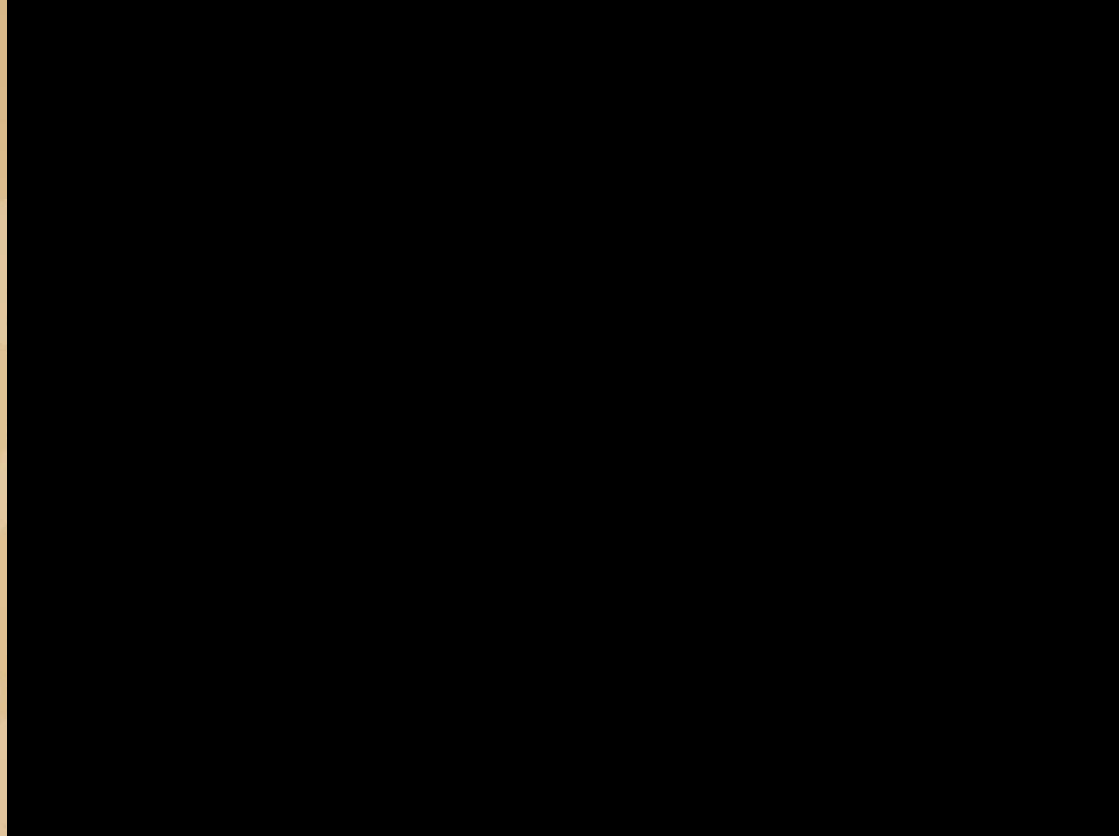


The background is a textured, light brown surface. In the top-left corner, there are two interlocking gears, one yellow and one orange. In the bottom-left corner, there is a large grey gear. On the right side, there is a complex diagram of brown pipes with yellow and orange fittings and elbows, forming a rectangular loop and extending upwards and to the right.

QUESTING

Thomas

QUESTING



QUESTING MENU

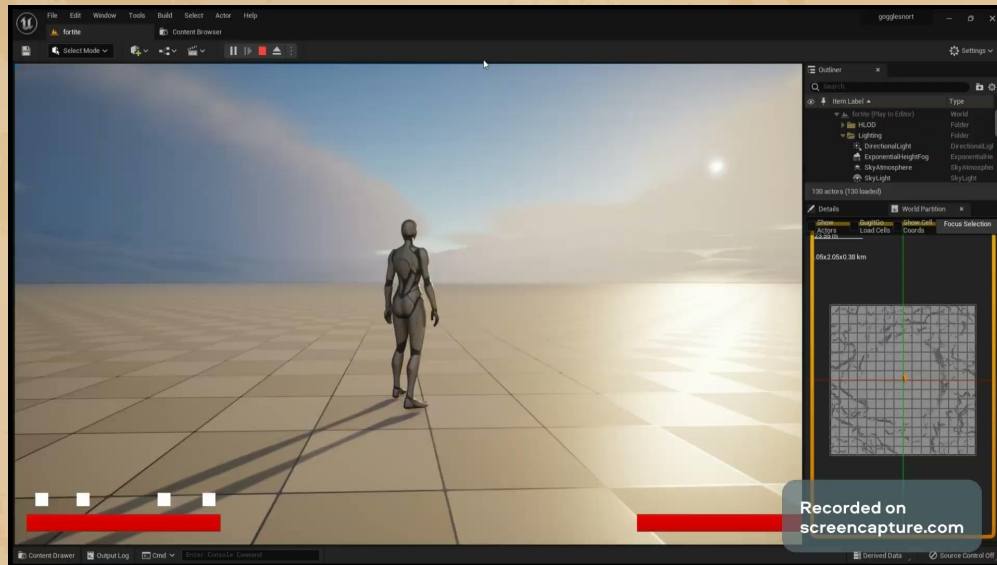


The background is a textured, light orange surface. In the top right corner, there are stylized orange and black pipes. In the bottom left corner, there are three gears: a large orange one, a large grey one, and a small orange one.

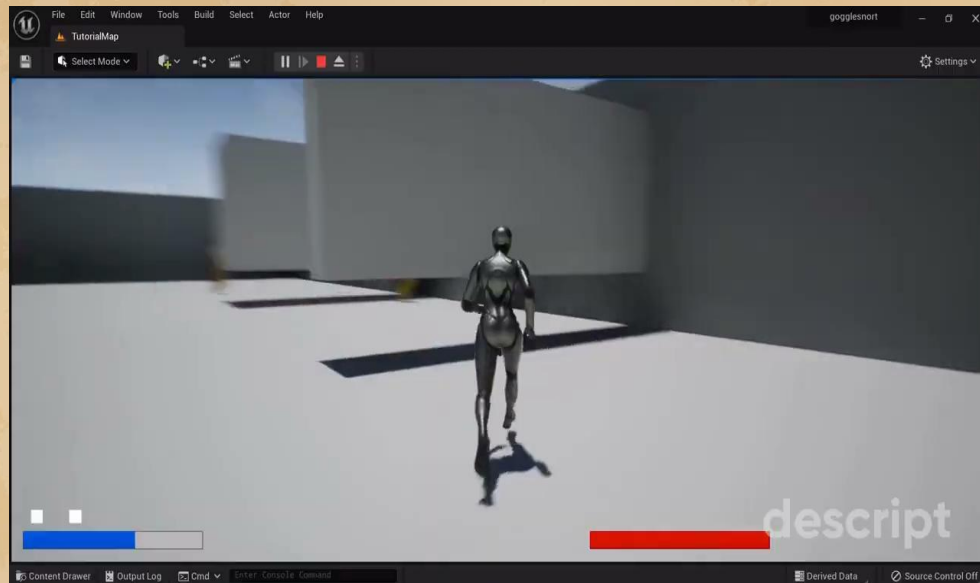
MOVEMENT

Michael, Jordan, Sofia, Ethan

SUPER JUMP



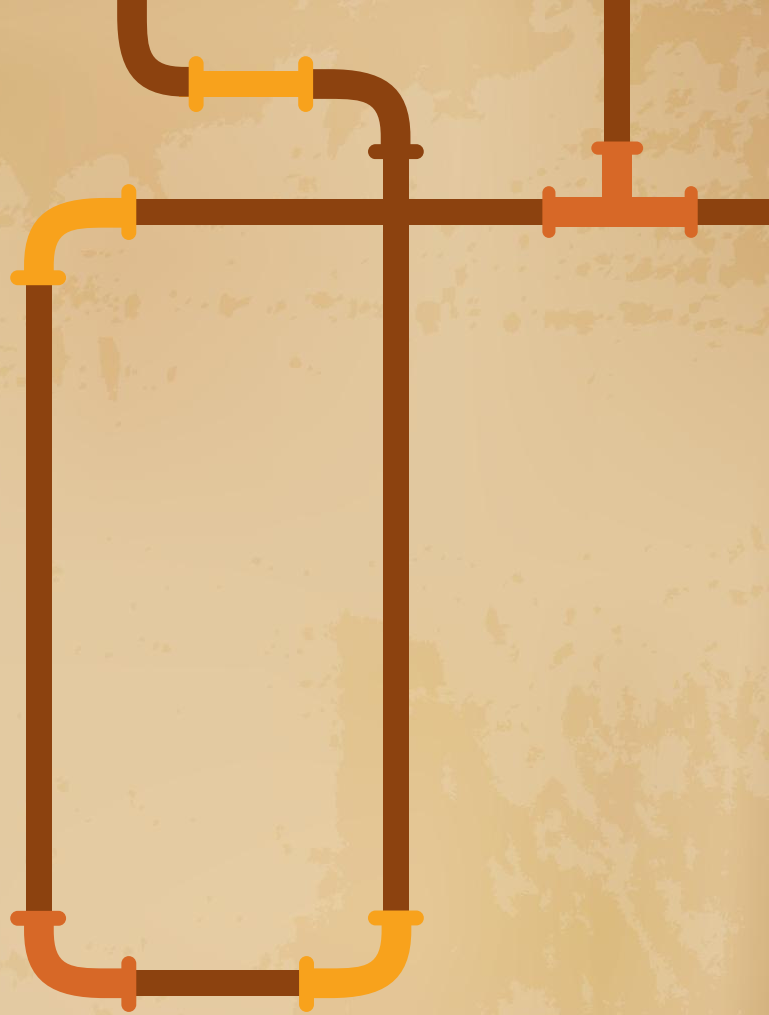
SLIDE





WEAPONS

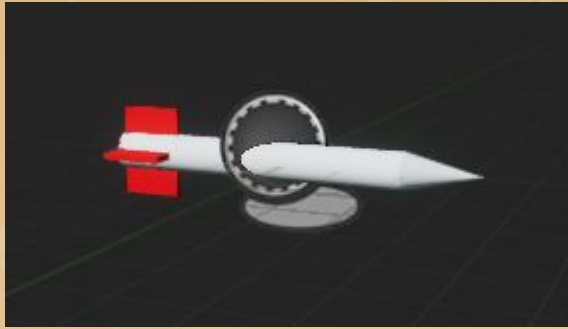
Adam, Drew, Arpeet



MELEE WEAPONS



RANGED WEAPONS



WEAPON SHOWCASE





ENEMIES & BOSSES

Ellison, Jaden, Michael, Umar

ENEMIES

Jaden's Patroller

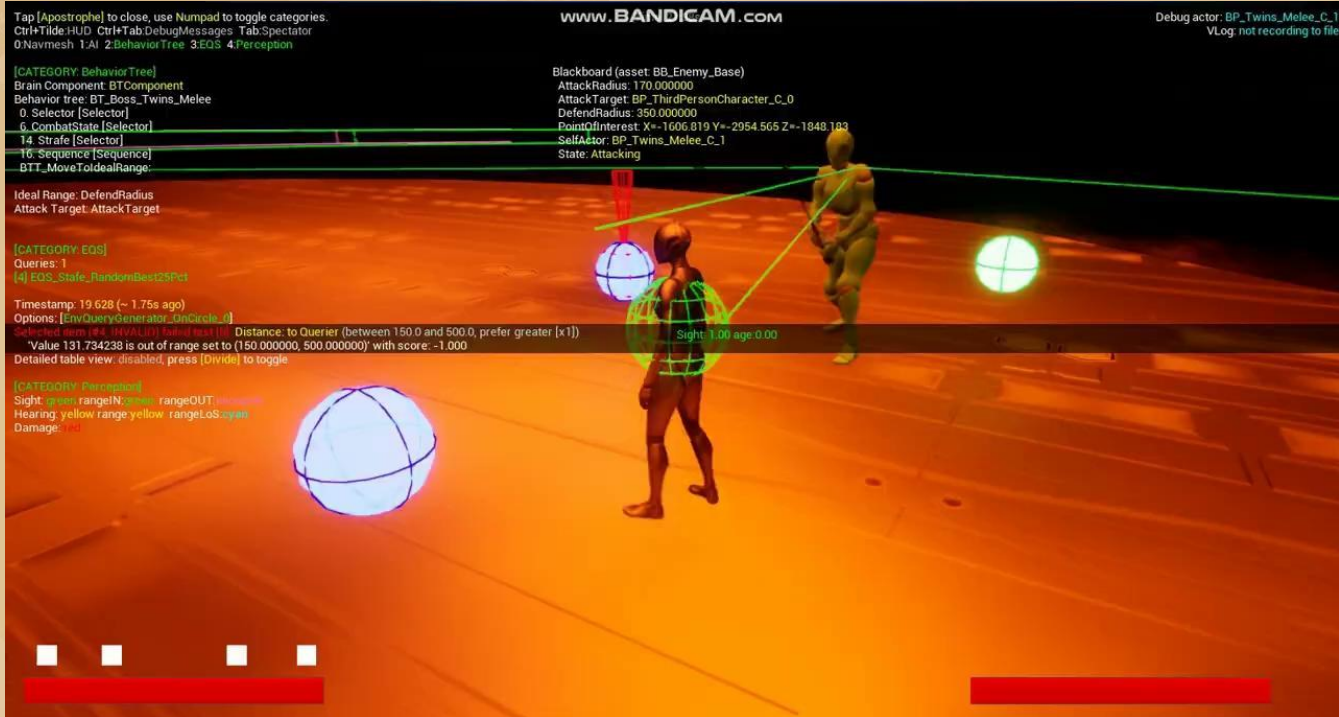
Jaden's Mage

Ellison's Sniper

Umar's Fighter



BOSSES



BOSSES

Tap [Apostrophe] to close, use Numpad to toggle categories.
Ctrl+Tilde:HUD Ctrl+Tab:DebugMessages Tab:Spectator
0:Navmesh 1:AI 2:BehaviorTree 3:EQS 4:Perception

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Debug actor: BP_Twins_Mage_C_1
VLog: not recording to file

[CATEGORY: BehaviorTree]

Brain Component: BTComponent
Behavior tree: BT_Boss_Twins_Mage
0: Selector [Selector]
6: CombatState [Selector]
8: Evade and Attack [Sequence]
12: Move To [MoveTo: PointOfInterest], move target: X=709.907 Y=-1884.377 Z=-1940.000(task)

Blackboard (asset: BB_Energy_Base)
AttackRadius: 700.000000
AttackTarget: BP_ThirdPersonCharacter_C_0
DefendRadius: 900.000000
PointOfInterest: X=709.907 Y=-1884.377 Z=-1940.000
SelfActor: BP_Twins_Mage_C_1
State: Attacking

[CATEGORY: EQS]

Queries: 3, press [Multiply] to cycle through

[10] EQS_Teleport_SingleResult
[14] EQS_FindIdealRangedLocation_SingleResult
[15] EQS_FindIdealRangedLocation_RandomBest25Pct

Timestamp: 28.587 (~ 5.61s ago)

Options: [EnvQueryGenerator_Cone_0]

Selected item (800, INVALID) failed near [0] Distance: to EQS_Context_AttackTarget (between 250.0 and QueryParam.AttackRadius, prefer greater [x1])

"Value 1090.385742 is out of range set to (250.000000, 700.000000) with score: -1.000

Detailed table view: disabled, press [Divide] to toggle

[CATEGORY: Perception]

Sight: green rangeIn:green rangeOUT:neonpink

Hearing: yellow range:yellow rangeLoS:cyan

Damage: red



BOSSES



REKAB

BAKER

