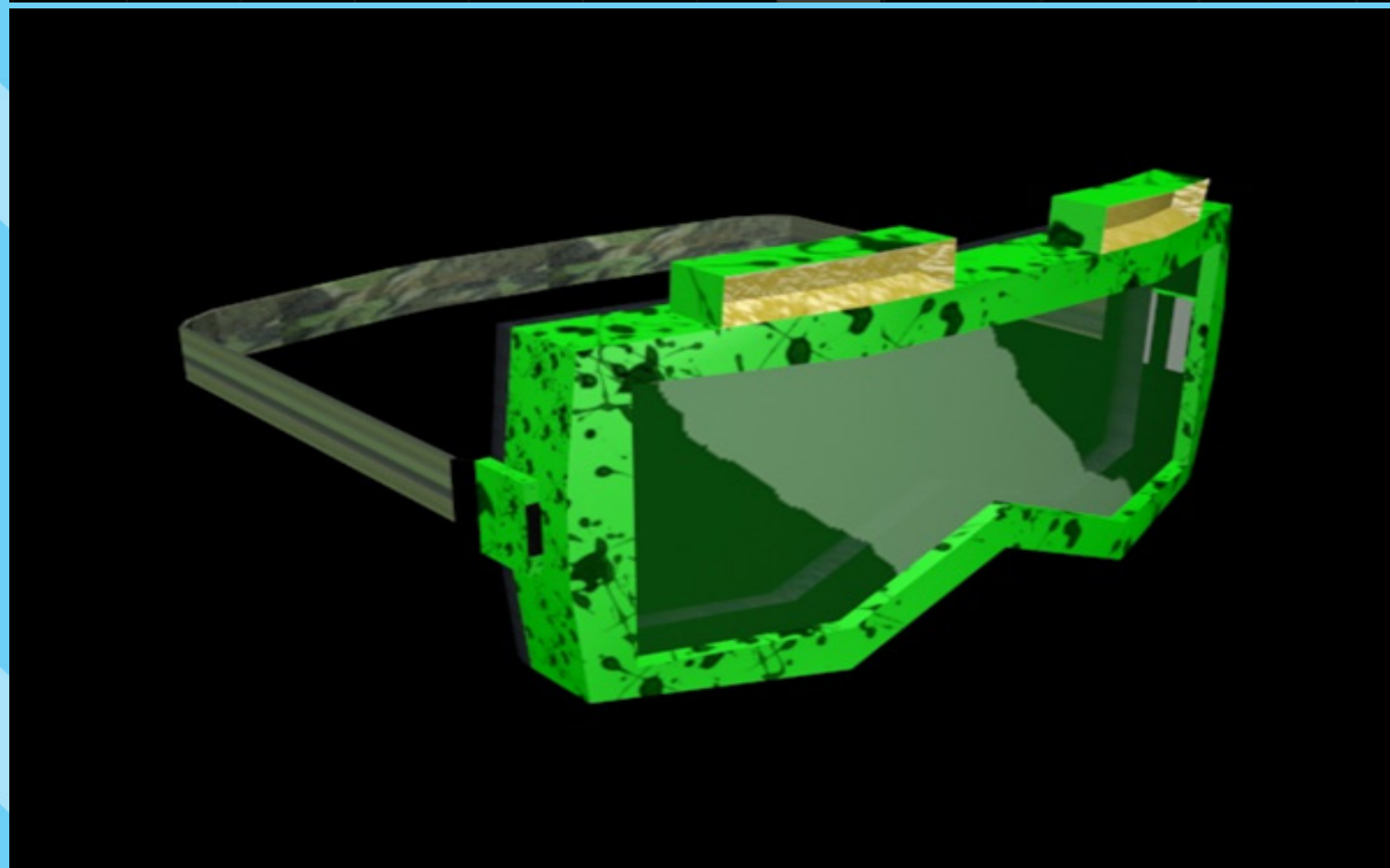
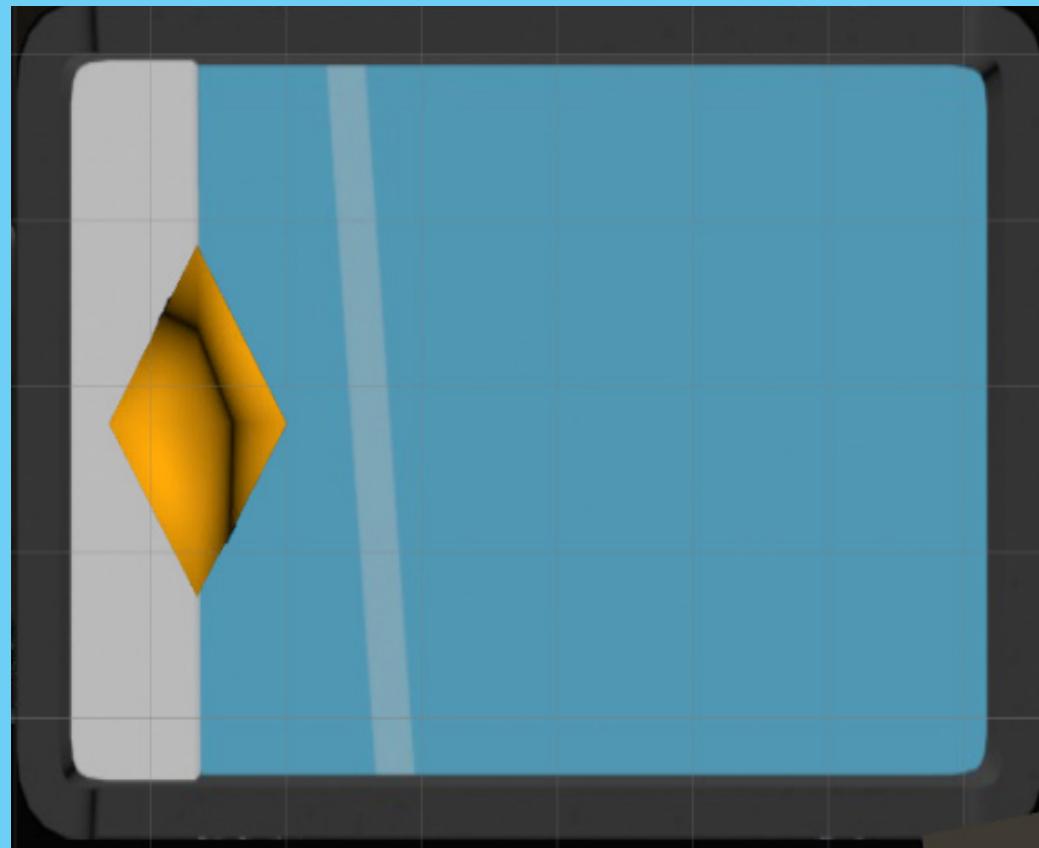


UNIT 2 AND 4 SURVIVAL AND UI



ENVIRONMENT

HOSTILITIES

(Deep snow, streams/rivers, lakes, Day temperatures -15, night temperatures -25 to -30 degrees)= Hypothermia

Lack of Food

Crashed Aircraft = explosive, fire, electrical

Avalanche

Crevasses

Snow Storms

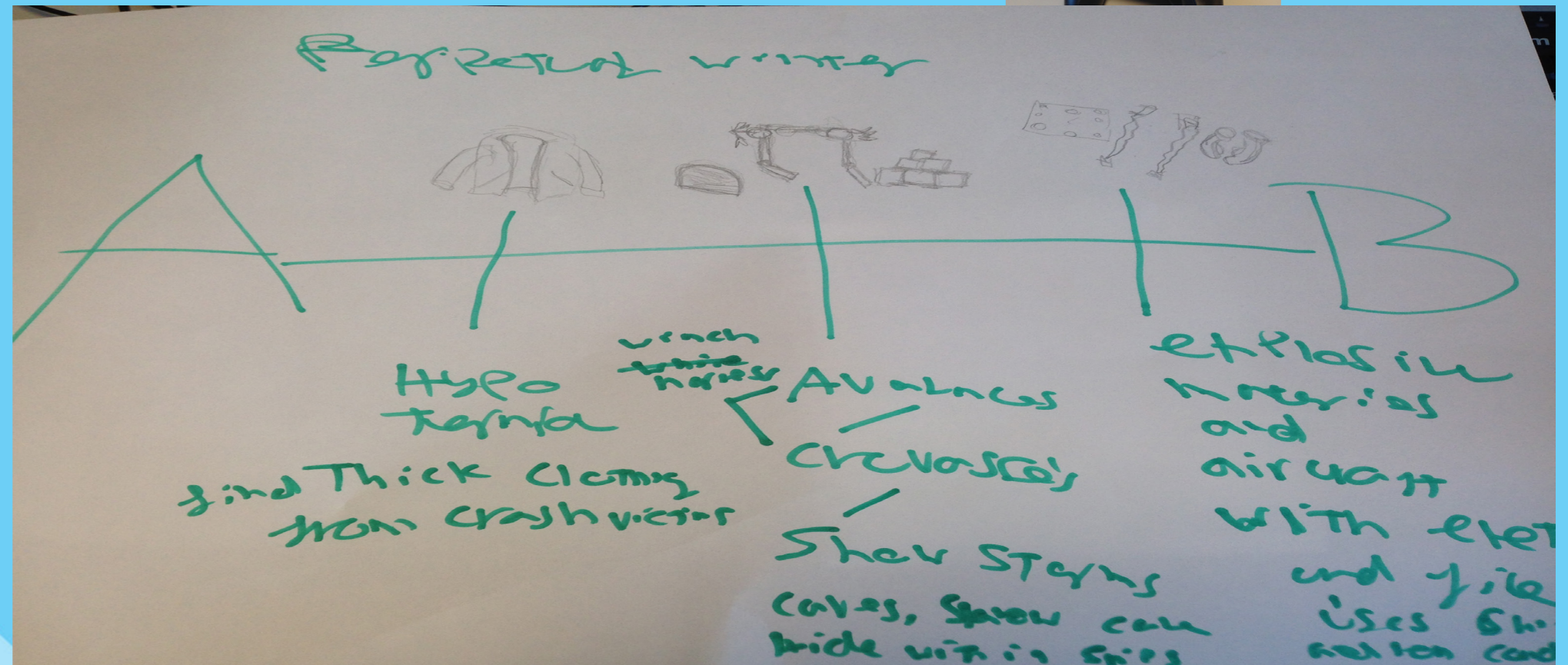
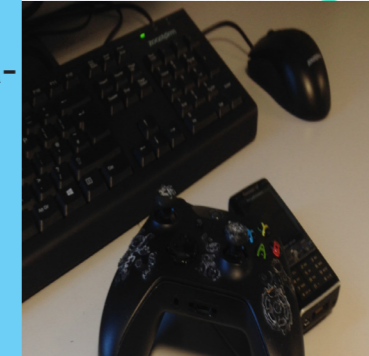
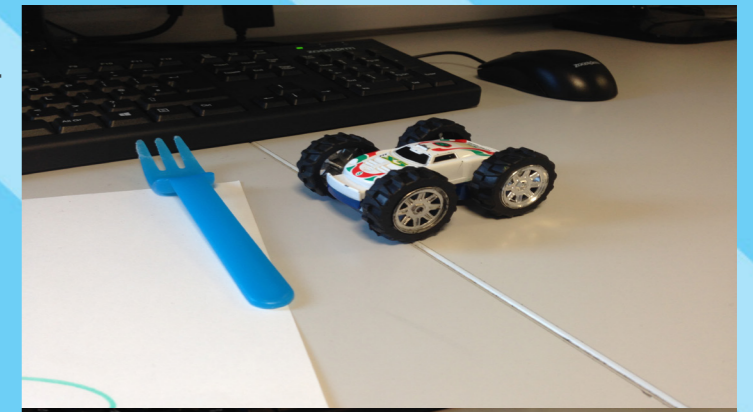
Icicles

Dust Crystals(fire/electric/explosive/ice)
the crystals could react if damaged

We picked 2 objects within 10 seconds well i say we, i mean everyone else did but me because i was slow to get up and did a 10 minute image of how it could help me with hypothermia (which the objects couldn't help since they were a car and a freakin fork),

The second was 3 objects in 10seconds again and i was still last to the table, and a 5 minute image to help against avalanches/crevasses and a snowstorms, (again no help since they were a phone,paint brush and dice)

Finally we collected 4 objects once again in 10 seconds and had to do a 3 minute image to help against explosive,electrical and fire materials surrounding aircraft(again little help since it was a controller, headphones, a doll and another phone)



NARRATIVE BACK-STORY

Perpetual winter near future world of remnant atlassian forest.

The continent of Atlas is on the northern hemisphere of remnant so the majority of the land is covered in a thick blanket of snow with deep forests and mountains, there are fresh flowing streams from the mountains but they tend to freeze up the closer to the ground they get even though there are a few streams and lakes scattered around the forests but the majority of atlas's forests are very rarely explored since there are creatures of Grimm within the forests and the ferocious snow storms can appear from now where and takedown any aircraft caught in them.

The forests consist of pine trees mainly but vary depending on where the forest is. There are also crashed aircraft from atlas some prototypes and some commercial which have been unlucky enough to get caught in snowstorms or get taken down by giant Nevermores.

During the day the temperatures are 15 degrees below zero so most unprepared people freeze to death with in minuets or get eaten alive, during the night temperatures get even colder as they can go to -25 to -30 degrees so shelter is a must even if it's just a cave. The day/night cycle is 24 hours long.

The mountains would be one of the few ways to be able to get noticed and extracted from the area but they are steep and full of hazards from Grimm and the elements, food is very hard to come by as Grimm turn to dust once killed, the only way of getting any kind of nourishment would to find fruits high up in the trees, sap from some of the trees or any kinds of berries or vegetables that hide around caves and mountains, the occasional deer may be spotted but they are often too quick to hunt efficiently.

There are also vast crevasses and underground caves that can be used for shelter from the elements but they are often hard to find due to being covered in a layer of ice

In certain parts of the forest there are hidden warehouses that belong to either the Schnee dust corporation, the atlas military or the white fang, the warehouses will have supply's but also guarded buy whatever faction they belong to, even though the atlas one are the most heavily guarded they will permit hunters and huntresses to re-supply and take refuge if there is a storm.

There are multiple resources in the forest ranging from wood and leaves to stone and sap. There can be chunks of unmined dust crystals but depending on the type of dust it is depends on what it can be used for weather its starting fires to defending against hostiles to even powering devices and machines.

The inhabitants of Remnant evolved to utilise dust to help them with their daily life and also fight back the creatures of Grimm but only specially trained people can fight them effectively with dust and they are called huntsmen and huntress's where they go to specially built academy's to train.

Each huntsman or huntress has their own unique hand forged weapon designed to help them combat the creatures of Grimm. The weapon is unique to each hunter no two are alike un less they are supposed to come as a pair for the user.

There is also a divide between the inhabitants as half of them evolved with animal traits such as tails, ears or antlers, these people are called Faunus and are generally classed as second class citizens but are fighting for equality.

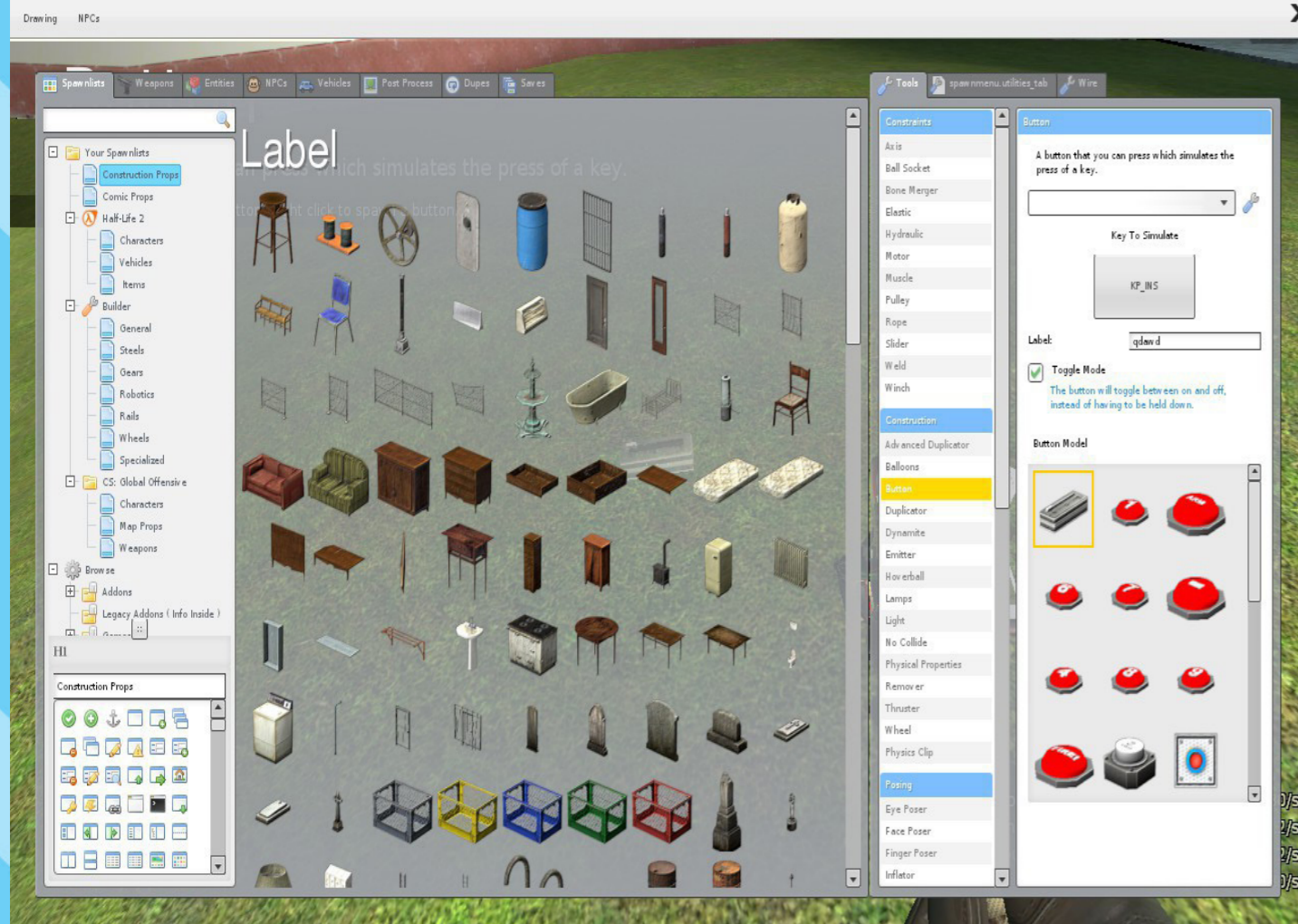
INVENTORY STYLES



Minecraft's inventory style is very basic to go with the basic look and play-style of the game, it features a small window in-which you can see your character, the window also renders any addons like armour, jet-packs,wings or baubles. the inventory also has armour slots on the left with the corresponding image for where the armour is placed on the character.

The inventory also has a miniature crafting grid for the basic objects in the game such as wood planks, torches, crafting tables, etc.

The inventory menu is is comprised of two sections, a large 3x9 grid which is your main storage but it can be upgraded with mods, and the other half is the bottom bar which is separated from the main storage to show that it is a different part. This part is your "Hot-Bar" which is the inventory what you can quickly select the item you want by scrolling the mouse wheel to or using the number keys, to assign an object to the "Hot-bar" by dragging a object or material from your inventory and dropping it in to the slot you want on the "Hot-Bar".



Garry's Mod's inventory is different from most due to it being a sandbox game with no story and no end goal it is purely to mess around in.

The menu it has four main sections, an "addon" directory on the left, an entity tab bar at the top, a main selection pain in the middle from which you select the object you want to spawn and a options/constraints/tools menu on the right which has all of the tools and menus for the games items and addons.



Dishonored's inventory is basically a selection screen and a buy menu as shown here where you can purchase upgrades for your gear, its style is almost steam-punk but with elements of blueprint sketches.

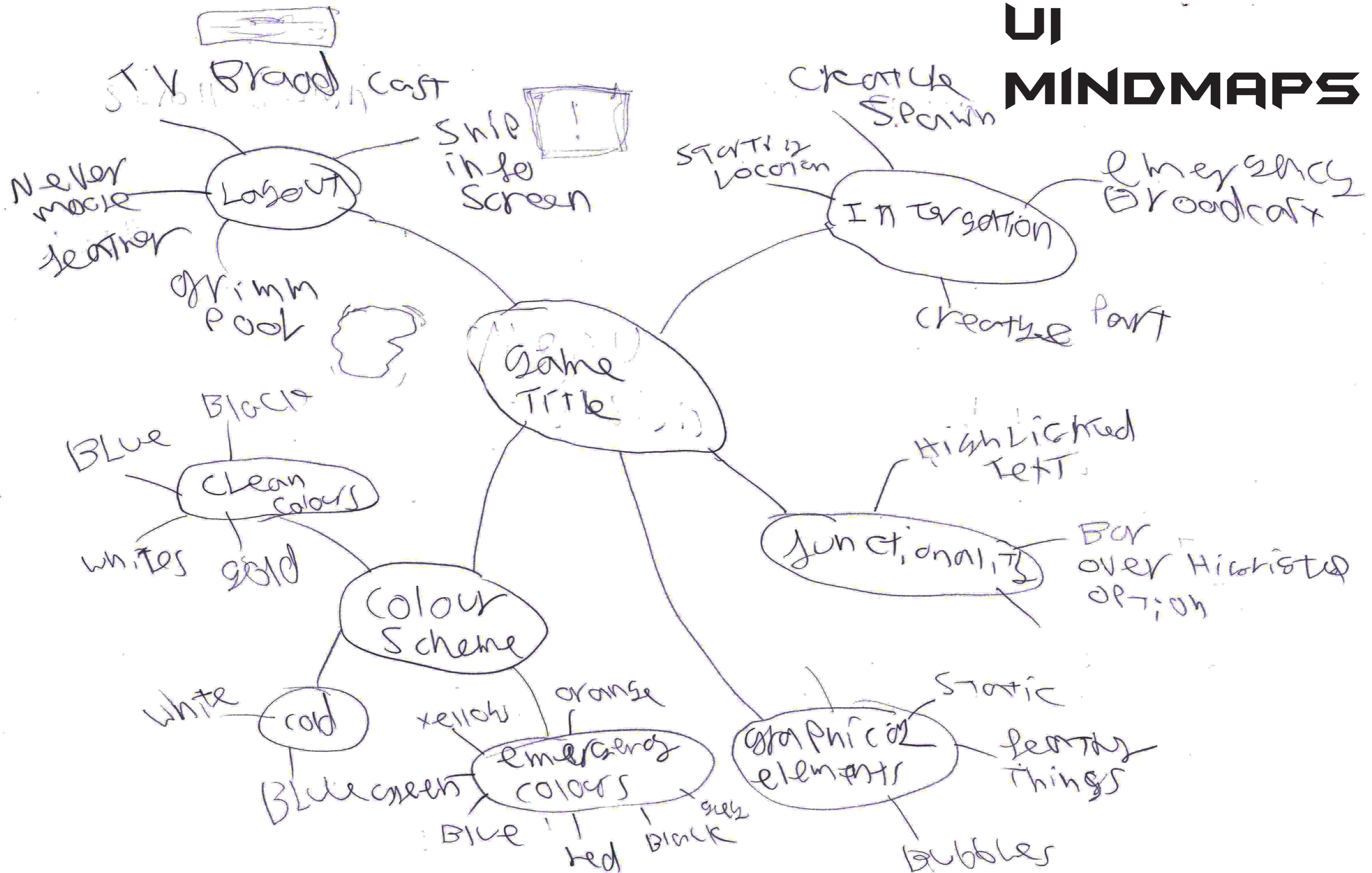


Warframe's inventory is very sci-fi styled with two main parts, the first part is the selection bar at the top which show what type of items you are looking at and the second part being the selection pane in-which you can see the items you have in the corresponding category.

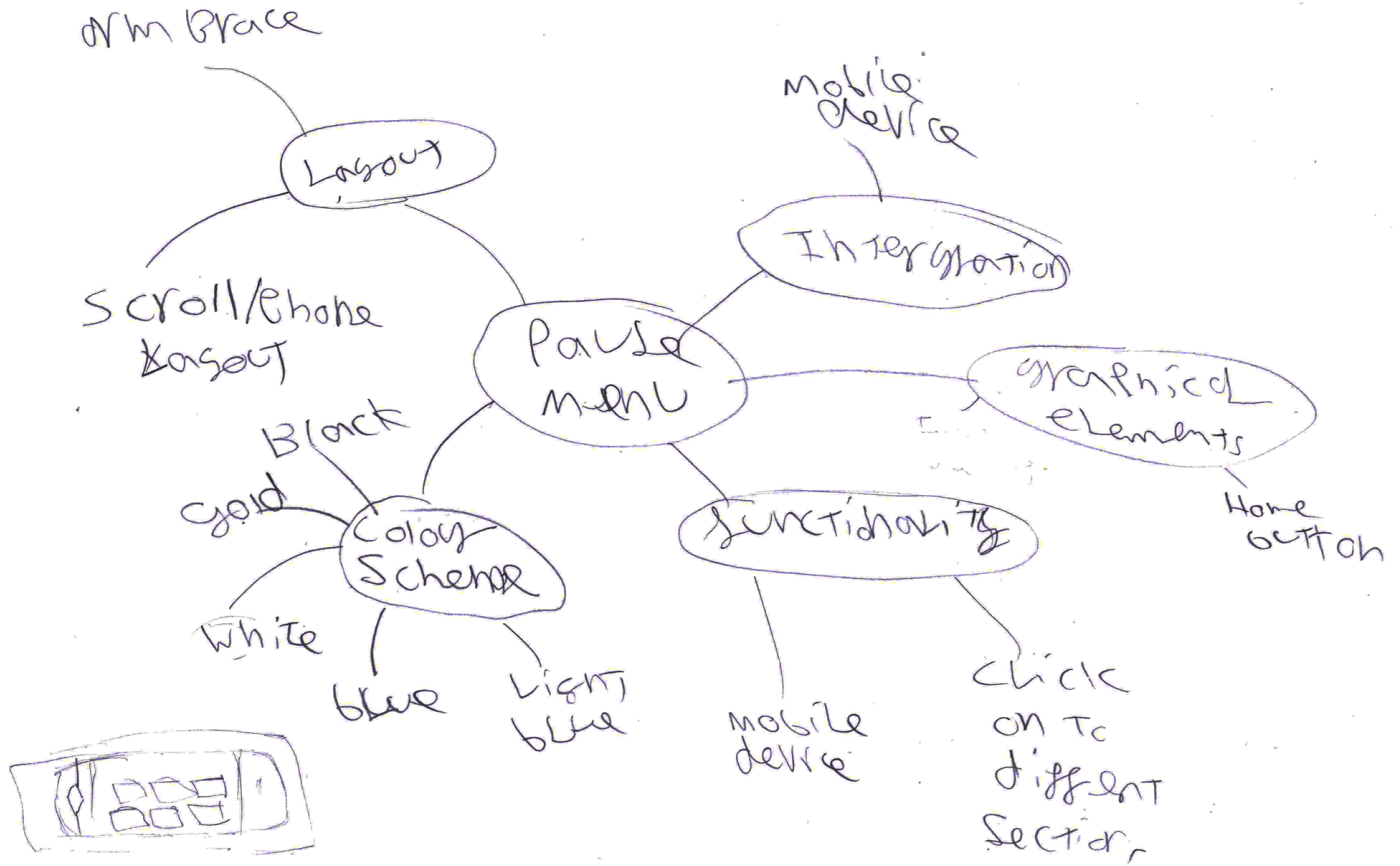


Borderland's inventory style is sci-fi but a hologram sci-fi, it mainly has three sections to it, the first being a stats screen the next being the selection pane and the third being the screen that gives information about what your cursor is hovering over.

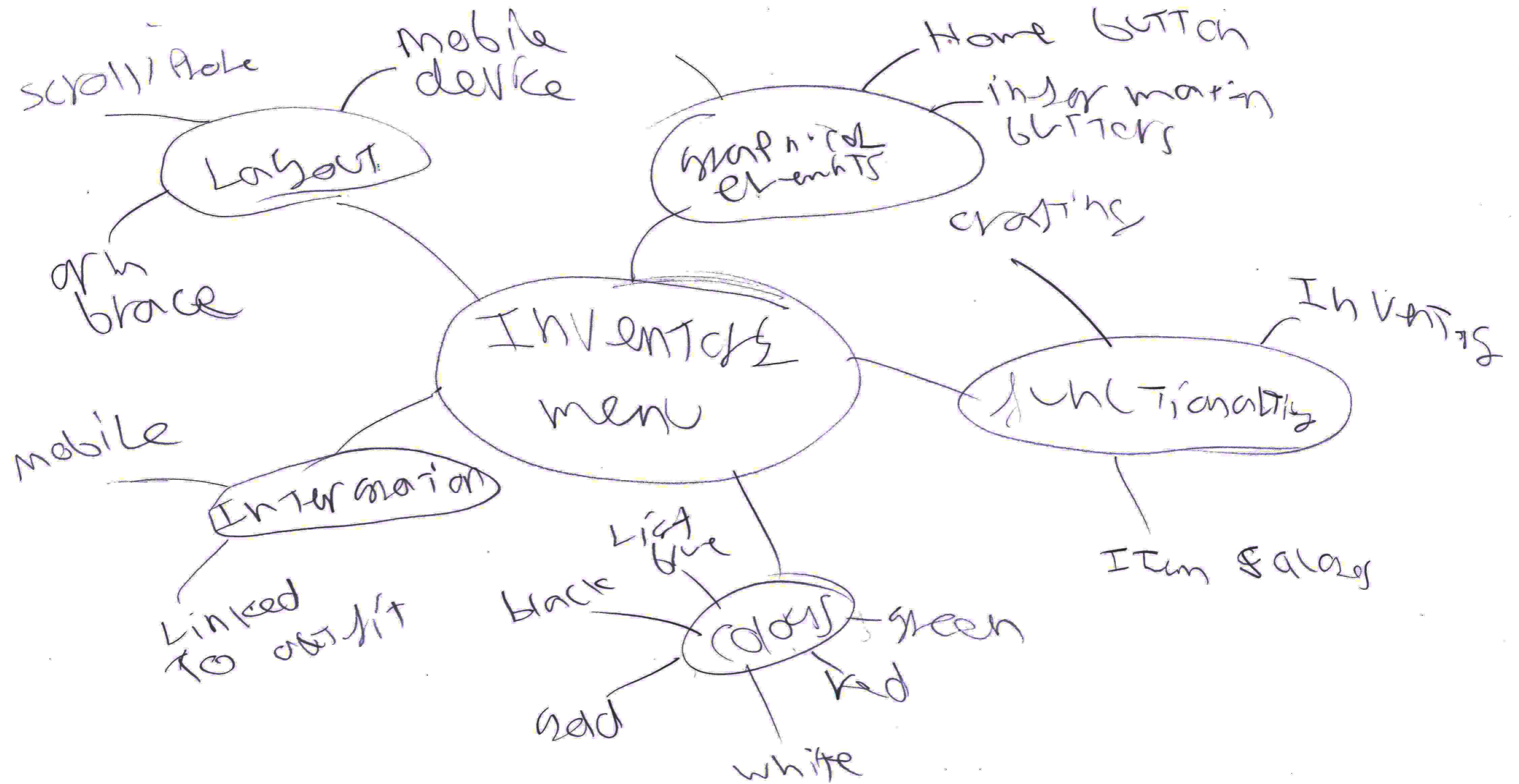
UI MINDMAPS



UI MINDMAPS

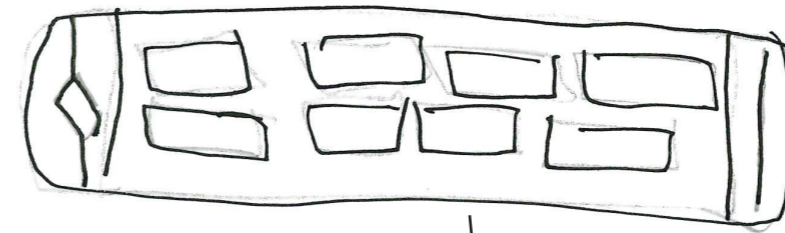
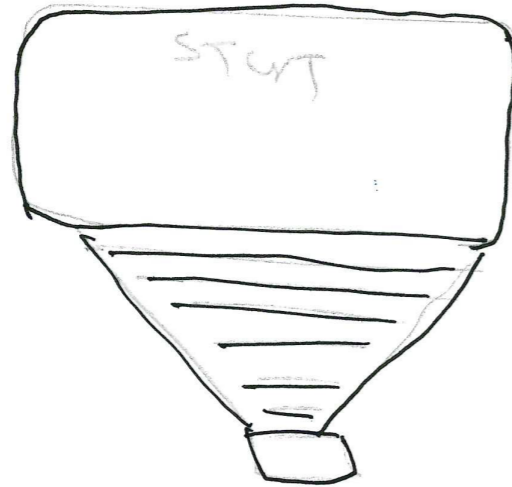


UI MINDMAPS



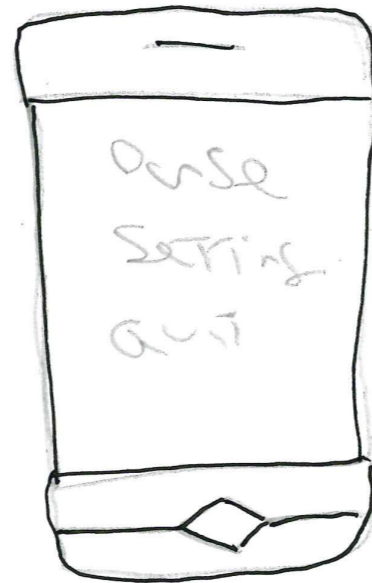
UI INITIAL SKETCH'S

This is the start menu which will be in the style of one of the information screens inside the ship that has crashed and is also your starting point.

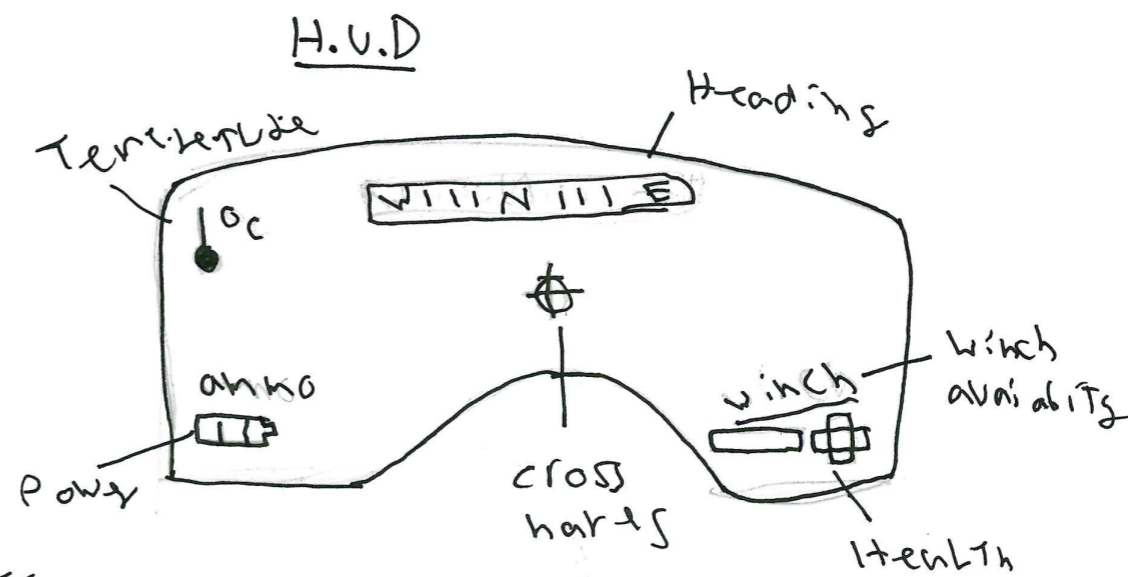
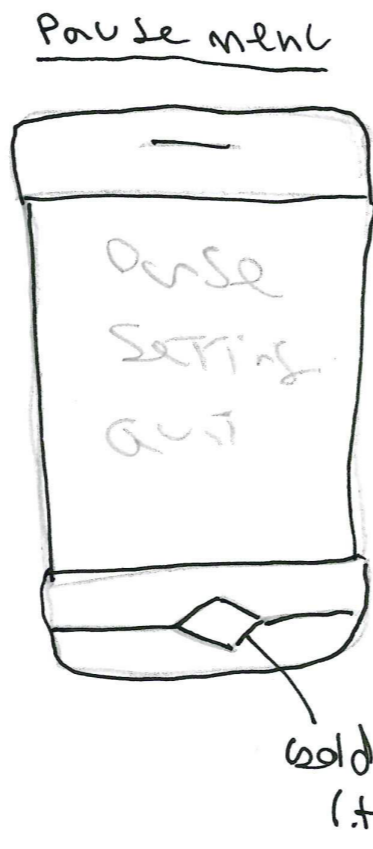
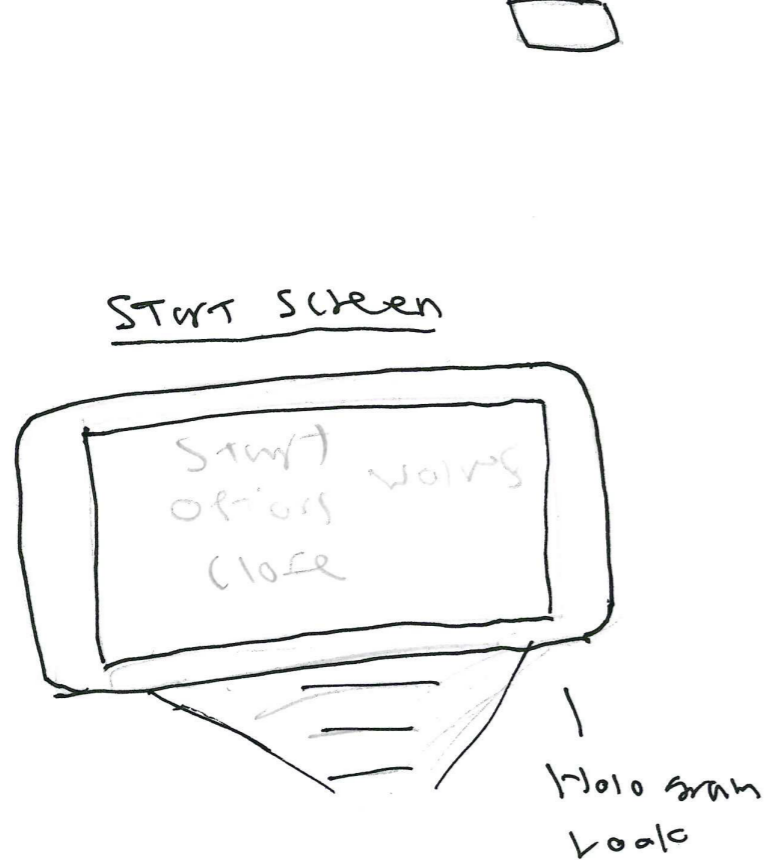
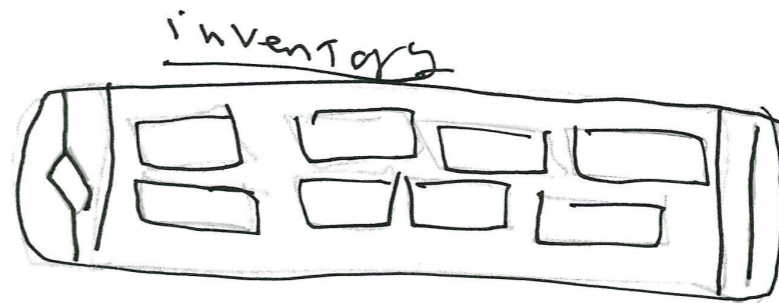
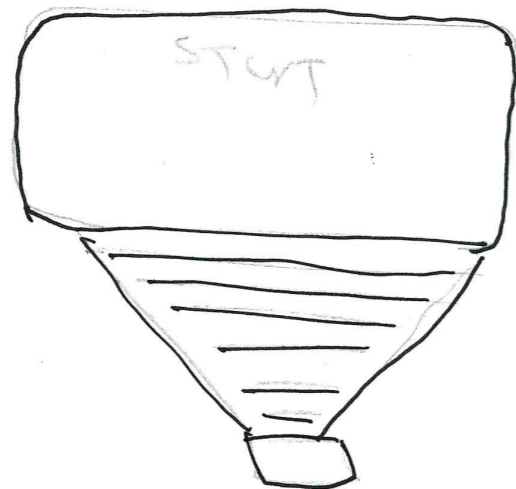


This is the inventory/stats/crafting menu where you will be able to see what you have stored and what you can craft it also has more detailed stats and information about the surrounding environment

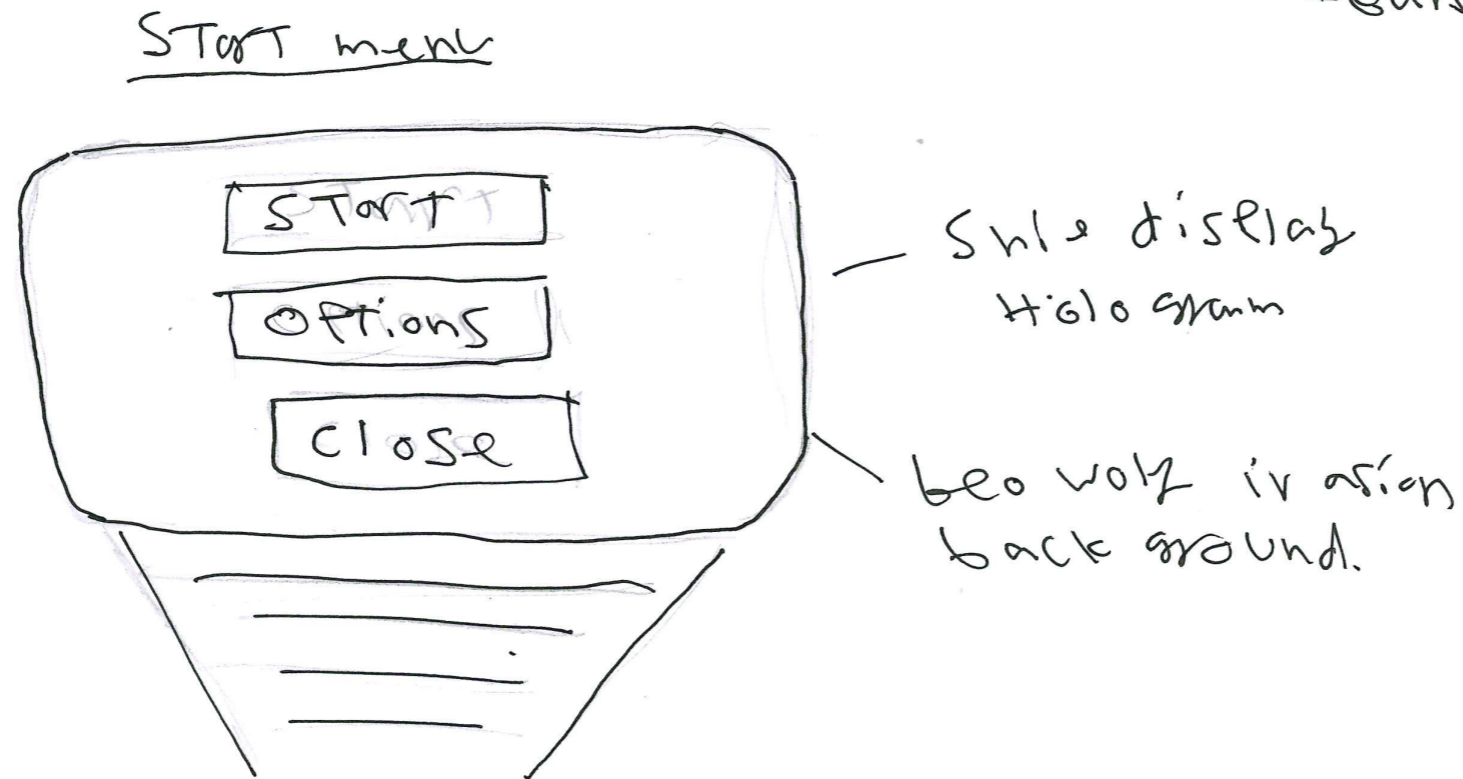
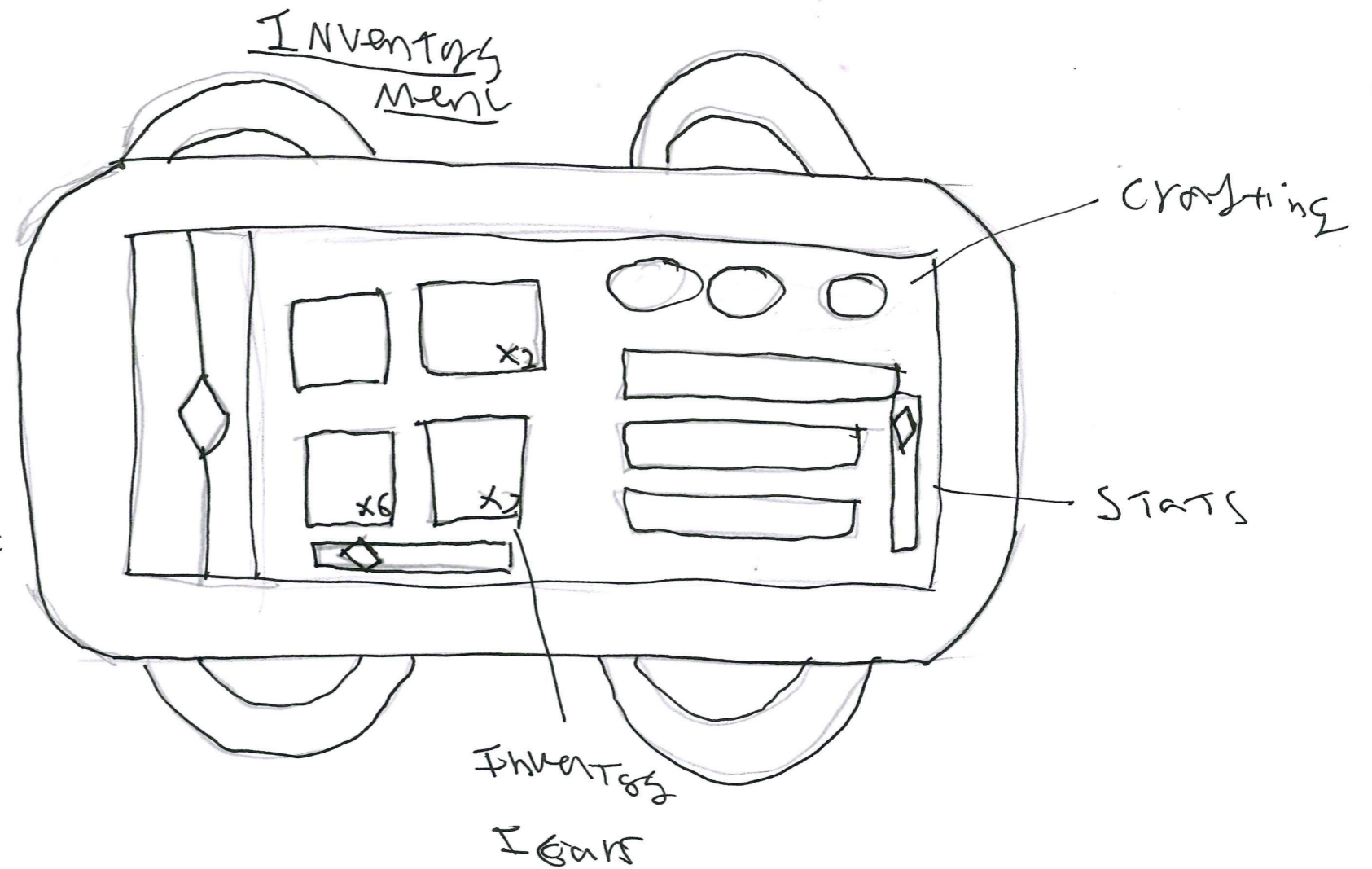
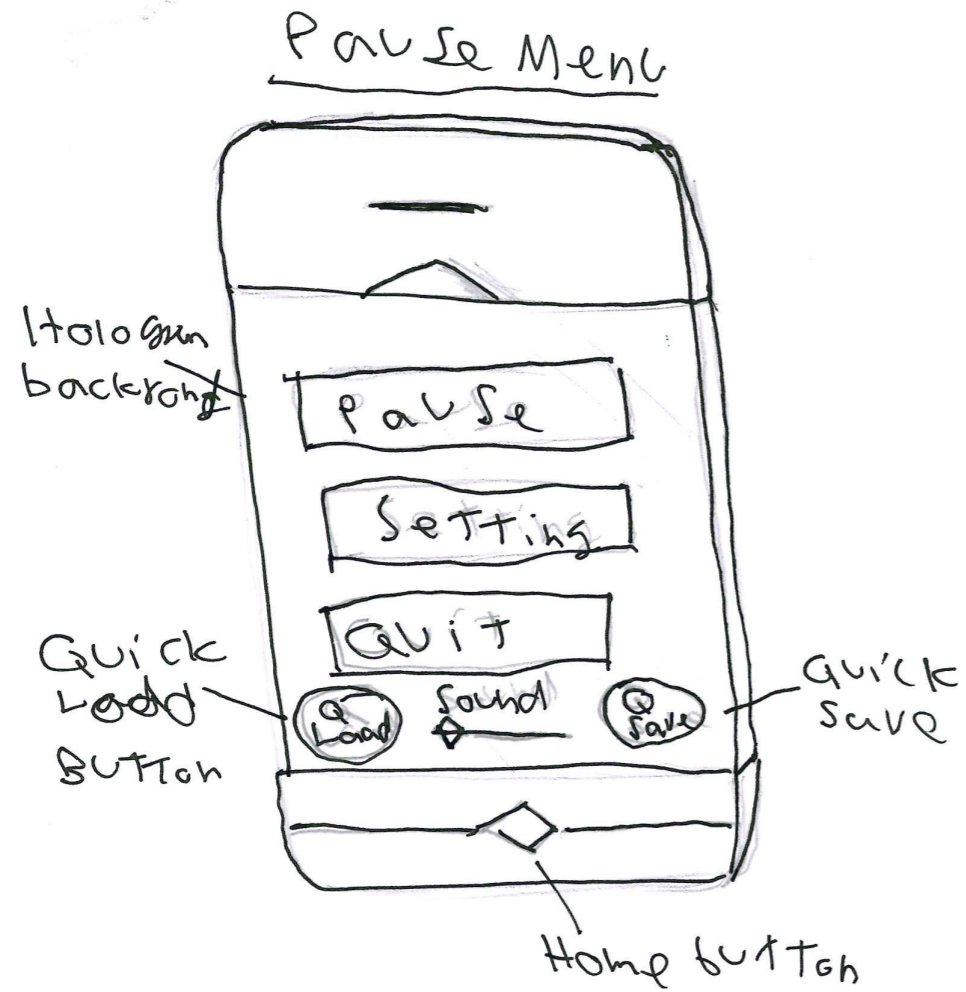
This would be the pause menu in the look of the mobile devices called 'scrolls'. where they have a top cap and a bottom where the bottom has a home button in the middle is a tactile holo-screen.



UI INITIAL SKETCH'S

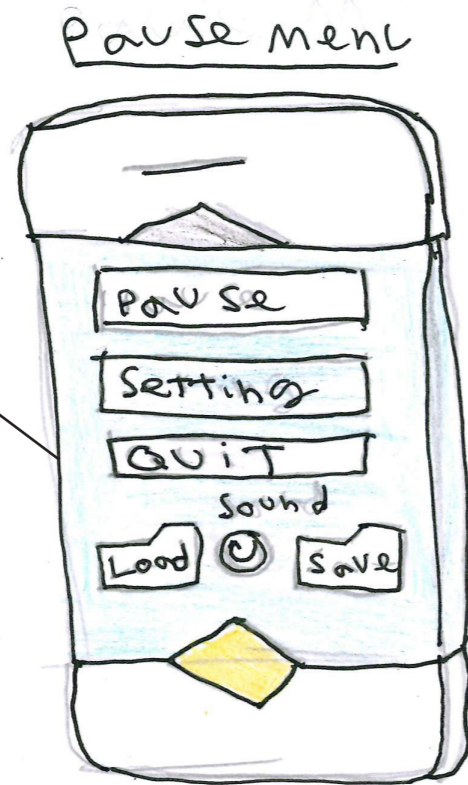


UI DEVELOPMENT SKETCH'S

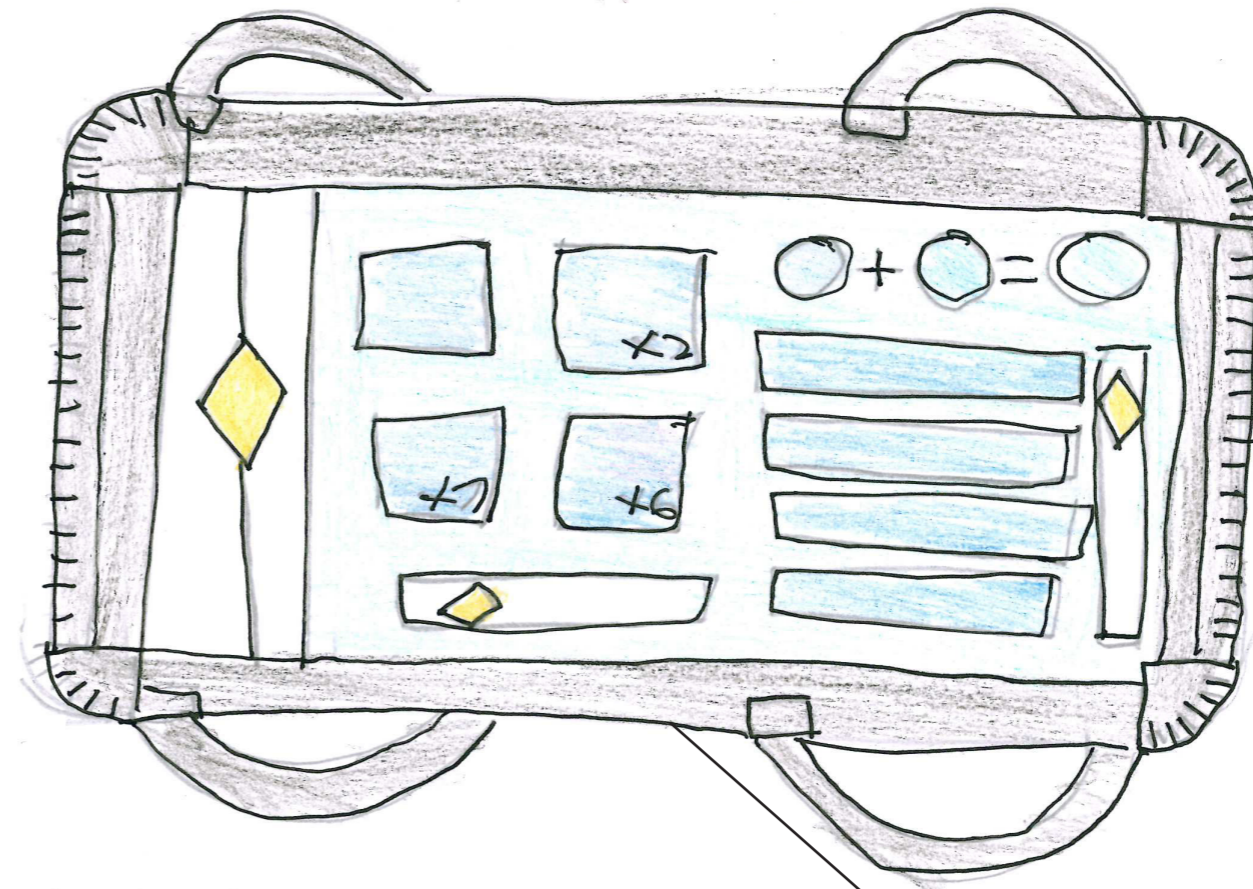


UI FINAL DESIGNS

The pause menu is in the design of a "scroll" which is the games version of a mobile phone/ comms device



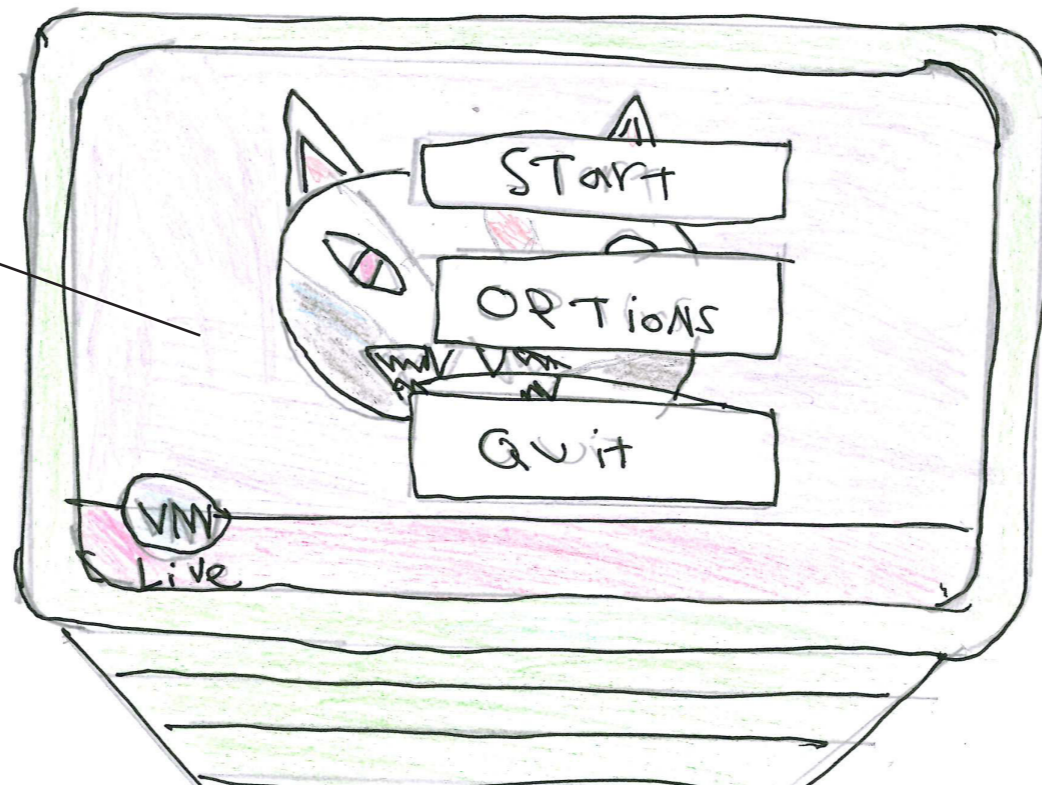
Inventory Menu



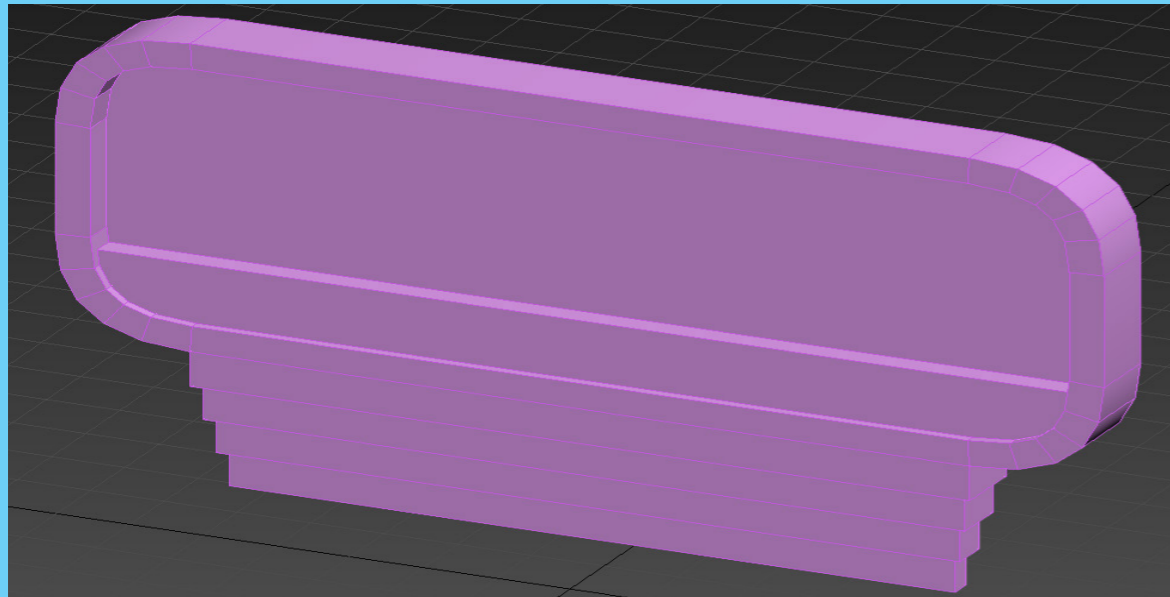
The Inventory menu is in the design of a screen within an arm brace, it features a crafting section as well as an information panel as well as item slots

The start menu has a holographic look as well as a news channel background with a beowolf taking centre stage.

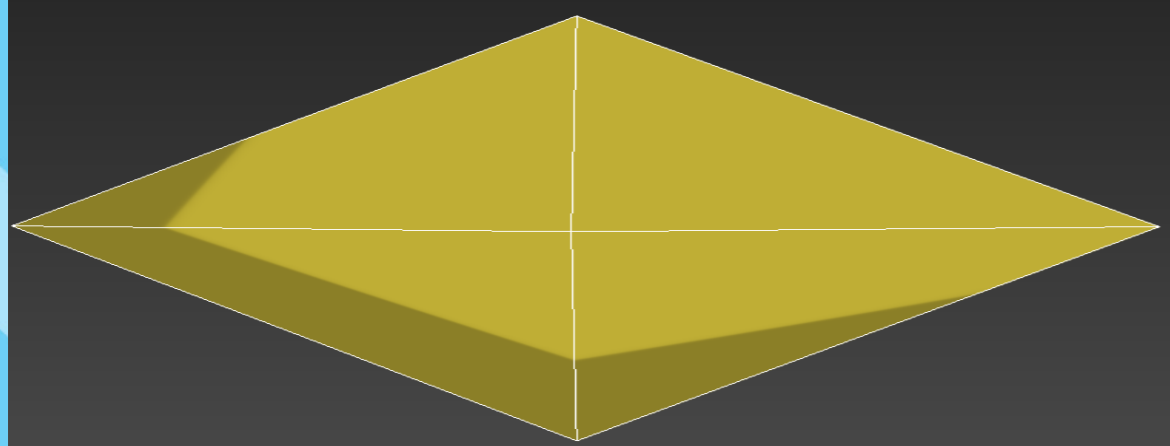
Start Menu



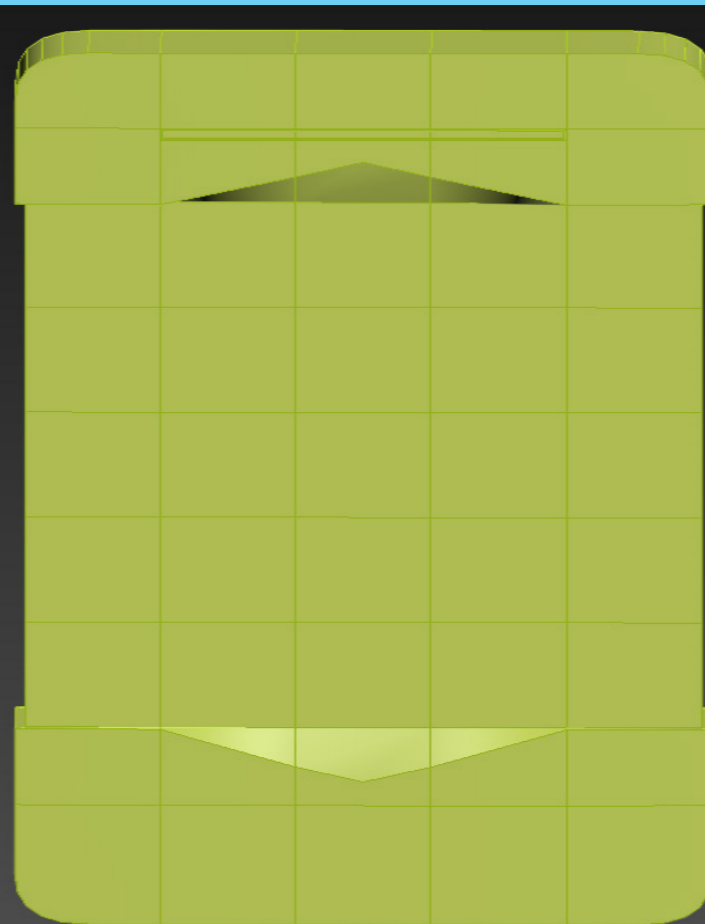
UI MODELLING



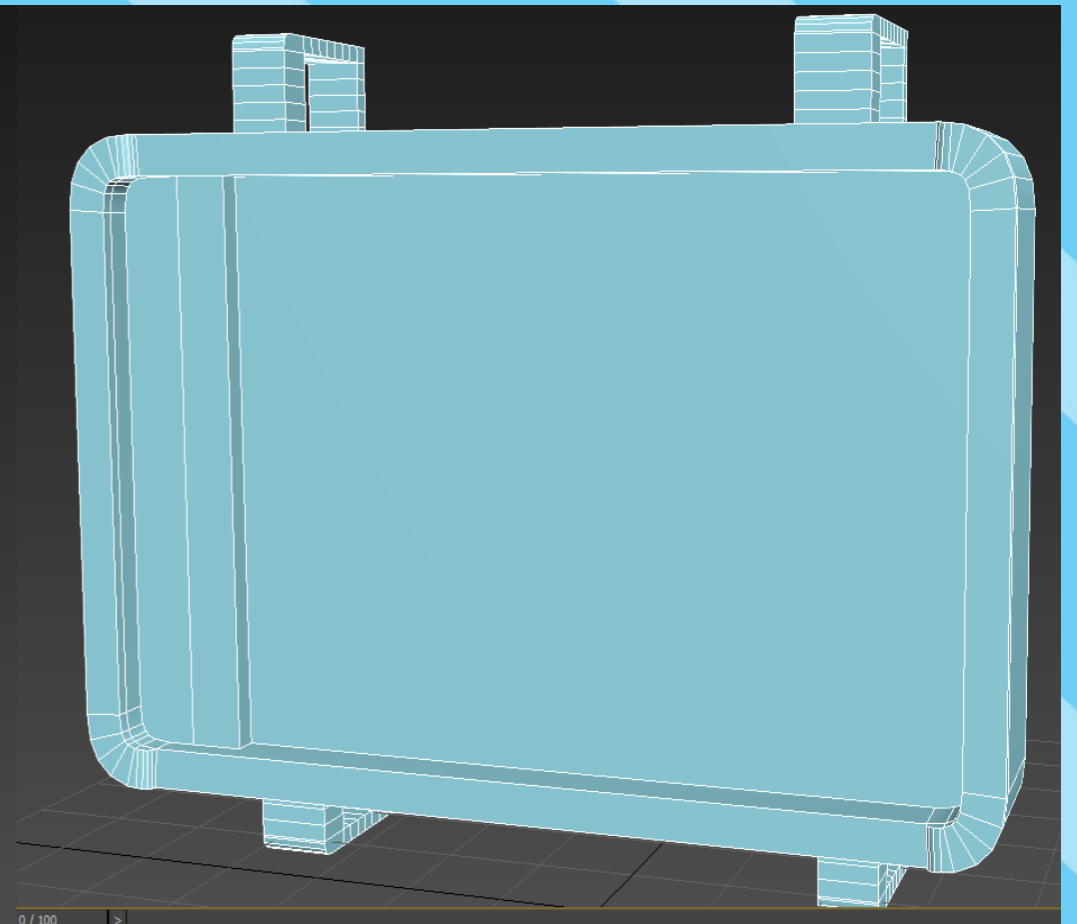
I have made the start menu by creating a cube then stretching it out and making it thin, i then chamfered the edges to make them curved, i then extruded inwards the main screen while the bottom bar not as far to give it a news ribbon effect, i also did a stepped holder to give it a stand look.



This is the home button for the the inventory and pause menus which will bring you out of the menus, i made this by creating a cube then rotating it onto its corner, i then stretched the to side corners and i removed some line of geometry to help give the diamond look.

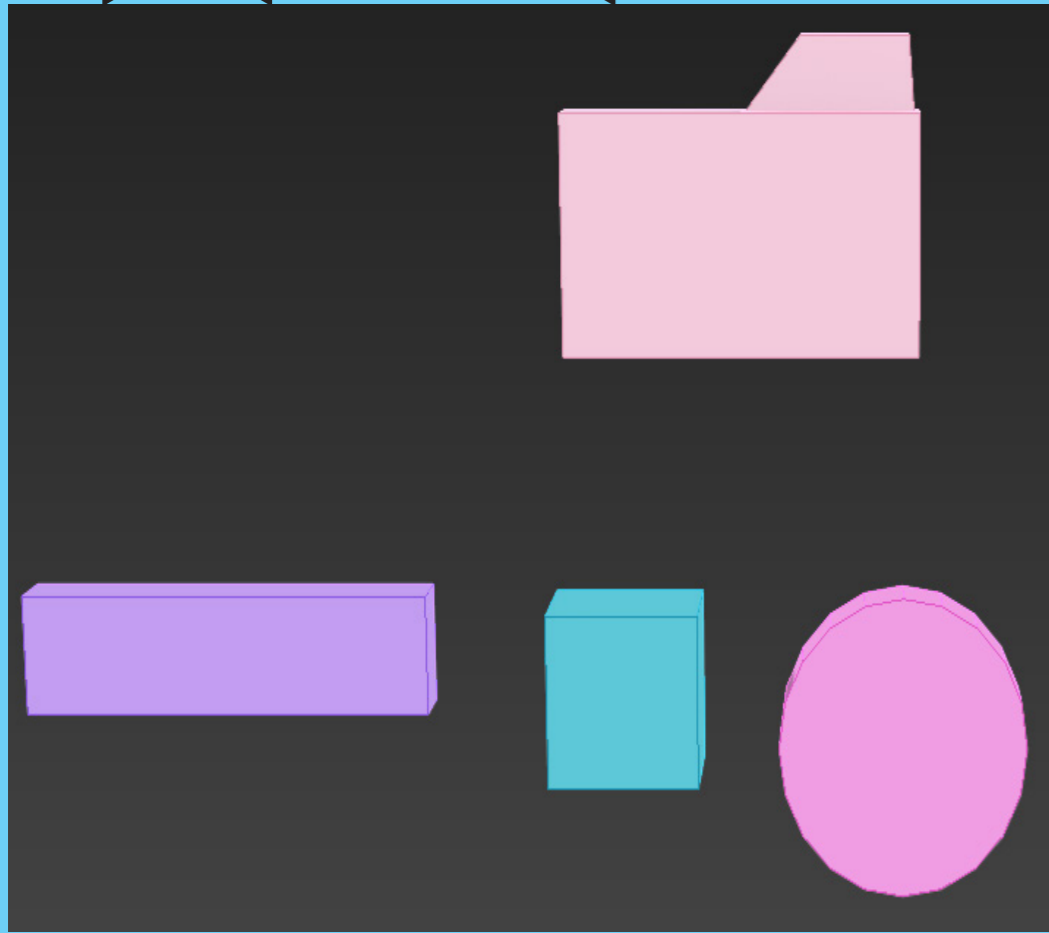


I made the pause menu by stretching a cube into a rectangle and chamfered the edges i also recessed the screen to help give it a look of a hologram, i also made a diamond indentation to show where the home/activate button sits, i also made a speaker well at the top of the device.



I made the inventory menu the same way i did the other two but bigger i also gave a strap on the top and bottom corners and the screen is recessed to show that it is in a holder.

UI ASSETS



These are the buttons that i made for my menus they where either made from a cube and have been stretched or have been made from a cylinder.

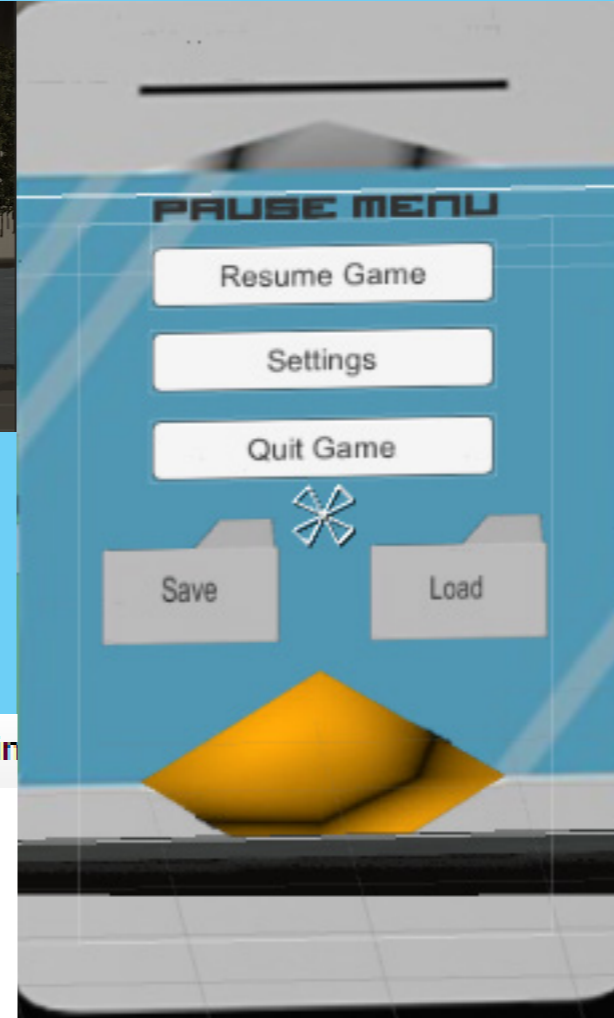


These are the images and colours i have made for the menu buttons and backgrounds

ADDING A MENU TO MY GAME



i am adding a menu to the game so i have started off by inserting a UI image which also creates a canvas from there i can create my menus, what is being shown now are purley place holders as my menus that i have created need to be textured.



I have now finished designing my menus so i have started to implement them into my game.

```
StartGame.js x Settings
10
11 function Update () {
12
13 }
14
15 function closeMenu() {
16     myMenuObject.enabled = false;
17     fpc.enabled=true;
18 }
19
20 function openSettingsMenu() {
21     myMenuObject.enabled = false;
22     settingsMenu.enabled = true;
23 }
```

This is the code i have written to turn the menu off and start the game.



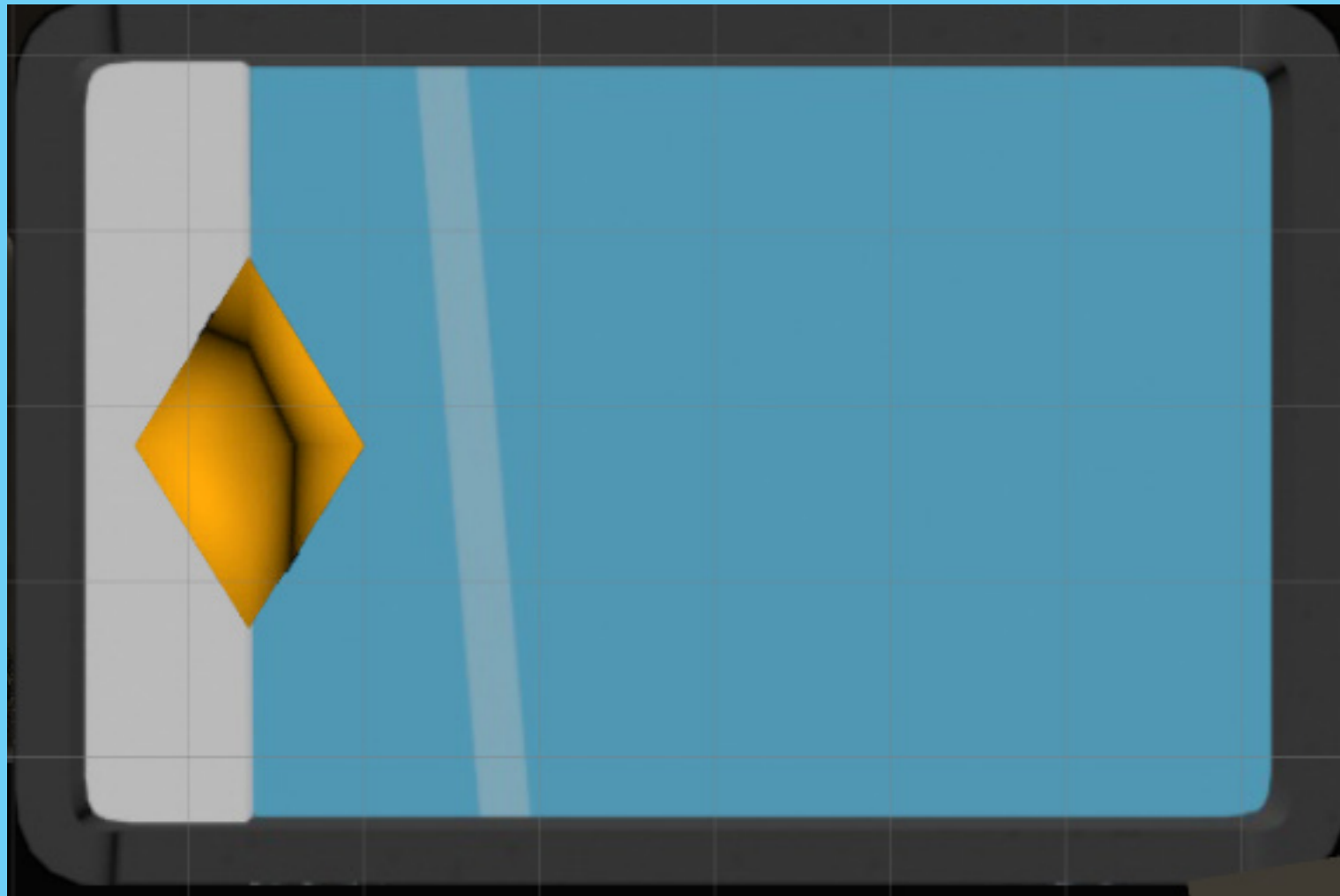
```
StartGame.js x Settings
1 #pragma strict
2 var settingsMenu: Canvas;
3 var PauseMenu: Canvas;
4
5 function Start () {
6     settingsMenu.enabled = false;
7     PauseMenu.enabled = true;
8 }
9
10 function Update () {
11
12 }
13 function openSettingsMenu(){
14     PauseMenu.enabled = false;
15     settingsMenu.enabled = true;
16 }
```

This is the script for the settings menu which will allow me to switch between the settings

I have made my settings menu but menu and the pause menu, but i am not able to test the menu due to the buttons not being aligned properly. i am not able to test the menu due to the buttons not being aligned properly and i dont know how to fix it.

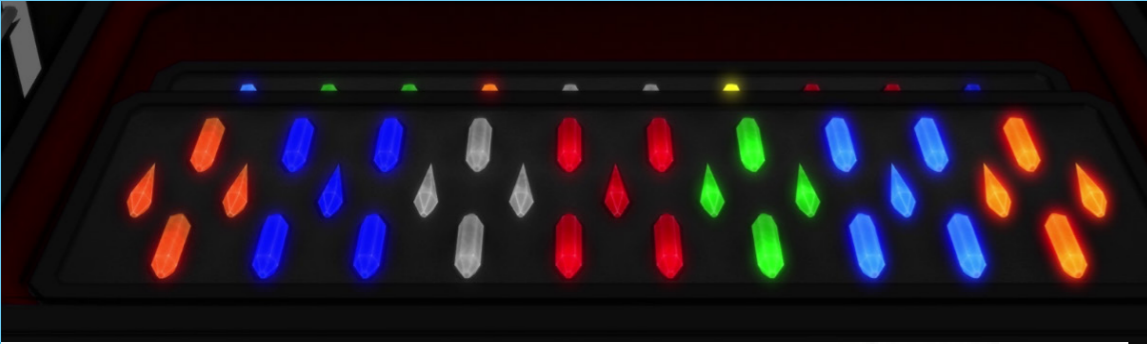
```
1 #pragma strict
2 import UnityEngine.UI;
3
4 var valueText : Text;
5 var sliderObject : Slider;
6
7 function Start () {
8
9 }
10
11 function Update () {
12     valueText.text = sliderObject.value.ToString();
13 }
```

This is the script i have written to make the numbers in the text box climb as you slide the node in the slider bar.

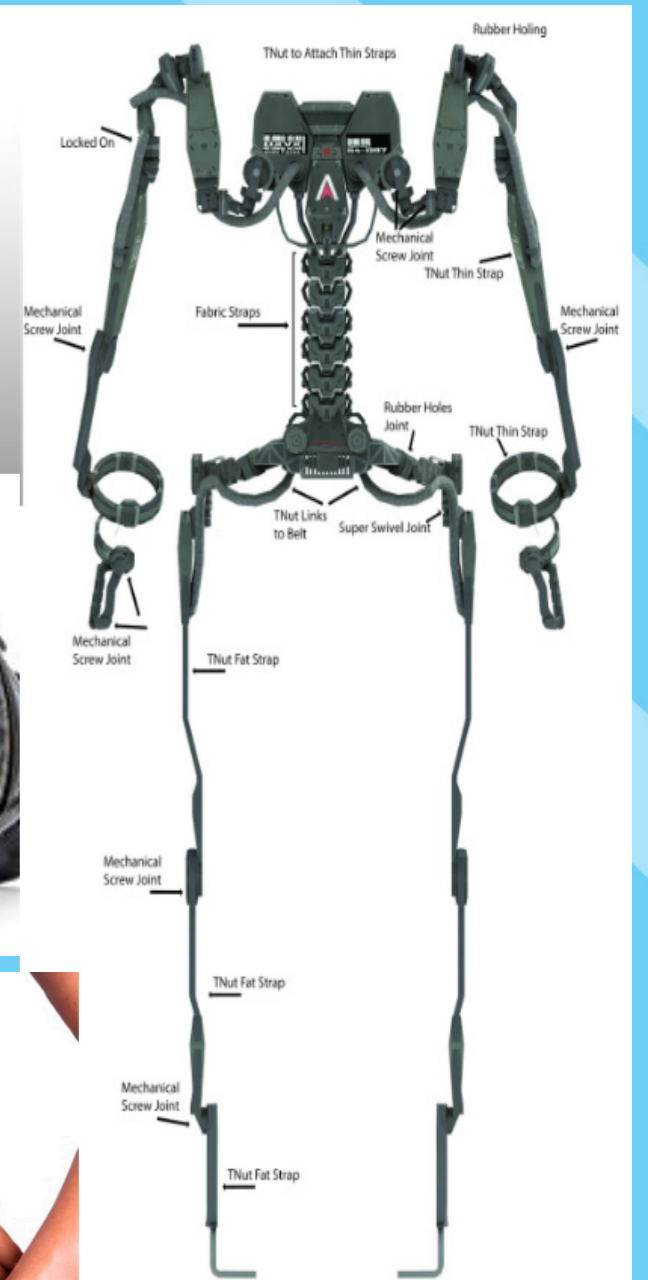
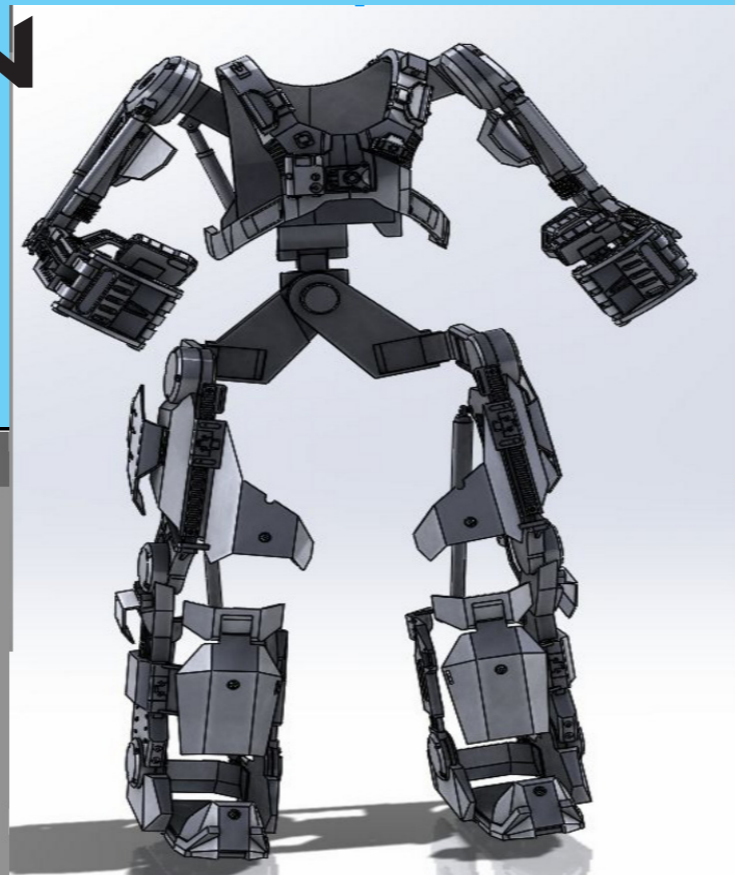


I have implemented my Inventory menu into my game but i can not do much with it becuae i dont have any items to put into said inventory menu.

WARM OBJECT MOODBOARD

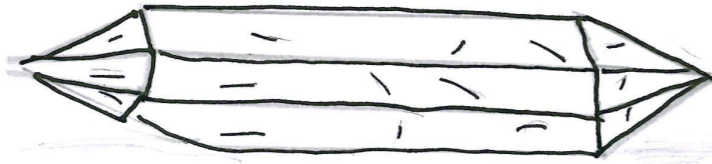


EXO-SKELETON MOODBOARD



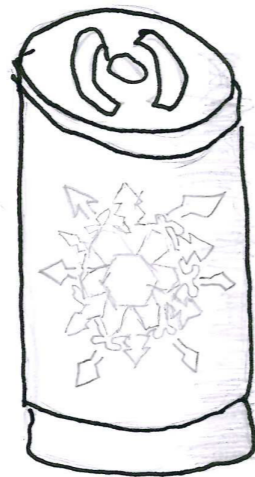
INITAIL DESIGNS (TIMED)

Fire dust crystal



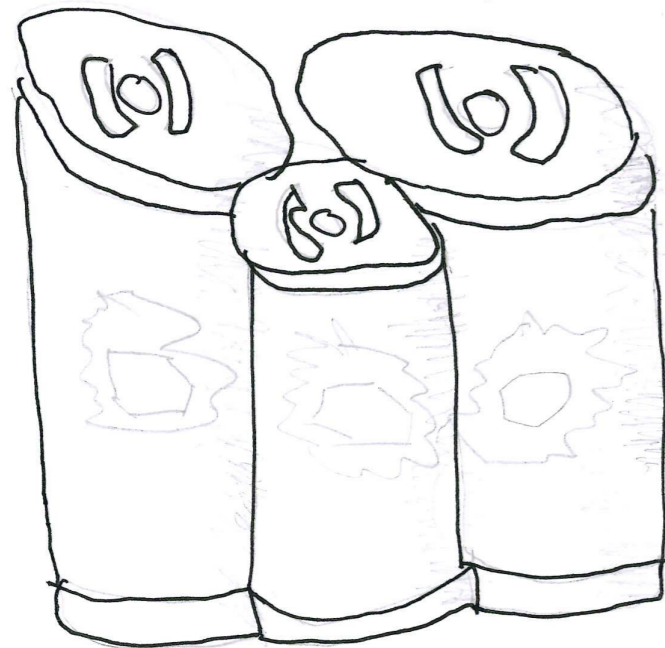
can be used to keep warm

can of fire dust

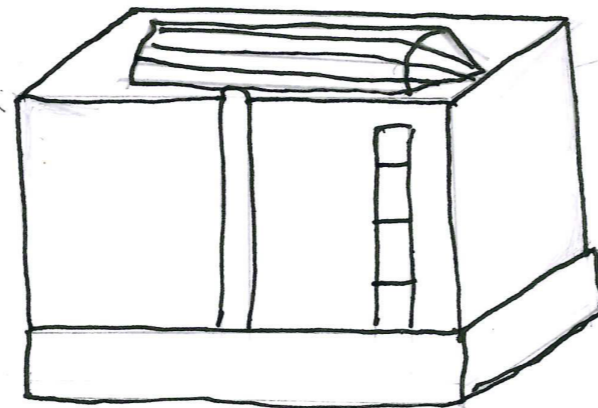


can be used
to start
fires

collection of
dust canisters



DUST crystal
magazine



can be loaded
with any dust
crystal

Thermal coat
from ship



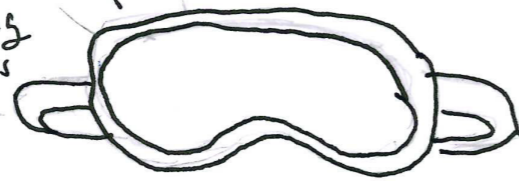
Has multiple Pockets
and is very effective
against snow storms for
5 mins

INITIAL DESIGNS (AGAIN)

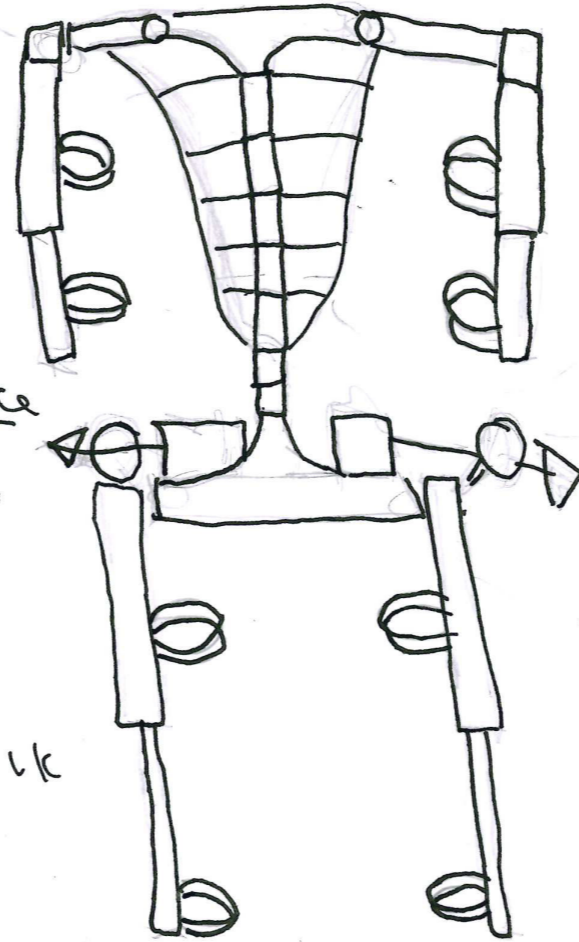
EXO-SUIT WITH HUD Snow goggles
and inventys / controls arm brace

Snow goggles

DISPLAYS: HUD display
Direction/Heading
Weather conditions
Danger indicator
Anchor points
for winchs
Power levels



EXO-SKELETON

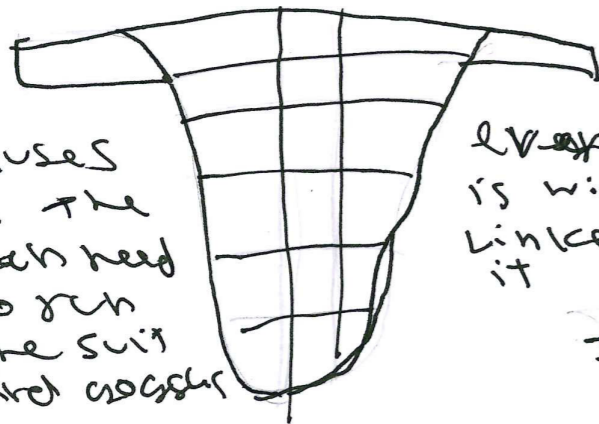


Hardend Backpack connects to the skeleton to provide

Magnetically-tied grapple winchs

EXO-SKELETON gives additional strength and agility

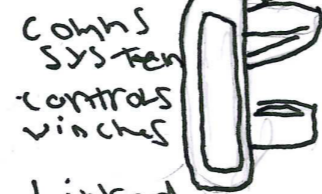
Hardend Backpack



Houses all the Tech need to run the suit and goggles

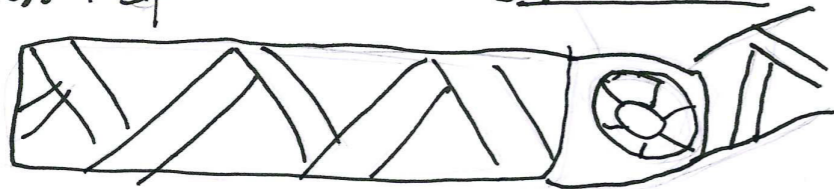
EV ~~system~~ is wirelessly linked to it

Arm Brace



Comms system controls winchs
Linked to scroll and backpack

Going with Servo motor



Winch System

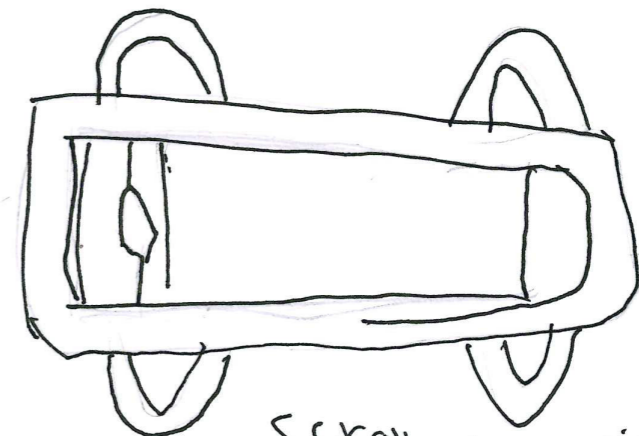


Magnetic induction spring system

Grapple Head

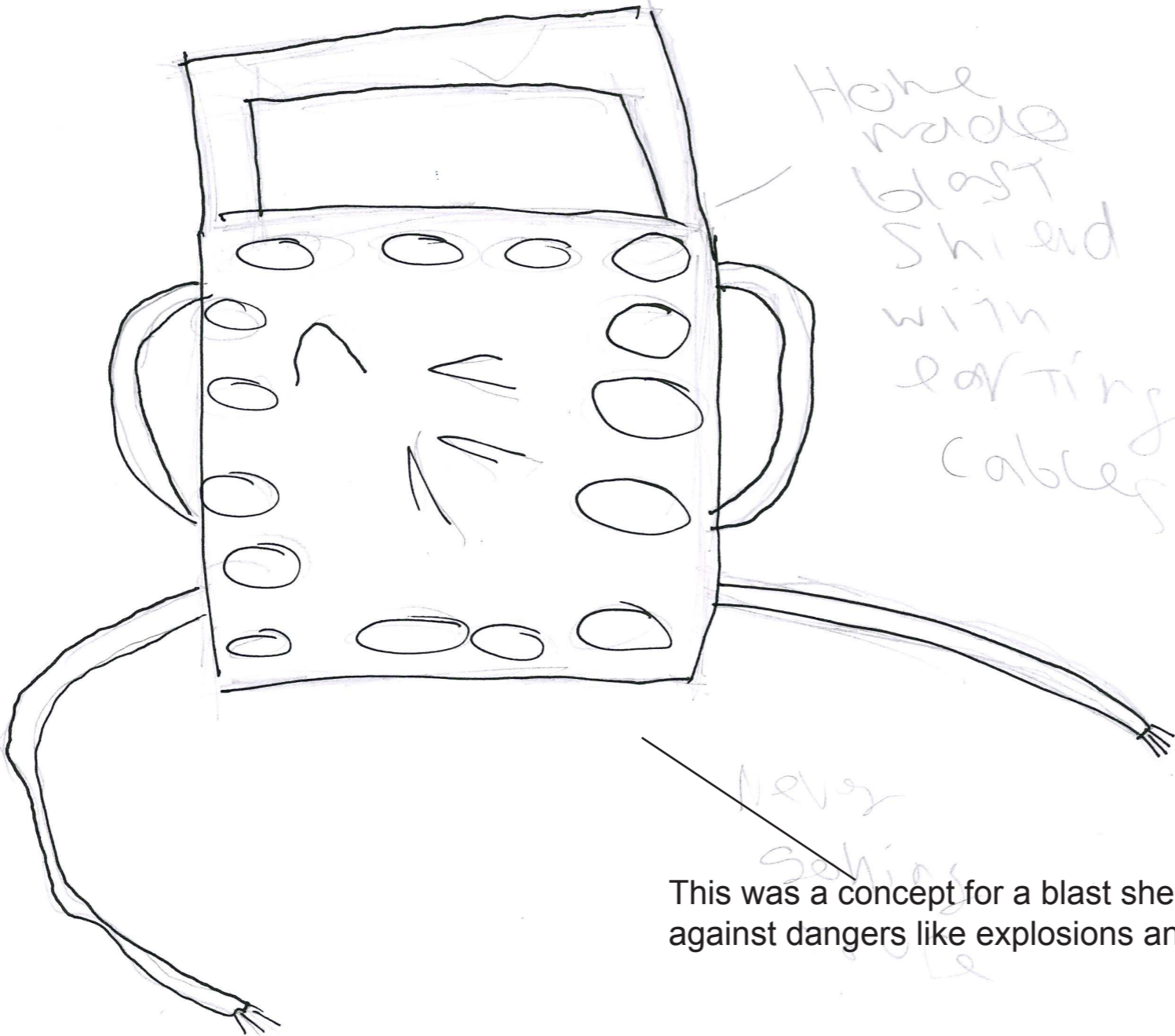


ARM BRACE



Scroll ~~unit~~ is linked to 17-28 Comms.

INITAIL DESIGNS (AGAIN)



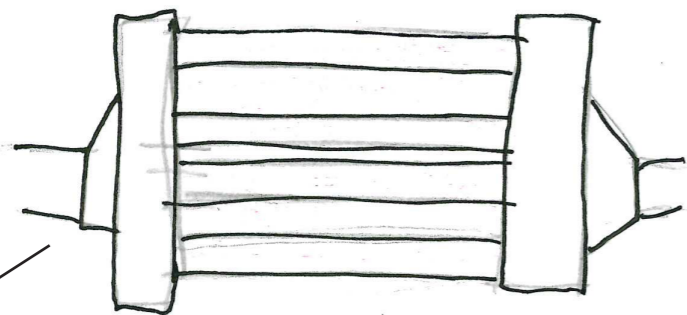
This was a concept for a blast shield to help defend against dangers like explosions and electricity

DEVELOPMENT SKETCH'S

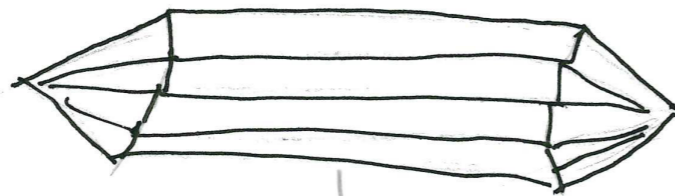
The coat also has a ho-lo-tab that displays the users emblem but can also show thje users name and other important detail needed in vase of emergency and if they have security clearance



CRYSTAL
HEATPACK



The heat pack can hold up to 2 Crystals and lasts for about 30 minuet before the crystals need replacing, the pack can hold either fire crystals of ice depending on the environment the user is in.



fire dust
CRYSTAL

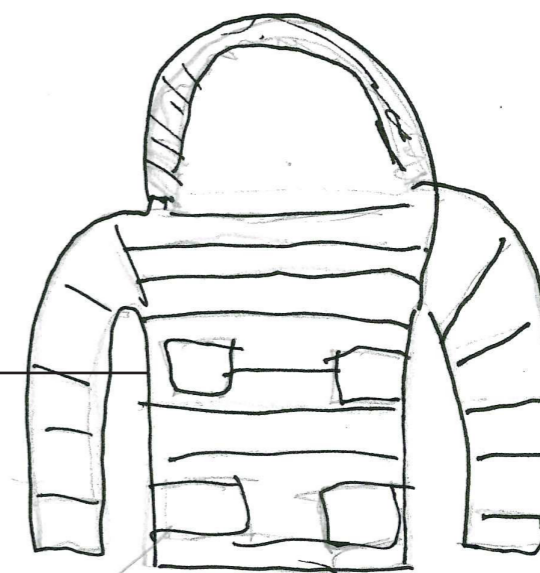
The crystals can provide heat or cooling depending on what type it is but when the crystals run out they turn into their respective dusts.



Thermal
Coat

The thermal coats have special compartments on them to store fire crystal heat packs that connect to the coats heating elements

Rear view

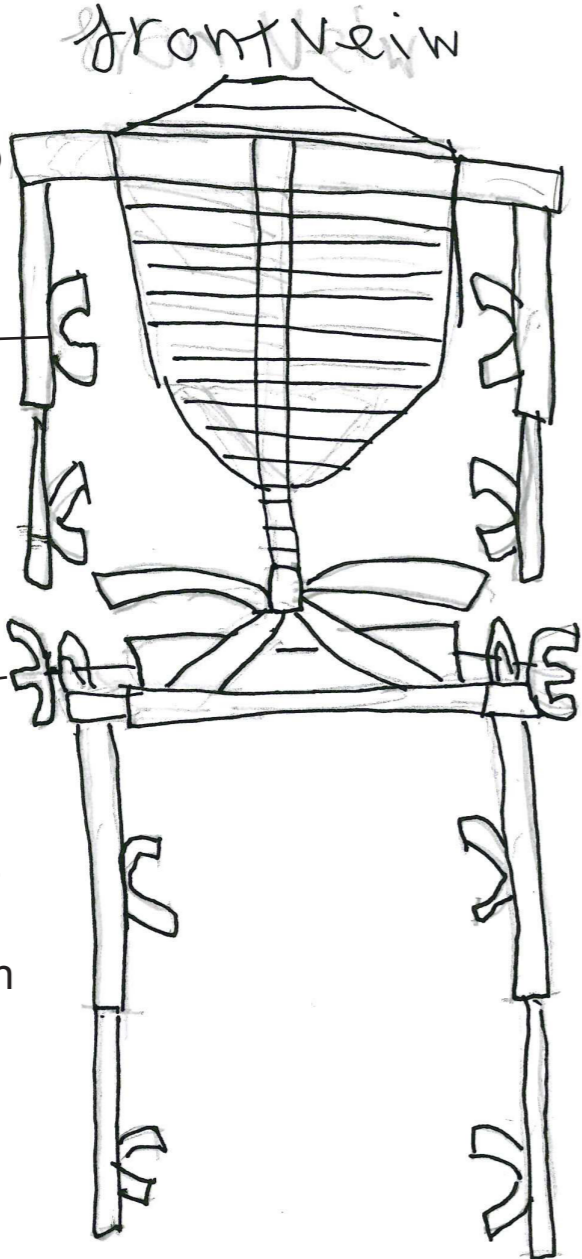


CRYSTAL HEATING ELEMENTS

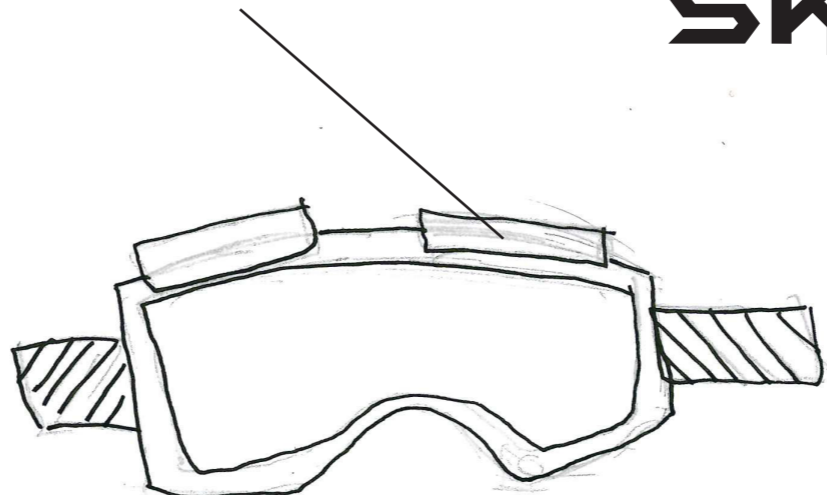
DEVELOPMENT SKETCH'S

The goggles have a H.U.D implemented into them as well as external head lamps (literally) to help with dark environments

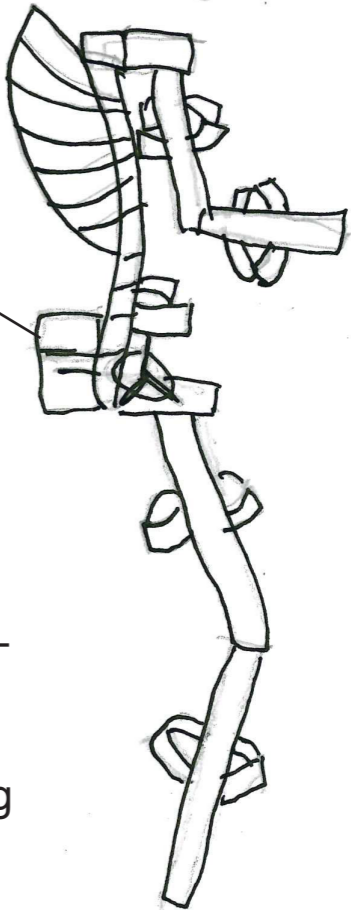
Holo-clamps on the upper arms, fore arms, thighs, lower legs and waist all help keep the skeleton attached to the user.



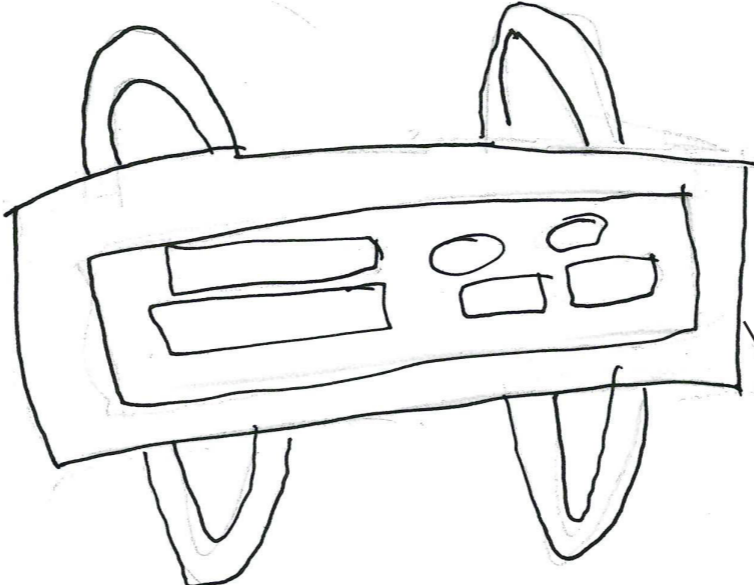
Magnetically fired grapples help the user navigate around the environment and also help escape danger such as an avalanche or crevasse



Side view

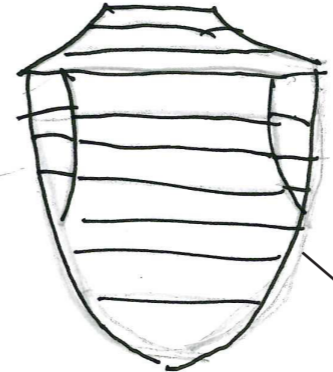


Carrier pack for the winch and winch lines



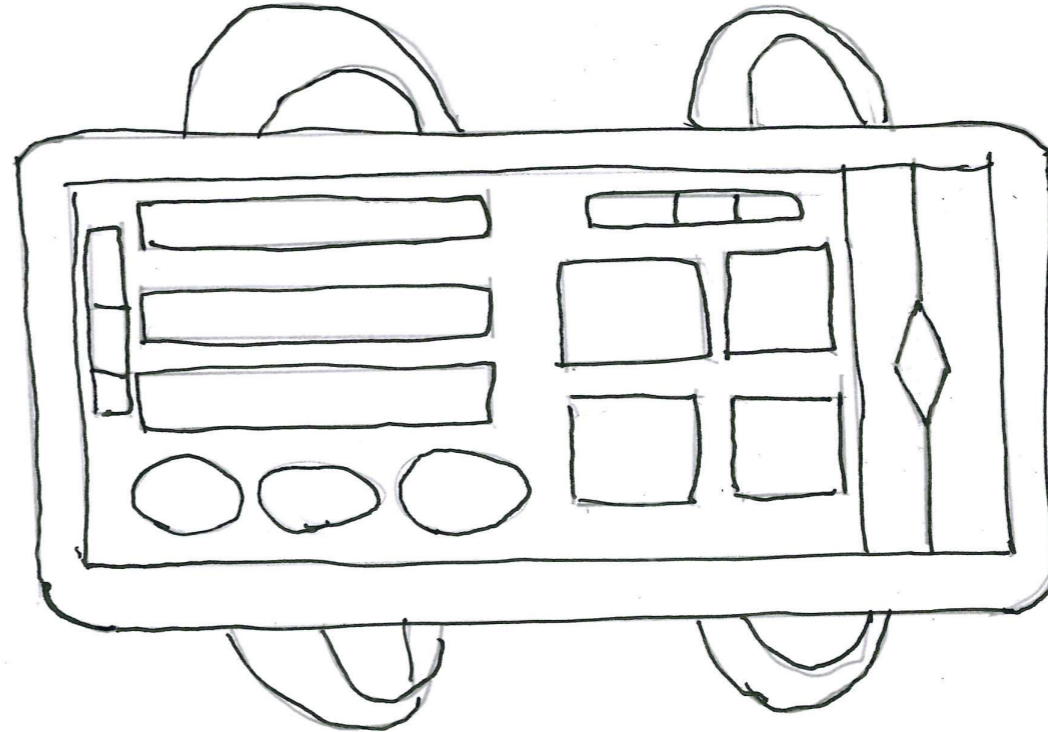
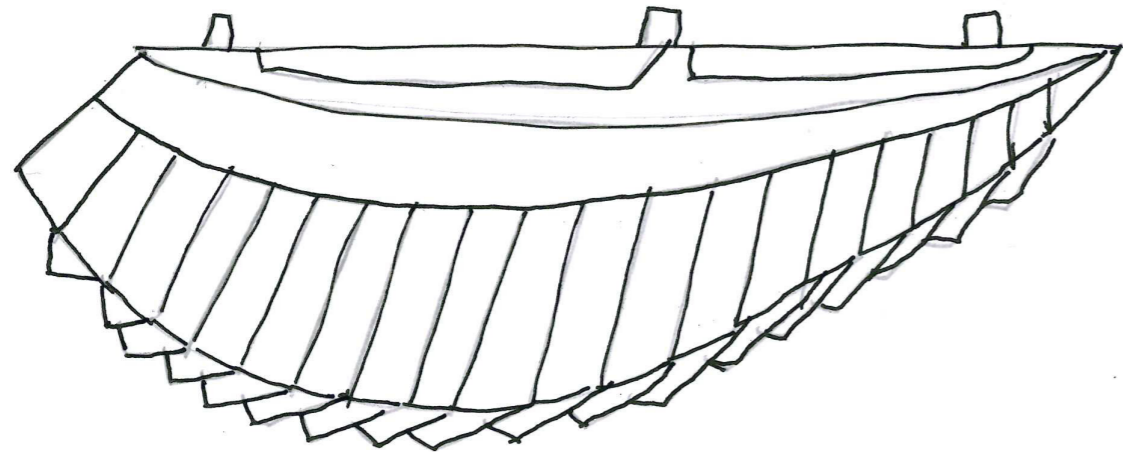
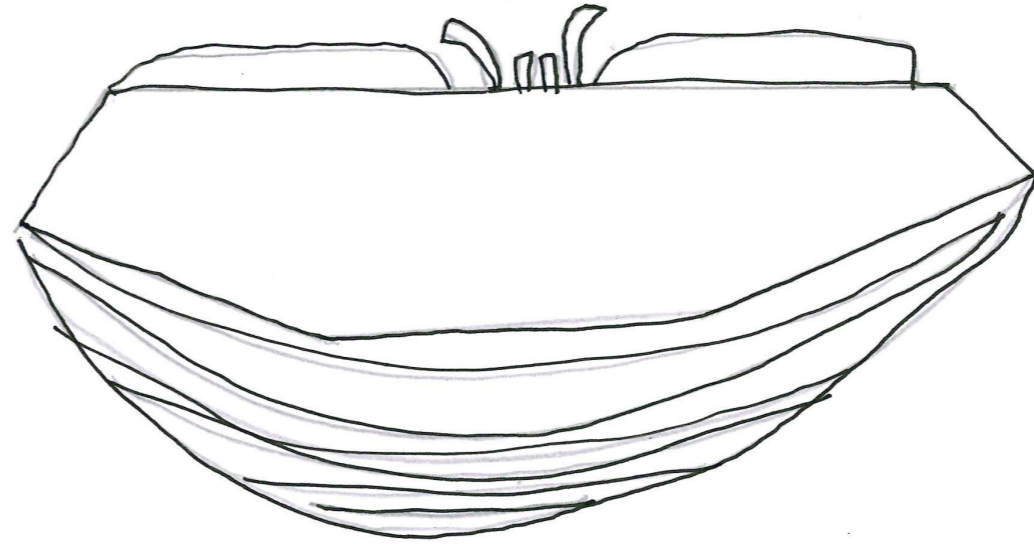
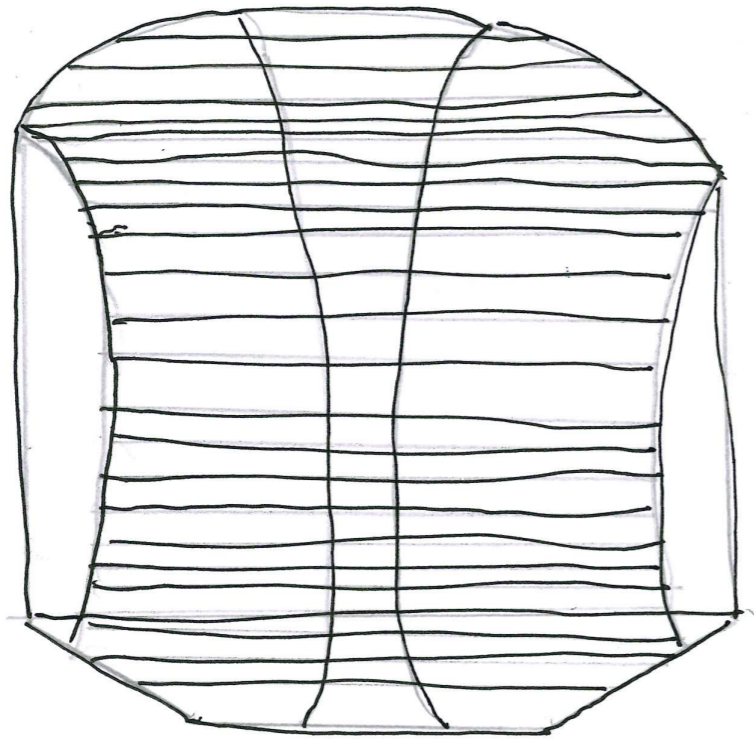
The arm guard helps with managing inventory and communications as well as sending commands to the H.U.D

Backpack rear view

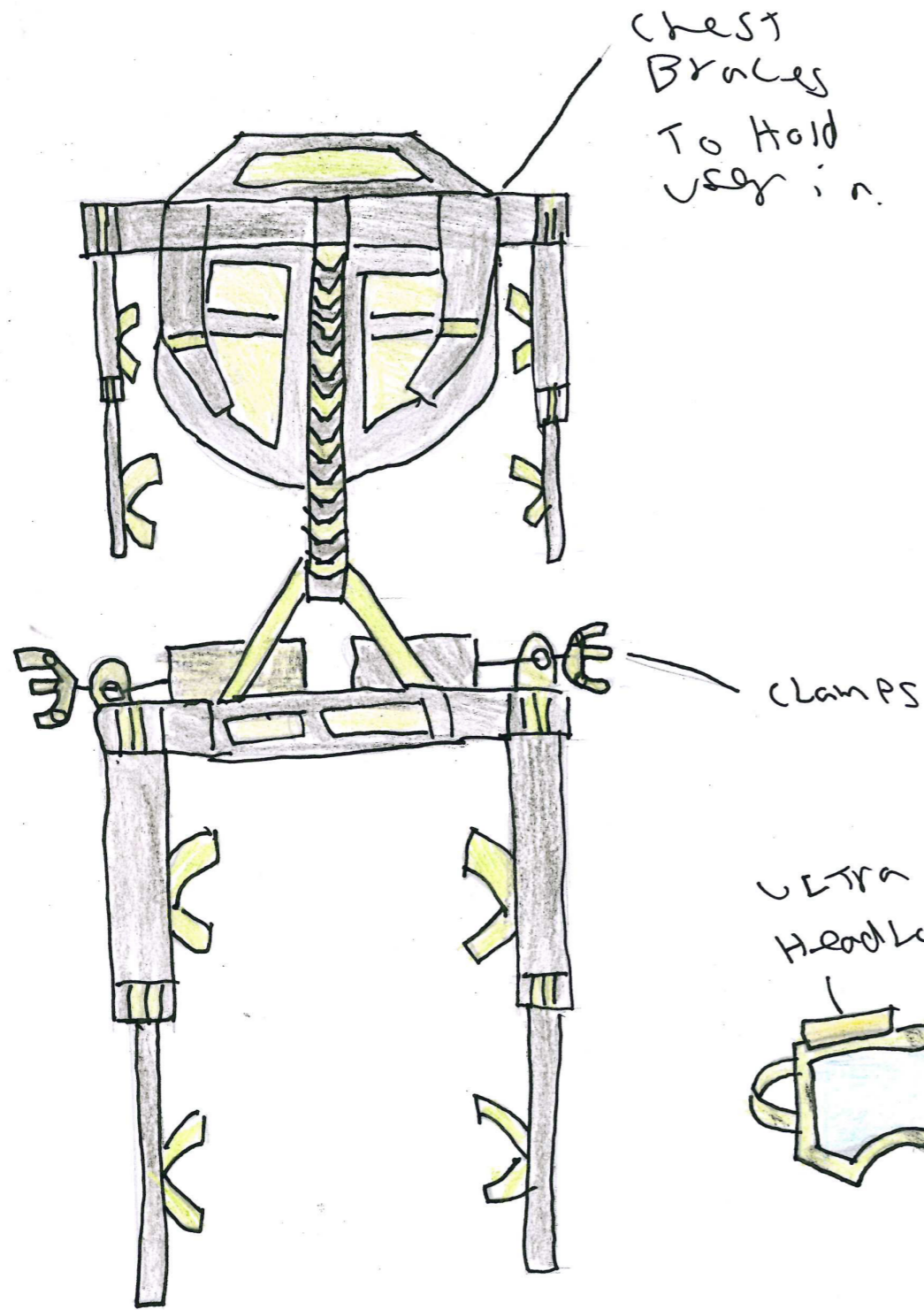


The backpack houses all of the tech needed to power and operate to exoskeleton and attachments it also has an additional area for whatever the user picks up and has a crafting uni installed

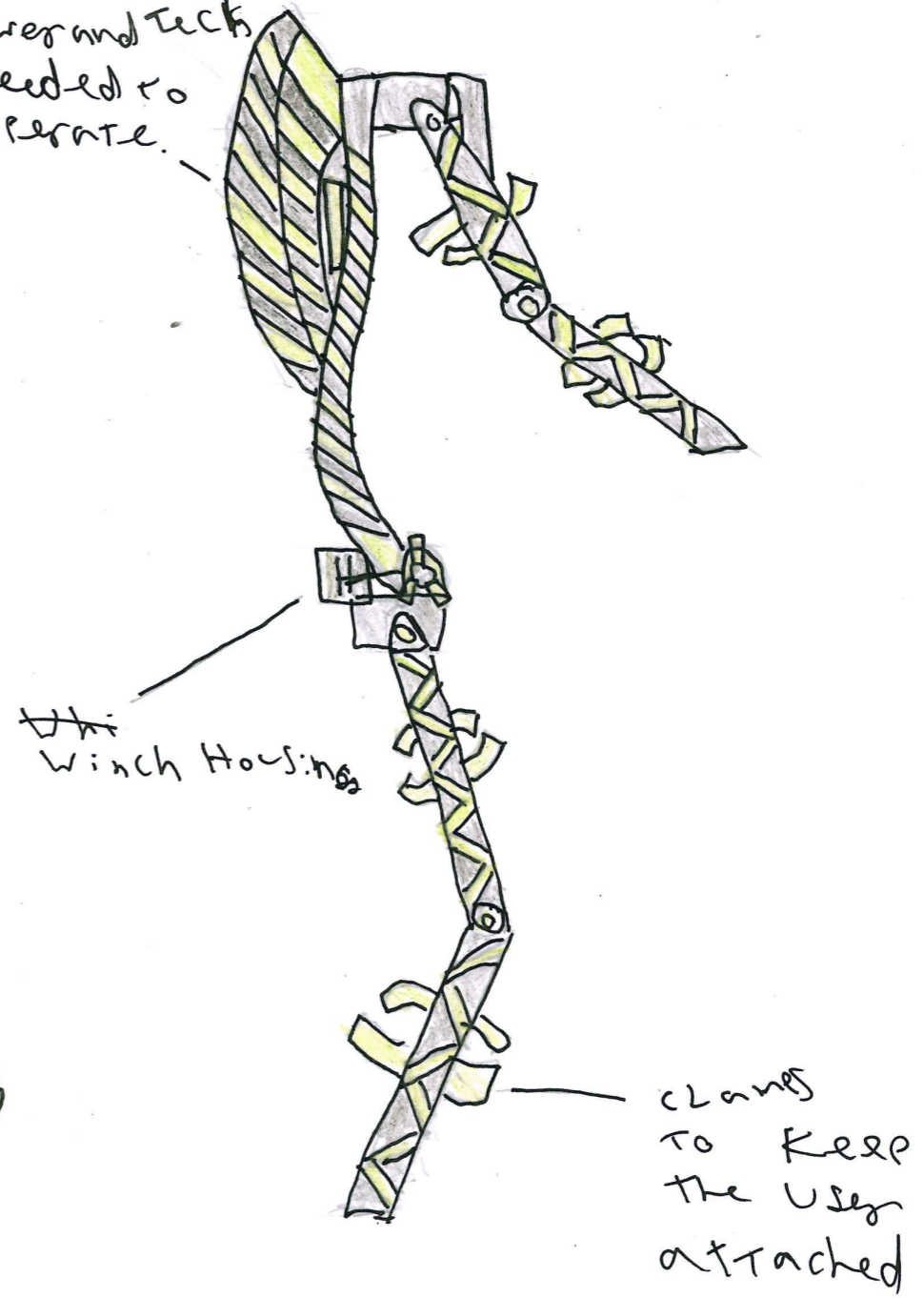
FINAL DESIGNS



FINAL DESIGNS

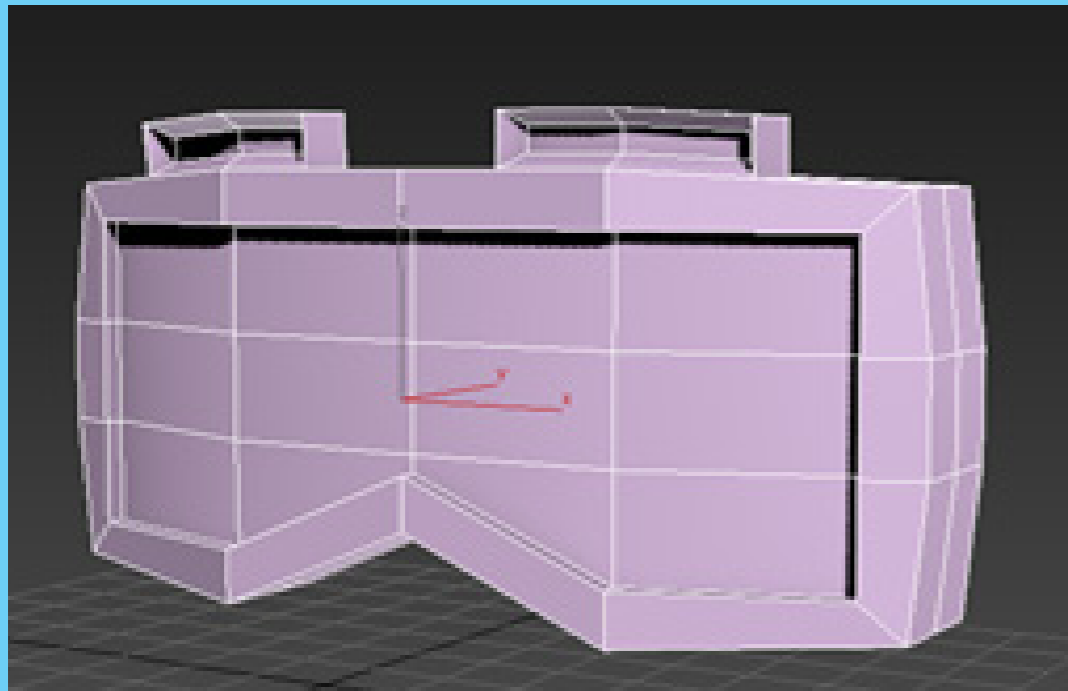


Back Pack That houses Power and Tech needed to operate.

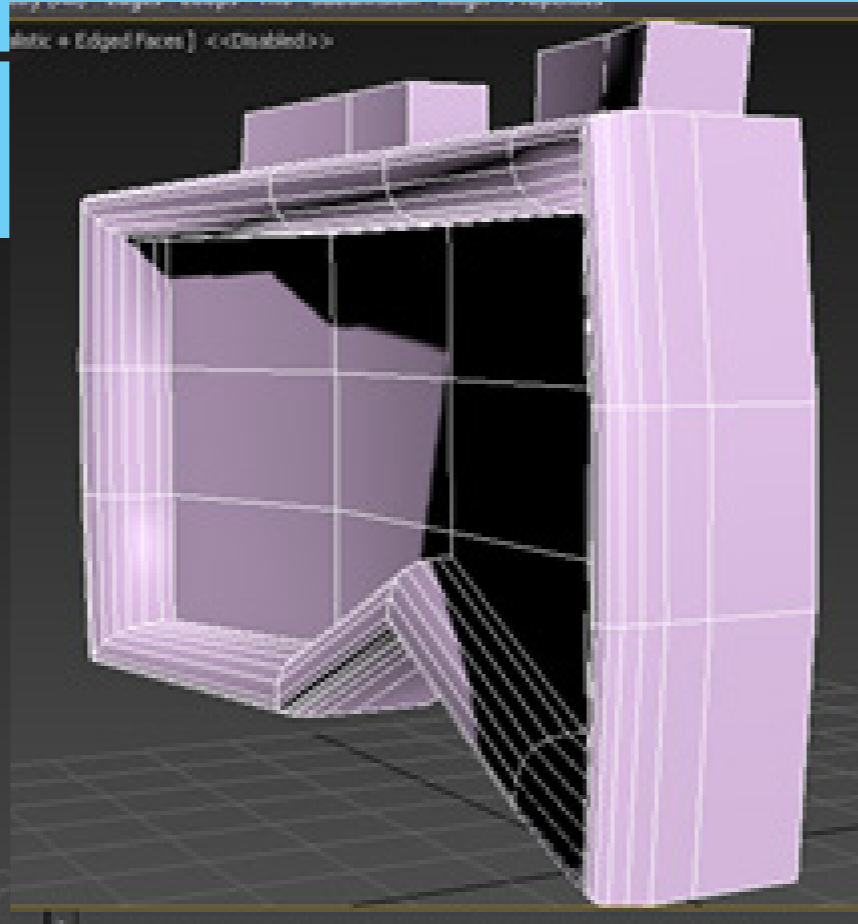


SNOW GOGGLES MODEL

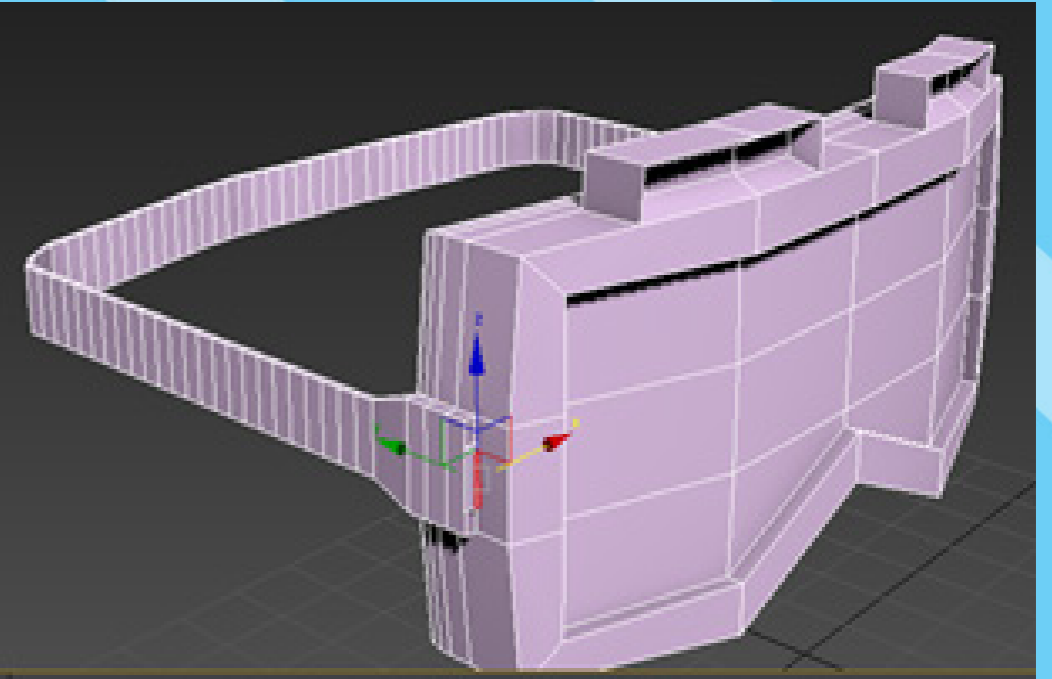
I have made a pair of snow goggles to go with my main asset as they help bring up the H.U.D



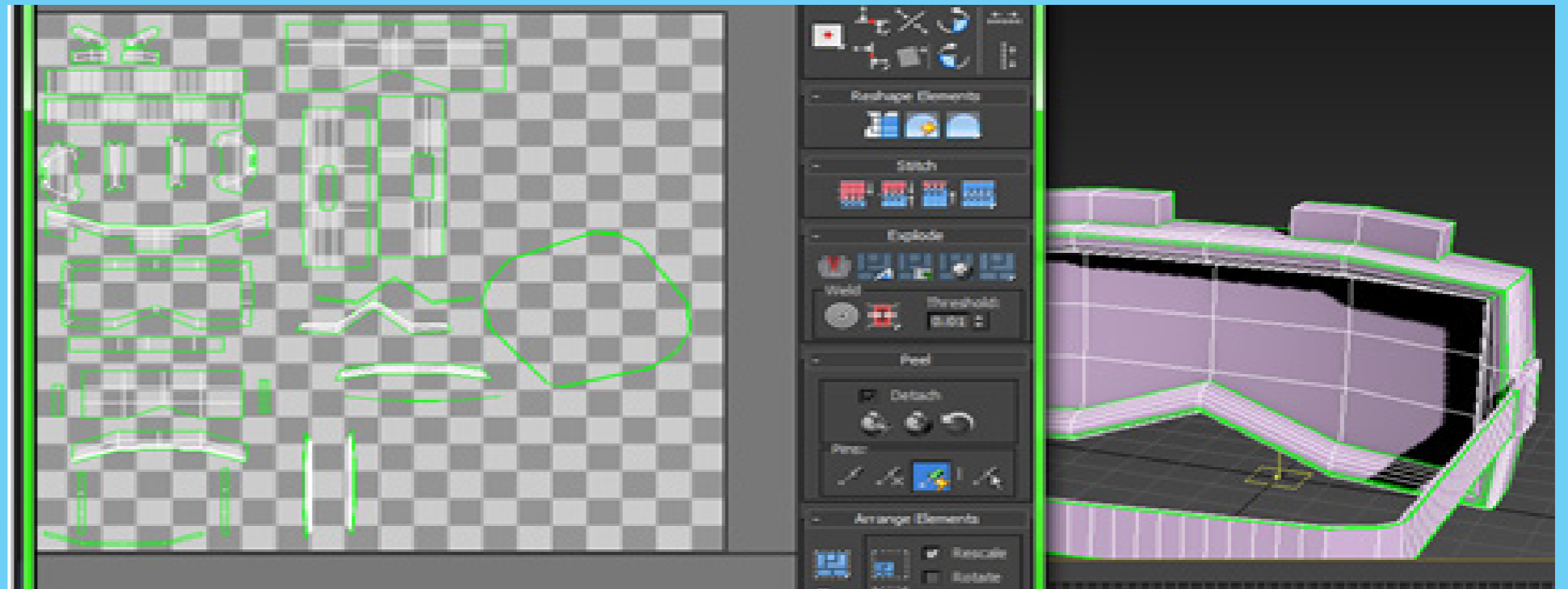
I did start off with a simple cuboid with 3 sets of geometry along all faces but i forgot to print screen the first few steps and i have no earlier saves of the model till the point shown above, but to get the stage shown i first made the cuboid longer and thinner as well as taller, i then inset the front and back to give the goggles screen some depth, i then started to shape the cuboid in to a snow goggle shape and then selected the sides of the goggles with soft selection on and dragged them back to the model had a nice curve. after then added some extra geometry to the top to begin making the headlights. after extruding the two top sections that you can see i then inset the front of them and extruded the front inwards.



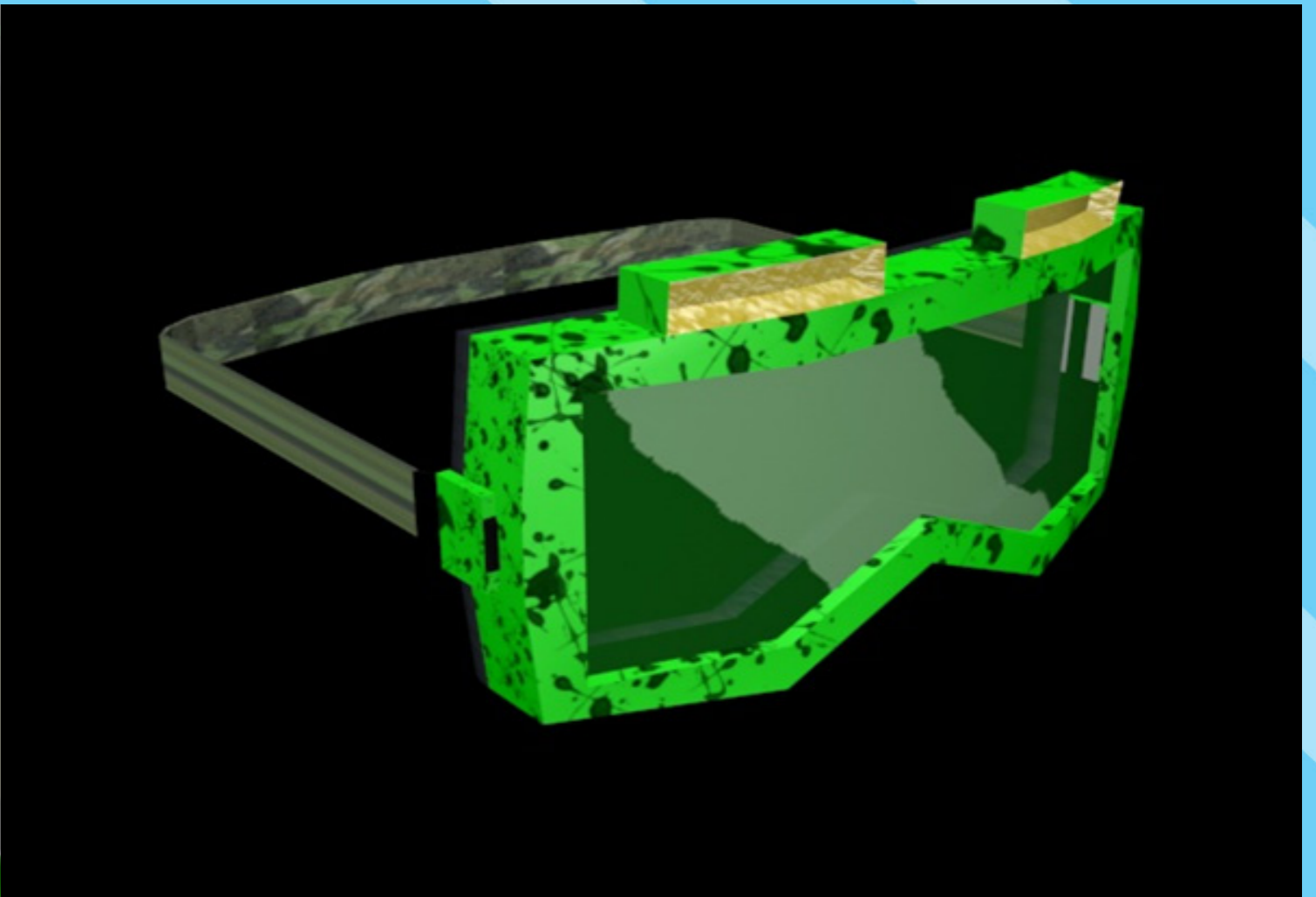
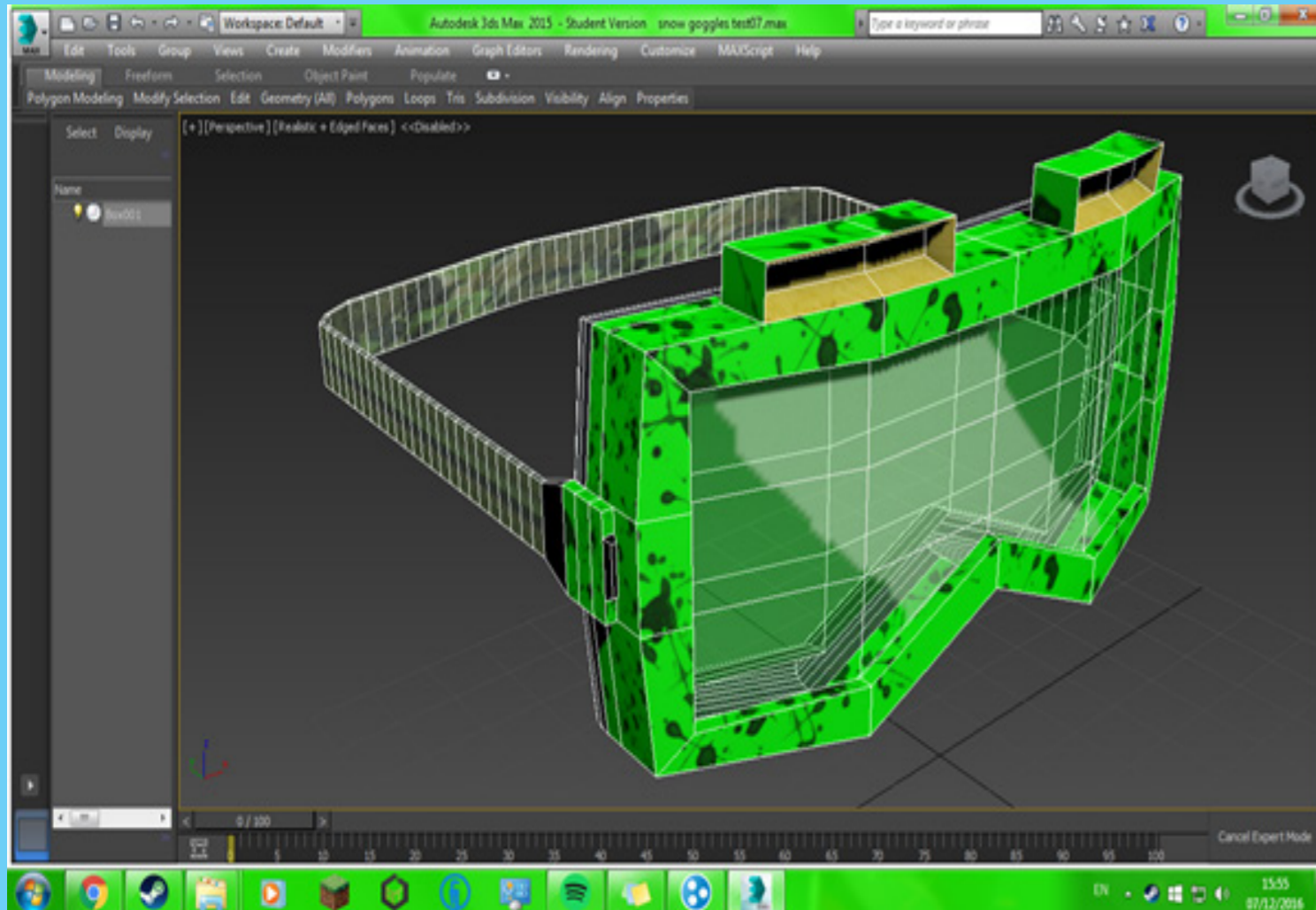
I then chamfered the edges of the Back/in-side of the goggles to give them a cushioned look.



I then made the strap around the back of the goggles to hold them on to the user and also the clips on the side where the straps attach.

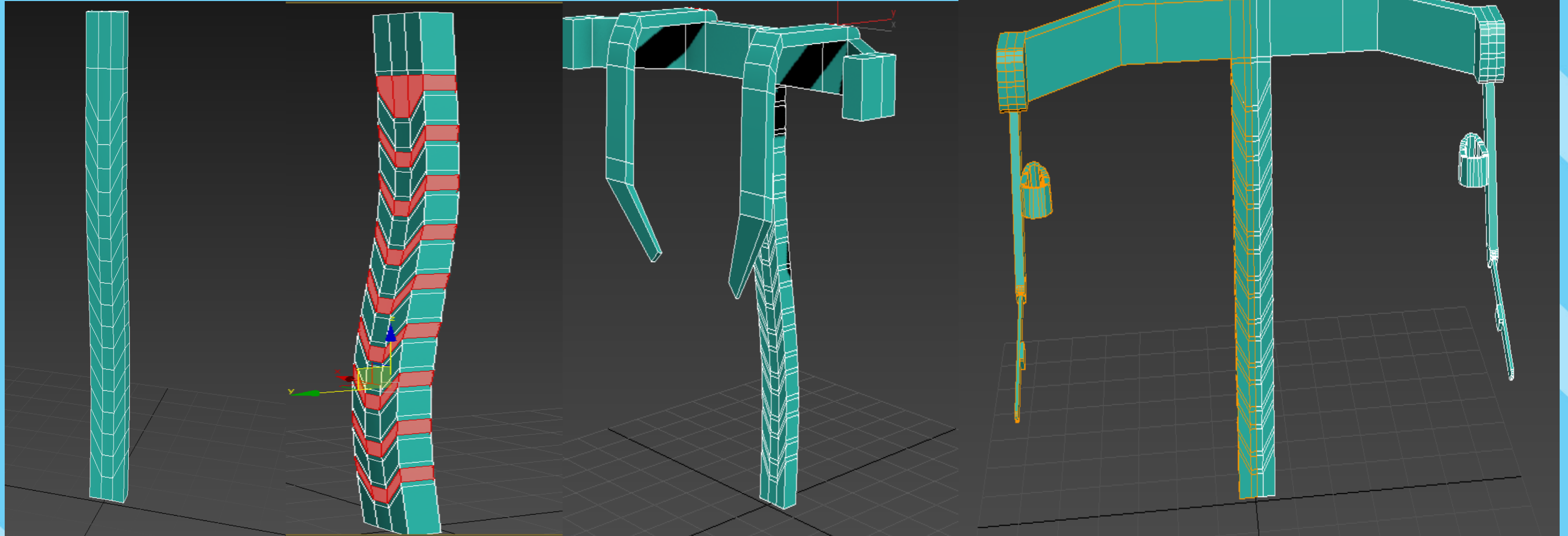


I have now finished unwrapping the goggles ready for texturing.



Here are the final images and render of my goggles that are now ready to be ported into Unity. (these Goggles where made and textured at home as i did not feel i would have the time to make them in college

EXO-SKELETON MODEL

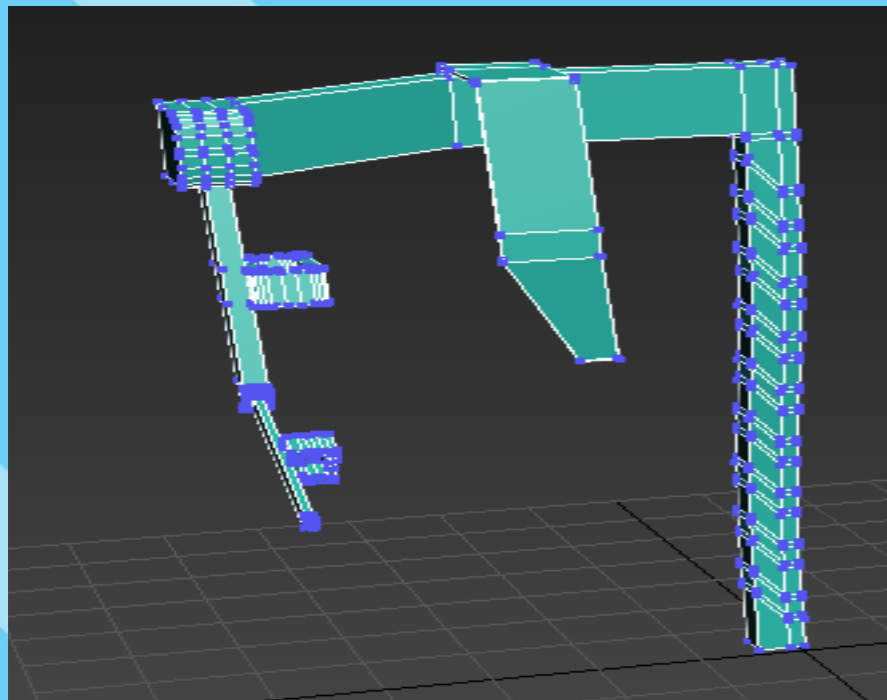


Here i am making the spine for my Exo-skeleton asset which will be the starting block for the rest of the asset

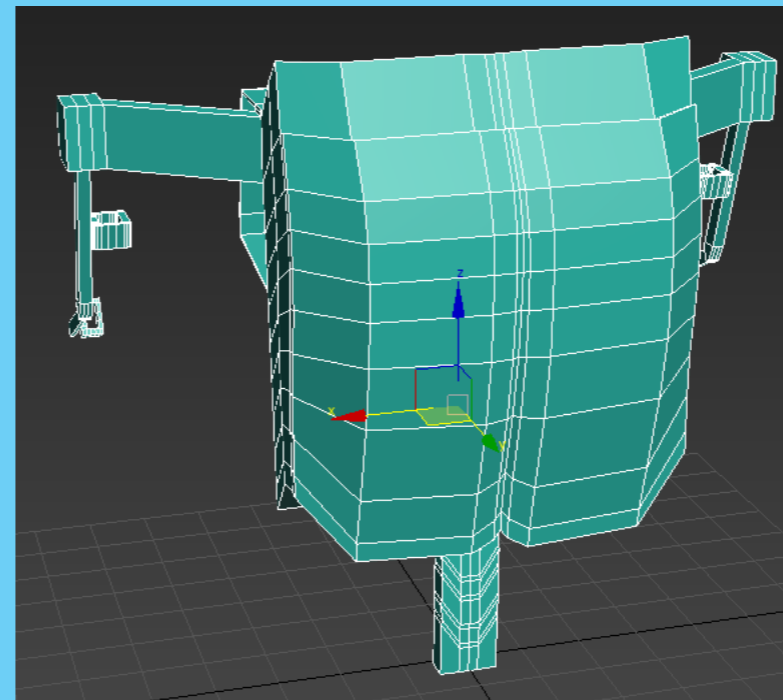
i have now adjusted the spine to look more curved and i also inserted every other vertebrae to give the whole segmented look.

i have now done the shoulders and chest braces for the skeleton, the braces will help keep the user attached to the skeleton.

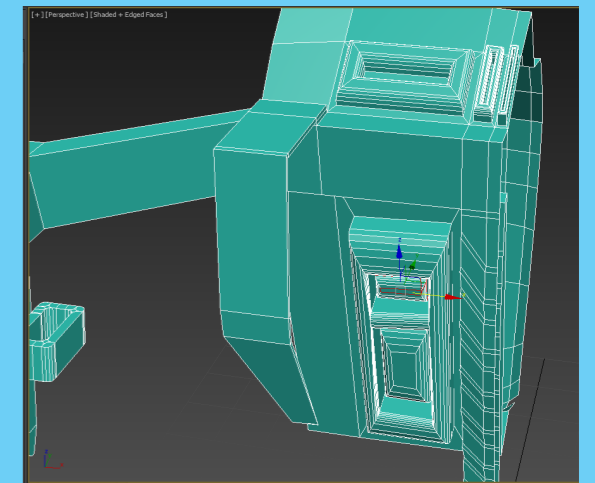
I have been shown away to mirror the other half of my model so i only have to do most of the modelling once for one side.

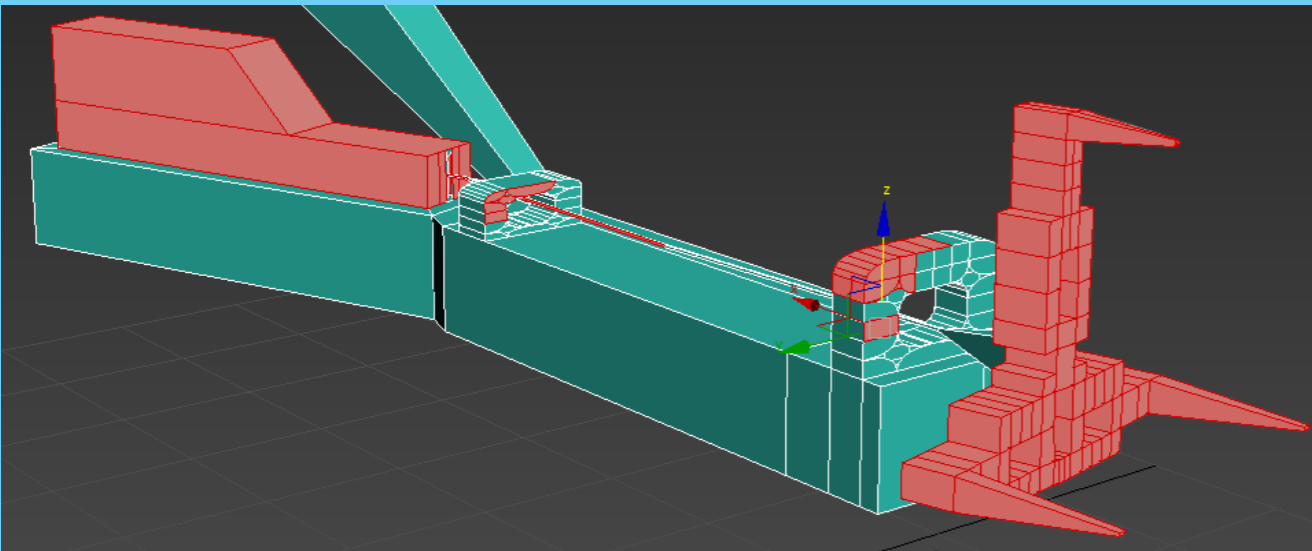


i have re-made the chest brace so it mirrors nice and i have also added the arm braces that hold the limbs to the user.

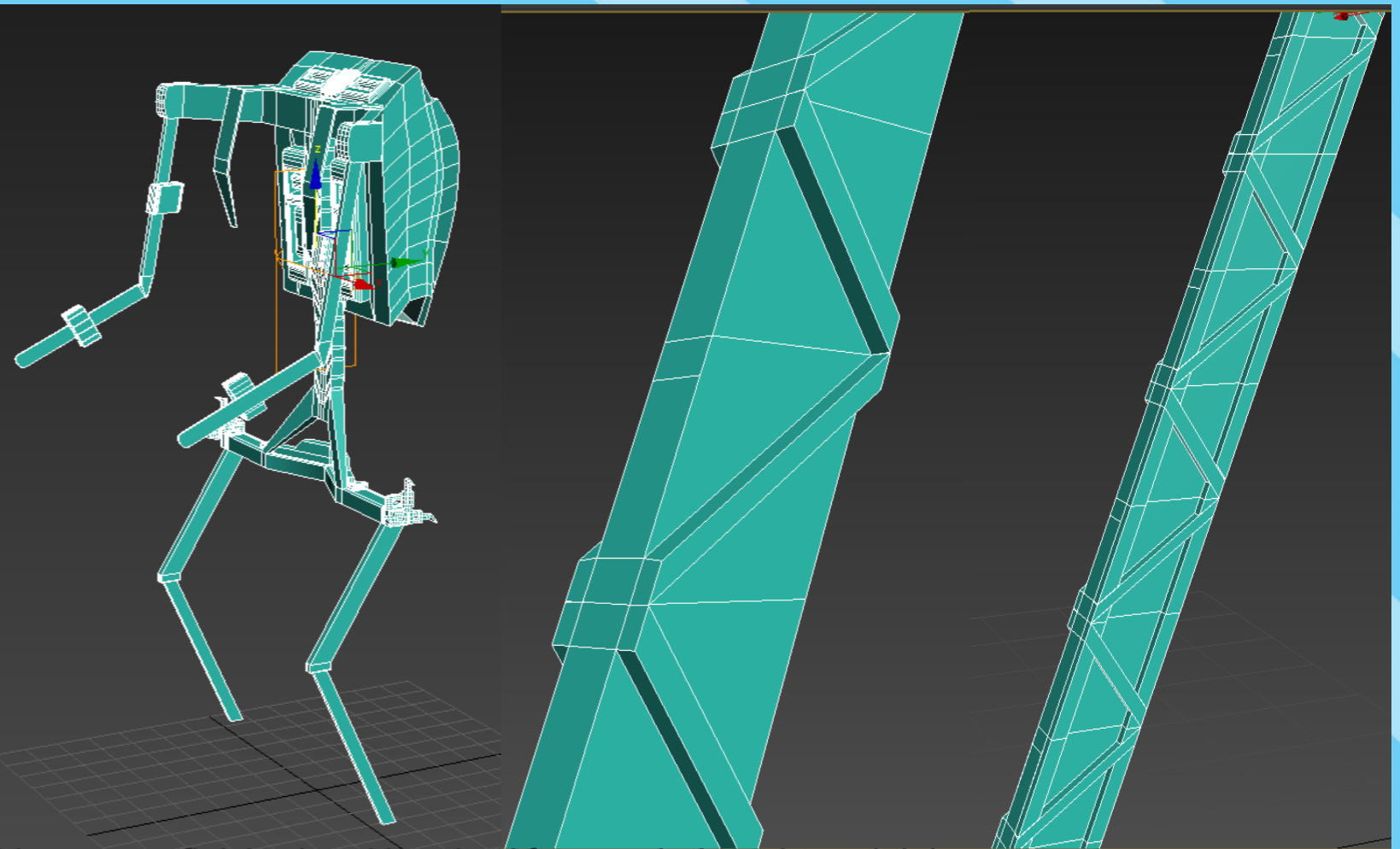


I have now made the backpack shell which will hold the inventory and also the tech required to run the exo-skeleton.

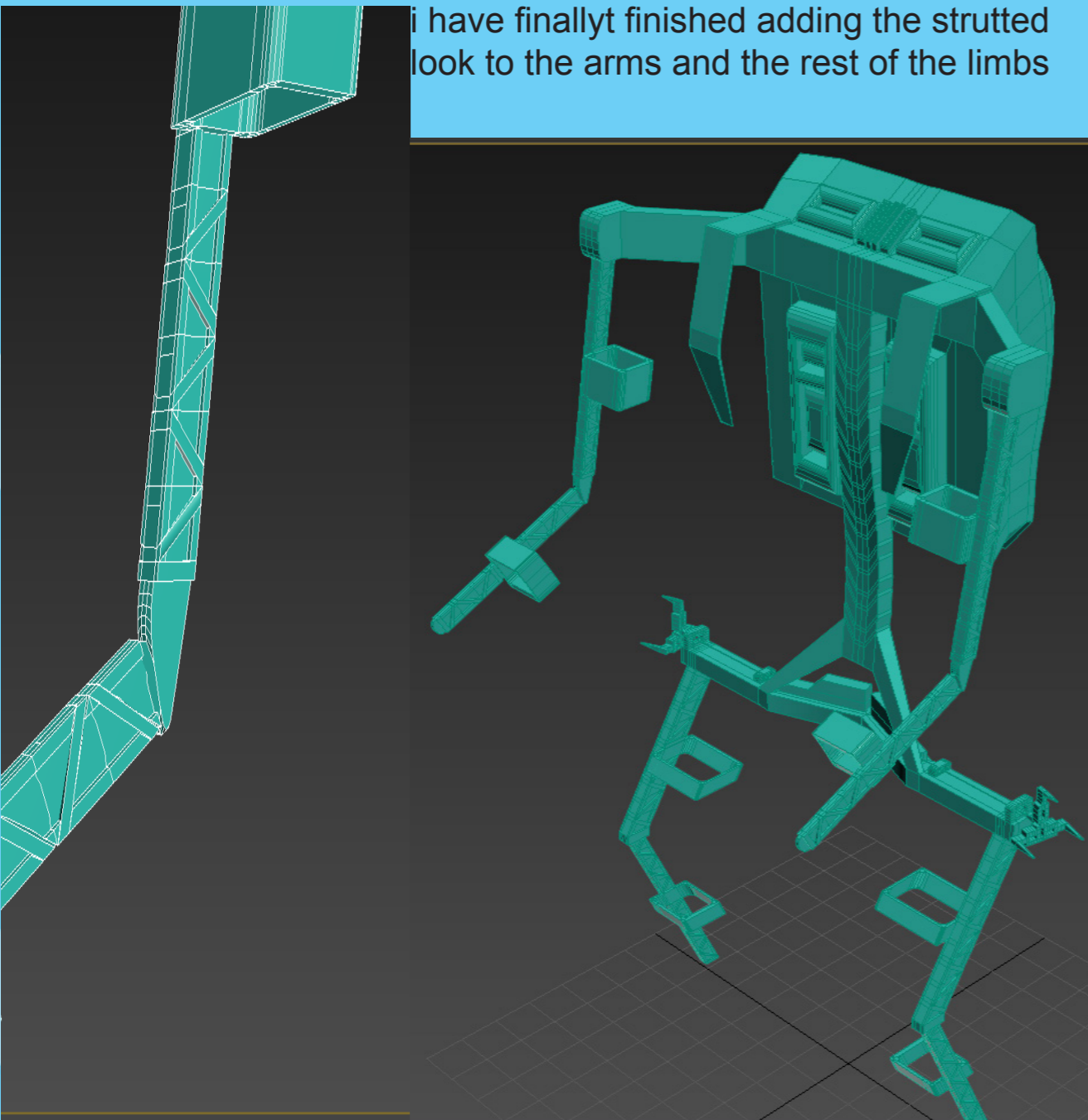




Here i have made the grapple and winch system for the exo-skeleton which will the help the user move around and also help the escape danger.



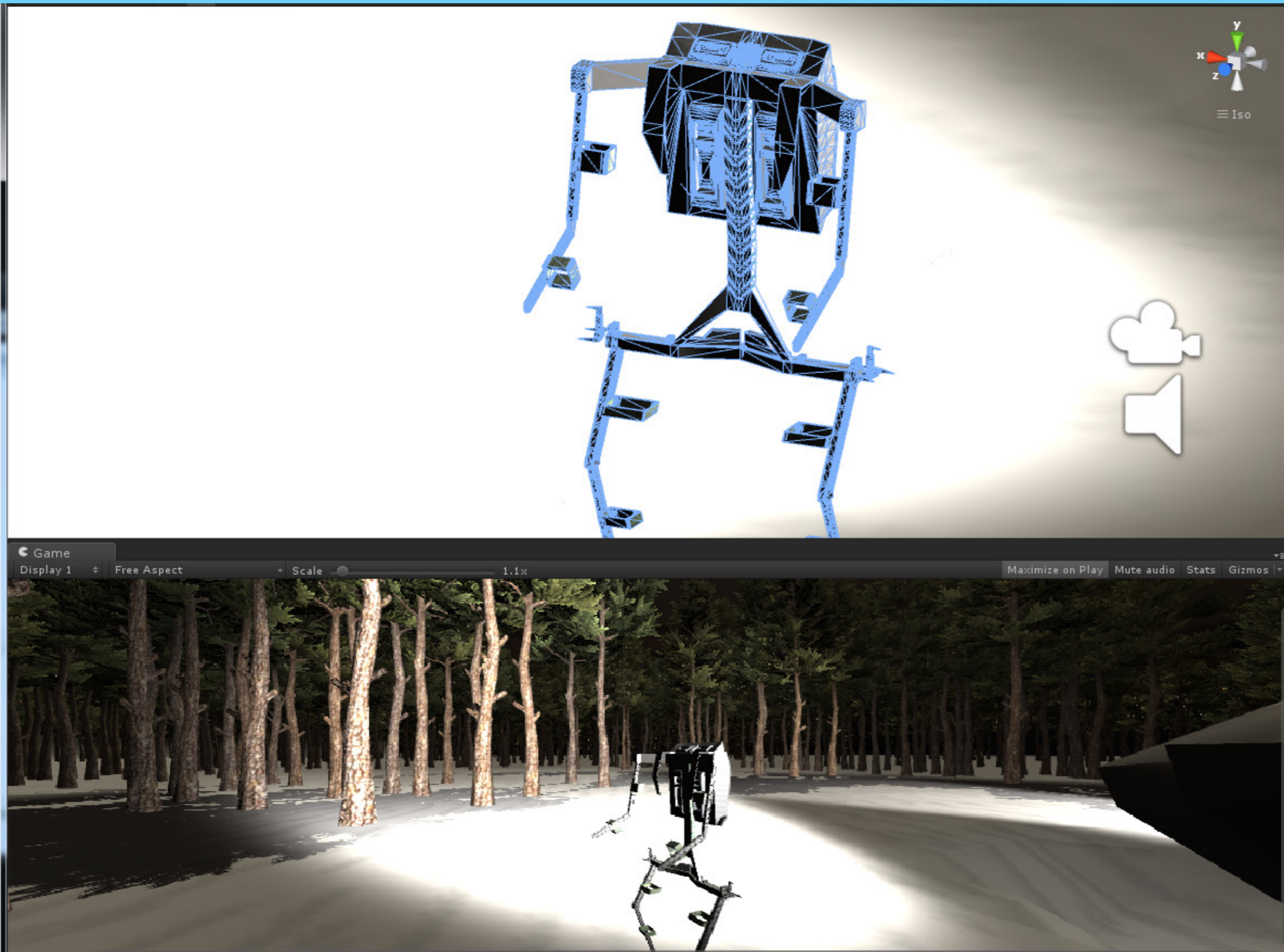
I have now finished making the After much thought and tinkering i have managed to basic model for the skeleton i get the Strutted look in the limbs that i wanted a now now need to add more detail to just have to apply the look the the other limbs as i hve the limbs. only done the lower leg here.



i have finallyt finished adding the strutted look to the arms and the rest of the limbs

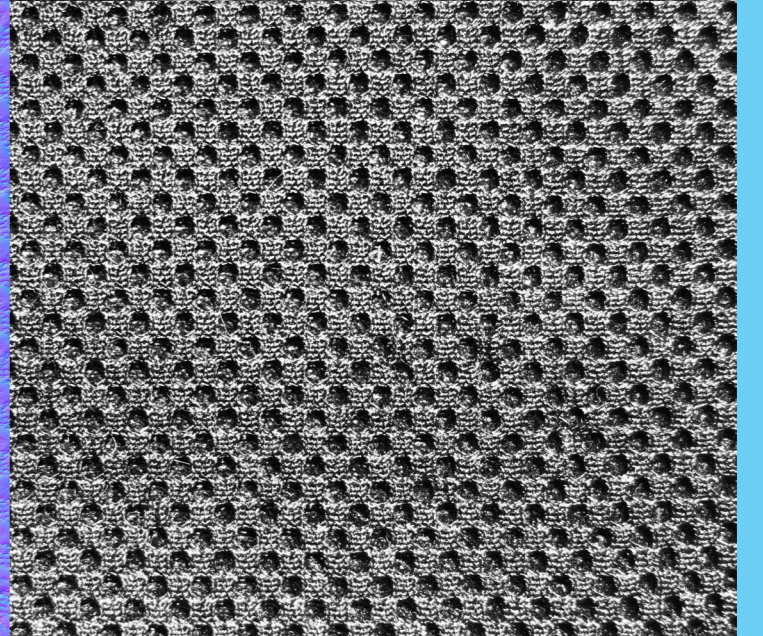
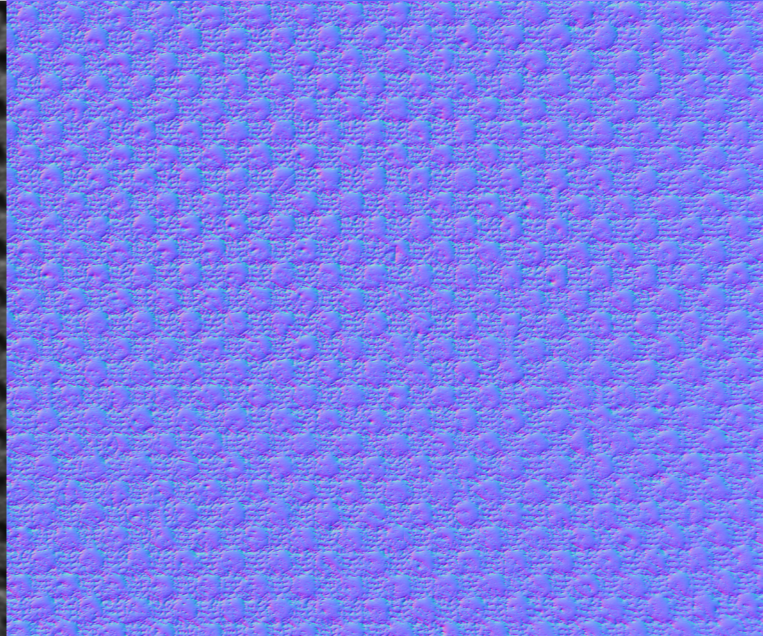
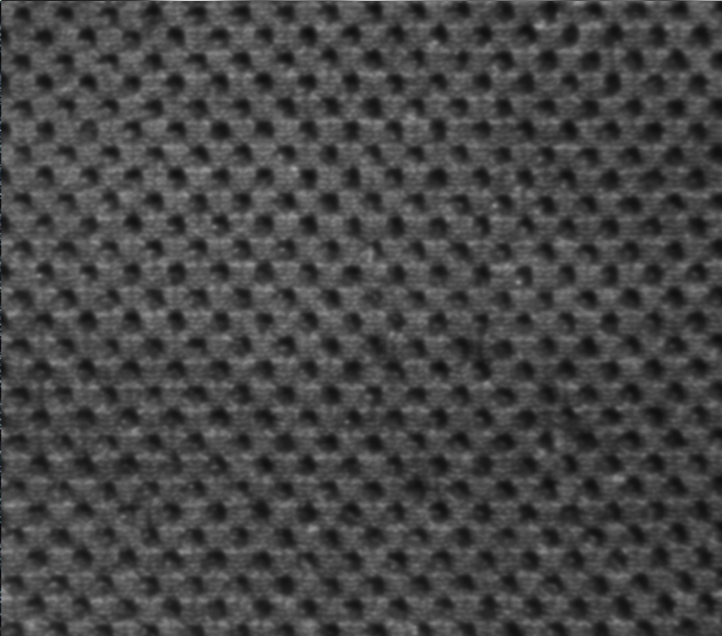
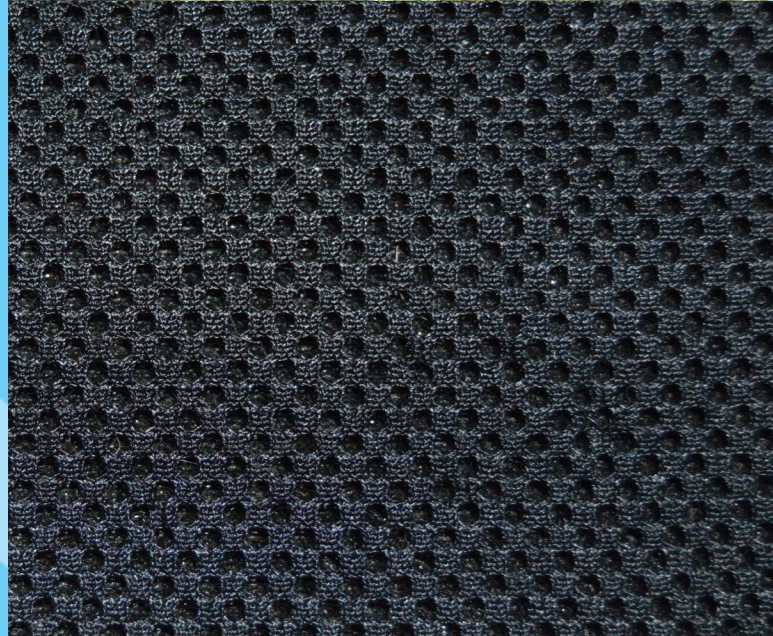
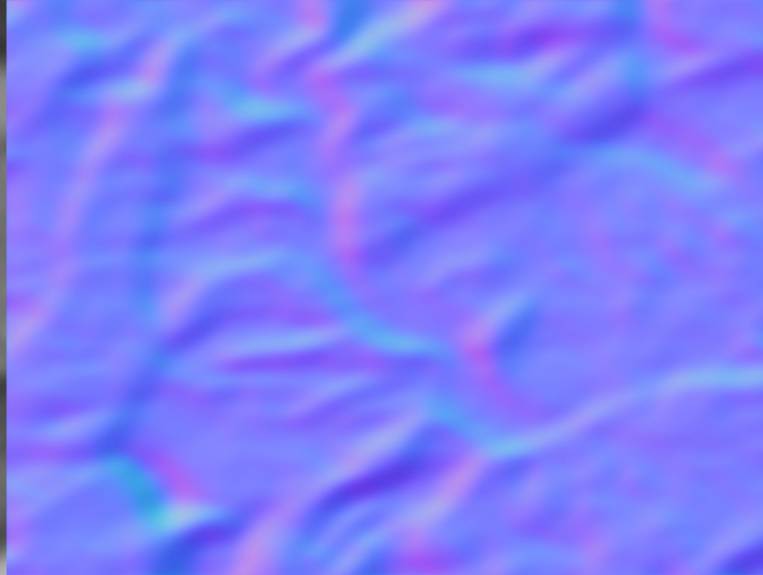
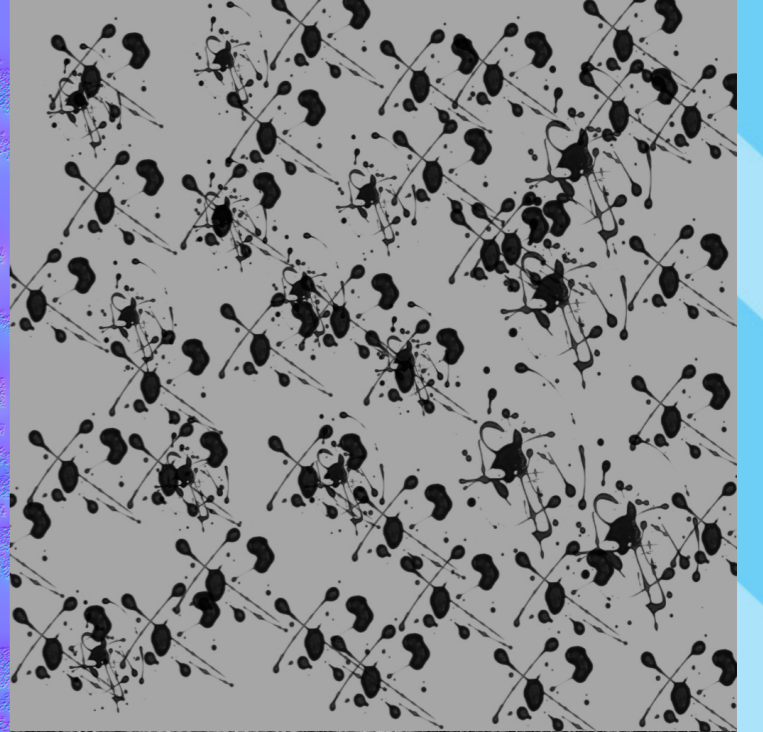
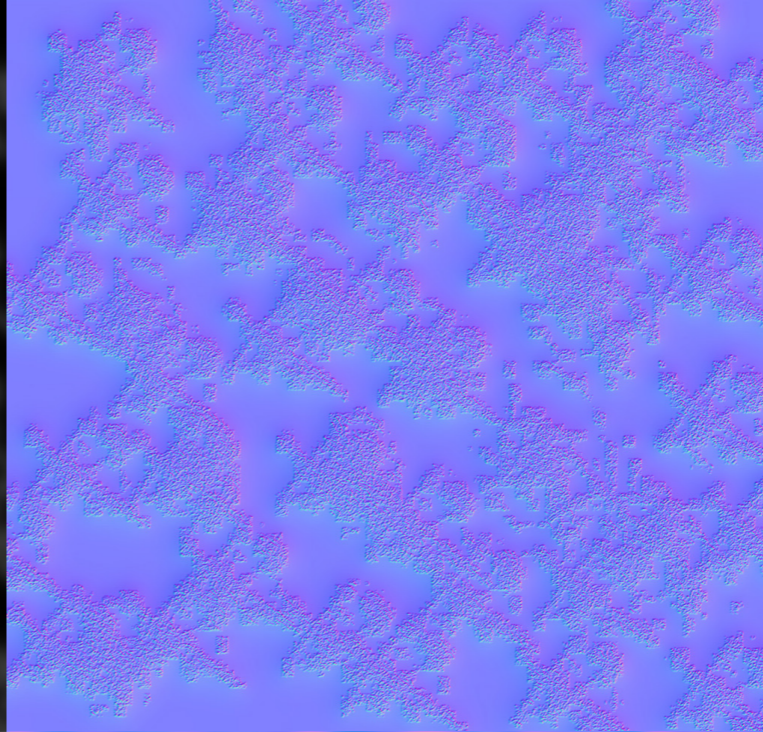
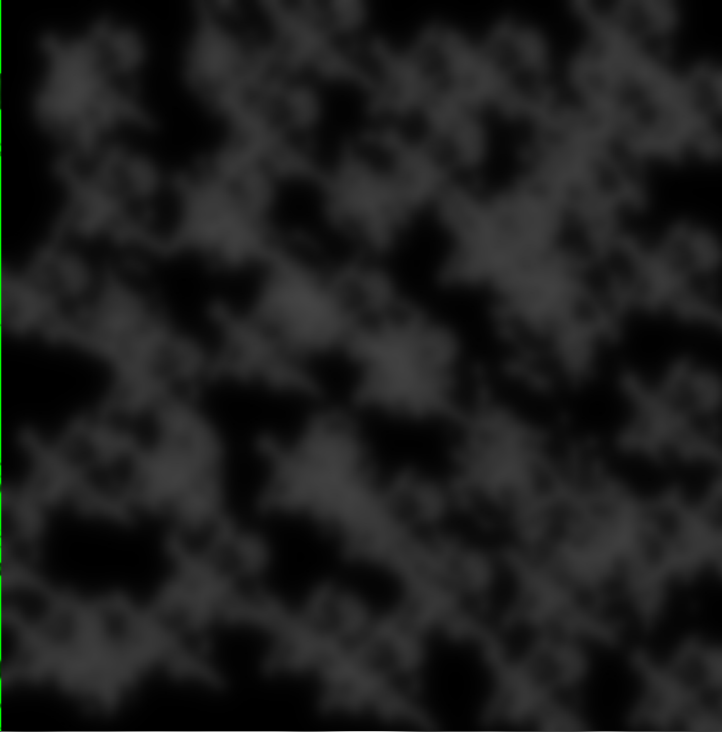
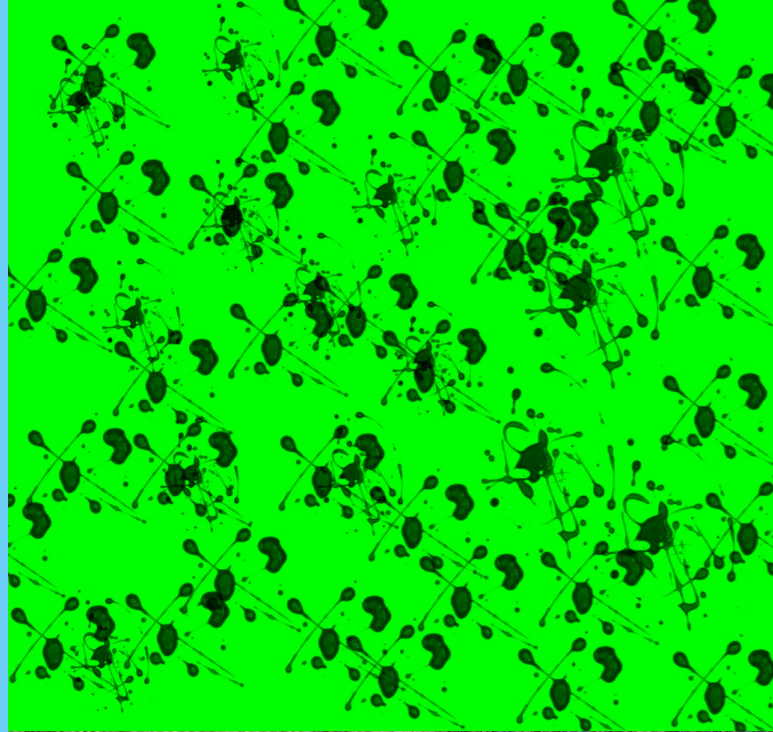
I have now finished making all the little adjustments and i am now ready to unwrap and texture my model.

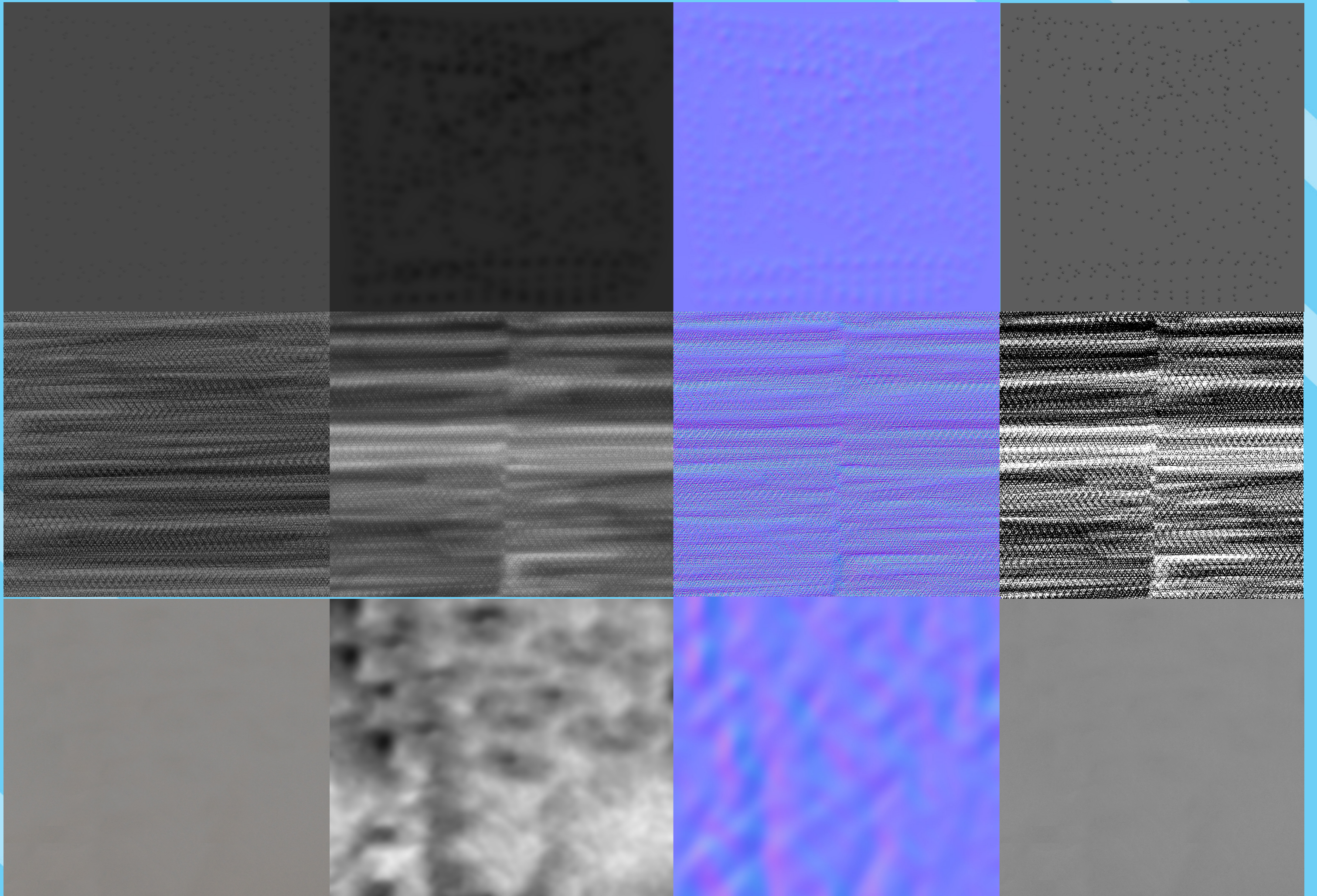


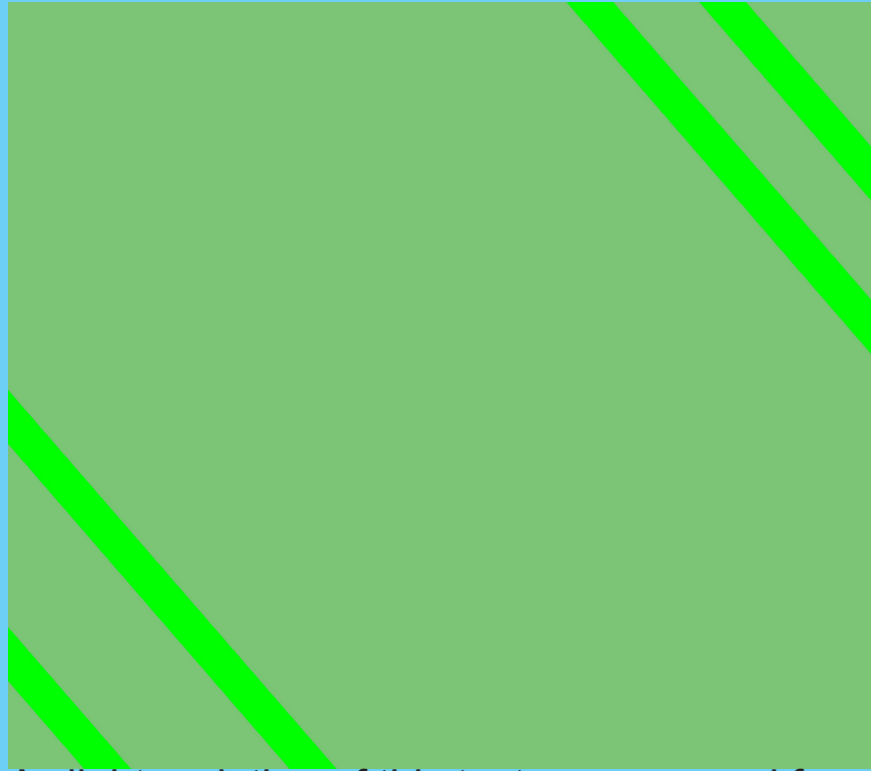


I have now added my Exo-skeleton Model to the game but it currently cannot be interacted with because it needs to be rigged.

TEXTURES USED







A slight variation of this texture was used for the goggles screen but I don't have the exact texture due to it being on my home PC.



EVALUATION

In these Two units I was asked to create an asset to help my character to survive in the environment and also a set of UI (User Interface) Menus to navigate.

The starting Points for my research where being able to think of what hazards are present in my environment such as snow storms, crevasses and avalanches. also with my menus my starting points where the screens (monitors, tv's, phones) that the show RWBY has and what style of menus other games use.

When starting my work i took into consideration the time allotted to complete these two units and also my skills within unity,3DSMAX and Photoshop.

My inspiration for my menu styles follow the Monitor and screen styles from the web show RWBY as that is the universe in which my game takes place. the reason for this is that i like the show and that i wanted to do a fan game.

The media and techniques that i have used when creating my models and designs where 3DSMAX, Photoshop, UNITY and pencils and paper. I used pencil and paper to do my initial designs and sketches. My developments improved very little since my talent regarding art is limited at best. The use of 3DSMAX was the main part of these two units because it was used to create both my menus and main assets. The use of Photoshop as helped with creating my Texture maps and my backgrounds for my UI's and finally the use of UNITY has helped with the coding of my menus.

The parts that worked best in my development where the asset creation as they where the least stressful parts of the units. I am most pleased with my Models and the way my menus look due to the effort taken into creating them.

The strengths in my final designs where the use of colours and textures whereas the weaknesses where my coding ability.

My work communicates my final design somewhat well as it gives a general idea of what i wanted to achieve.

I did manage my time relatively well during the majority of the units it was only on the last day that i struggled because of my coding ability.

If i could do something different in the next Project i would get someone else to do my coding for my menus as they are the biggest pain in the world to do.

The most important thing i have learnt from this unit apart that UNITY hates us all, is the use of different tools within 3DSMAX.