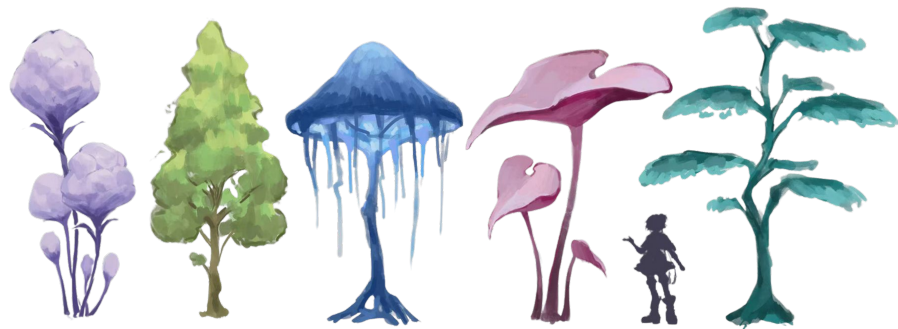




Project Hourglass

Clockwork Realms | PoCT | Cohort C34

Agenda



Quick Overview

Milestone Definition & Goals

Demo

Level Design

Software Development

Art

Game Design

High-Level Recap & Updates

- ❖ Kila & her staff
- ❖ Fantasy, magic, floating islands
- ❖ Time-focused narrative & mechanics
- ❖ Combat - 4 base enemies
- ❖ Boss missions - stationary, unique characters
- ❖ 4 key level areas



+Update: Adding time-of-day and snail elements to create distinct spaces and props
+Update: Collectables & Journal elements to add to the player experience



Milestone Definition & Goals



PoCT Definition

Purpose:

The PoCT demonstrably proves that **key technologies**—including the game engine, subsystems, pipelines, and tools—are all **sufficiently developed** to support the development of the game's core gameplay mechanics, loops, and pillars.

Key technology risks identified, addressed, and mitigated

Tools and supporting technologies demonstrated on-screen

Pipelines and workflows built ASAP

Technologies verified

Assets can be pulled from any source and are considered throw-away

Production Goals

1

**Prove the
Tech**
Combat, Time,
UI, etc.

2

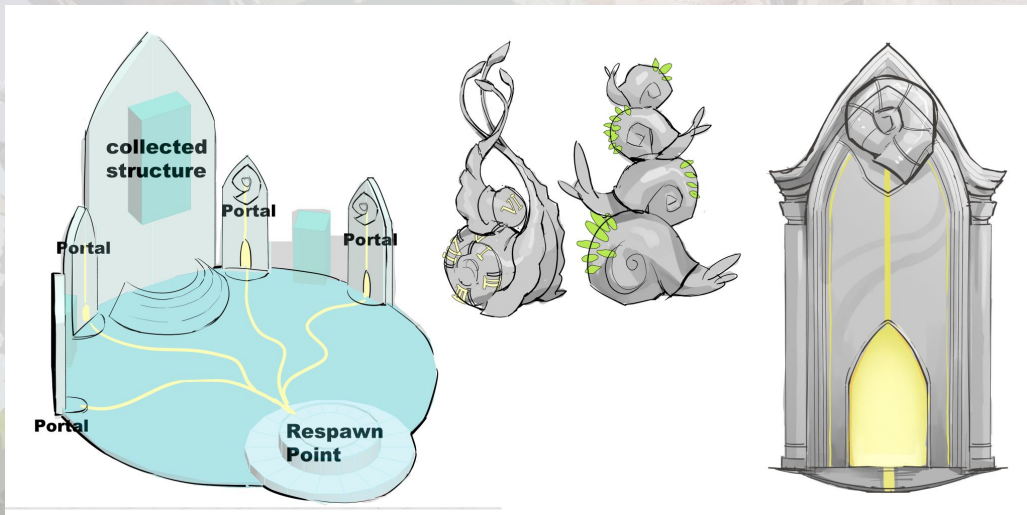
**Reestablish
Agile
Practices**

3

**Risk Planning
& Pipeline
Establish-
ment**

Art Intro



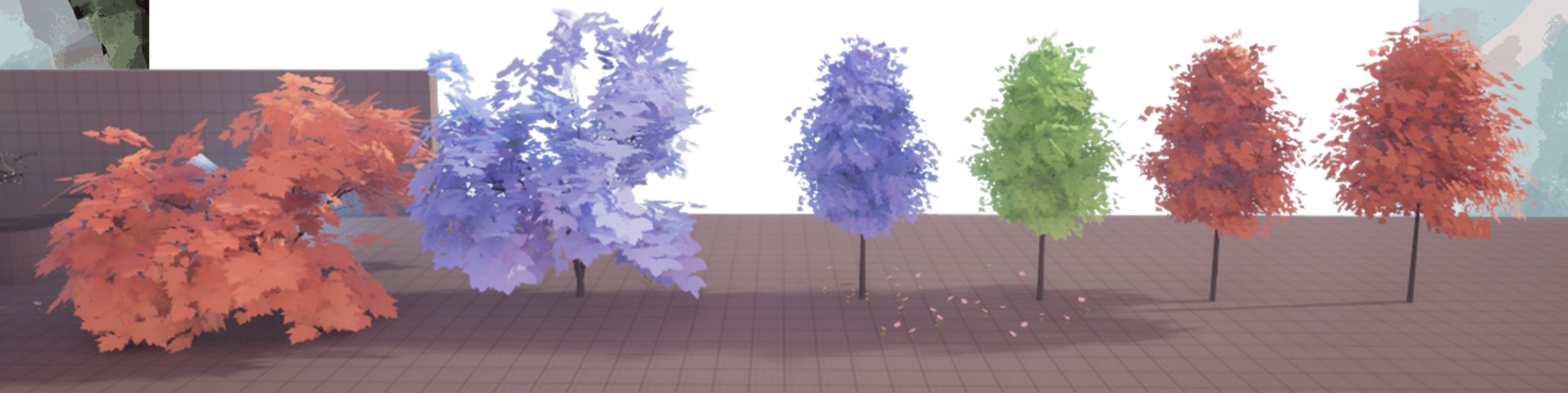


POWER UP

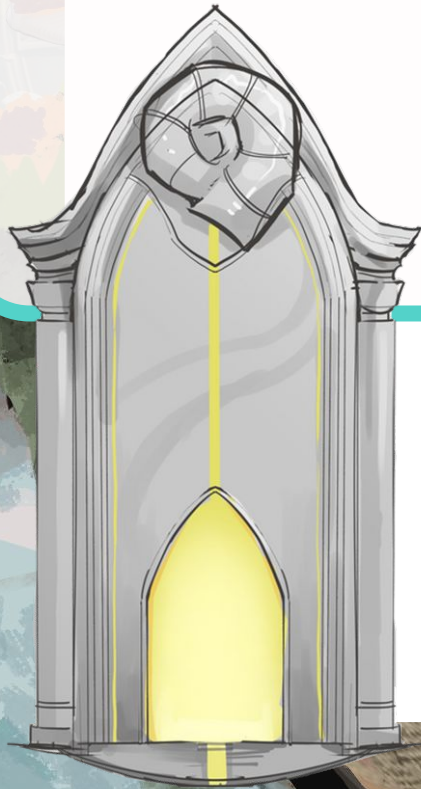


When the player enters the range, the Power-Up activates, causing the ball to levitate and glow.

Demo



Level Design



Amplifiers - What are amplifiers?

Amplifiers are the broad terms we use for all the pickups, power-ups, and Slot 4 Abilities in our game.

- ❖ Pickups are enemy drops that are short-term with simple effects
- ❖ Power-ups are temporary player buffs
- ❖ Slot 4 Abilities are unique abilities the player has that change gameplay

Power

Name

Arcane

Stone

Blood

Burnin

1. Dash Explosion (Aing – In Progress)
 - a. Dash creates an explosion at the start point
2. Time Flow
 - a. Dash leaves an AOE (area of effect) that slows enemies in it at the start point
3. Rewind Zone
 - a. Rewind leaves an AOE that freezes enemies in the zone for 3 seconds
4. Acceleration Zone (Tianyu - Done)
 - a. Creates a zone that will accelerate the player in that area
5. Time Blade
 - a. Power up the weapon for the next 3 attacks. Steal time from the enemies and deal higher damage
6. Time Bomb
 - a. Rewind creates an explosion at the player's start point
7. Phantom
 - a. Leave a phantom at the start point of Dash, attracting enemies' attention. Explode when hit by enemies.

Amplifiers - Acceleration Zone (Slot 4 Ability)



Amplifiers - Rewind Zone (AOE Slot 4 Ability)

Press G to Open Pause M



Amplifiers - Blood Burn (Powerup)



Amplifiers - Burning (Powerup)



Challenges and Risks

1

**Relearning
and Creating
gameplay
systems**

2

**Breaking
down big
picture goals
on a milestone
basis**

3

**Combat
Design was
less prioritized
while systems
were being
built**

Next Steps for PoCG

1

**Finding the fun,
diverse combat
encounters**

2

**More
power-ups,
pickups, and
slot 4's!**

3

**Reworking
Level 1 based
on action
blocks**

Software Development



Goals

Amplifier Module System

- ❖ SFX
- ❖ Core player abilities
- ❖ Amplifier prototypes
- ❖ Ease of use updates

AI

- ❖ First Passes
- ❖ Regular Melee
- ❖ Ranged

Menu System

- ❖ Finish Menu Template (Tools Team)
- ❖ Branch and Integrate into individual games

Animation

- ❖ Player Locomotion
- ❖ Core Player Combat
- ❖ Practice Pipeline

Demo



Challenges and Risks

Amplifier Module System

- ❖ Dependencies
- ❖ Multiple needs
- from SDs / LDs
- ❖ Unique Action Behaviors
- ❖ Learning new updates

AI

- ❖ Smooth behavior
- ❖ Predictable with variations
- ❖ Coordination with Animation

Menu System

- ❖ Integrating large code base
- ❖ Keeping template “agnostic” until branch
- ❖ Functionality > Aesthetic



Next Steps for PoCG

Animation

- ❖ Enemies
- ❖ Damage Reactions
- ❖ Dash



AI

- ❖ Elite Variations
- ❖ Ninja Ring Behavior
- ❖ Boss Events



Menu System

- ❖ Controller glyph switching
- ❖ Level Save States
- ❖ Color Blind Modes
- ❖ Descriptive audio

Misc

- ❖ **AMS**
- ❖ VFX
- ❖ Small Refactoring
- ❖ Practice SFX Pipeline
- ❖ **Other**
- ❖ Camera

Art



Goals

1

Concept Art

Establish an anchor point to guide and unify the overall art design.

2

Modular Pipeline

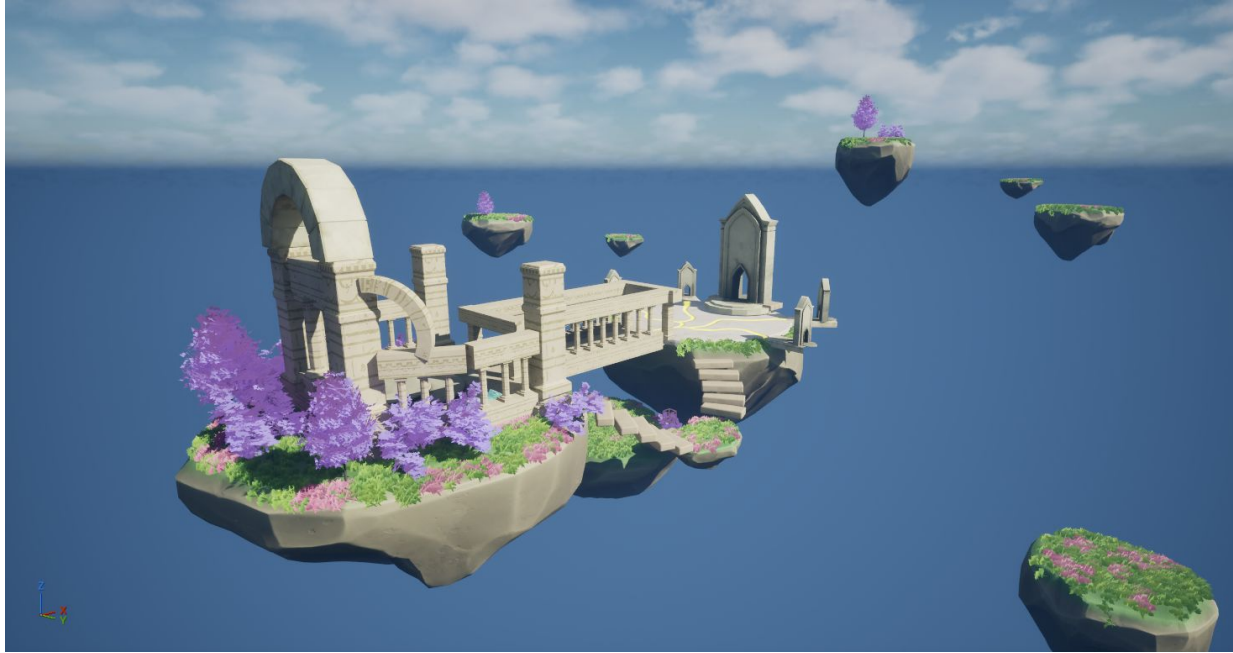
Collaborate with LDs, the workflow to build up levels with different modular pieces

3

Model & Material Reuse

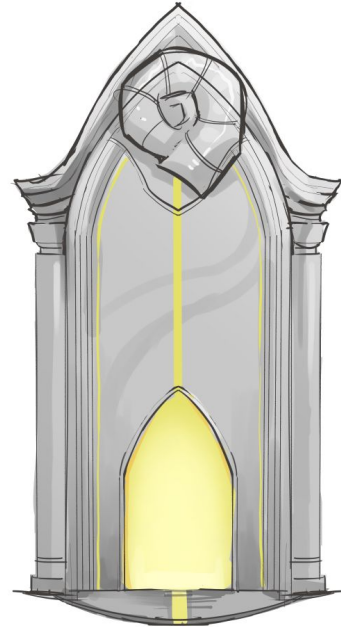
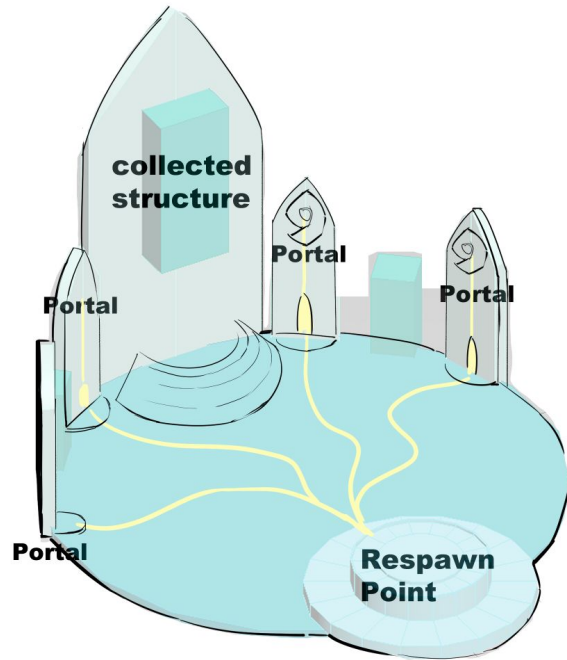
Reuse models by applying different materials tailored for different levels.

Art Work & Player Hub Demo



- ◆ Modeling: Bess, Yuki, Yona, Yihan
- ◆ Foliage: Yona
- ◆ Texture: Jeff
- ◆ Animation: Sirui
- ◆ VFX: Yuki
- ◆ Level Build: Yuki

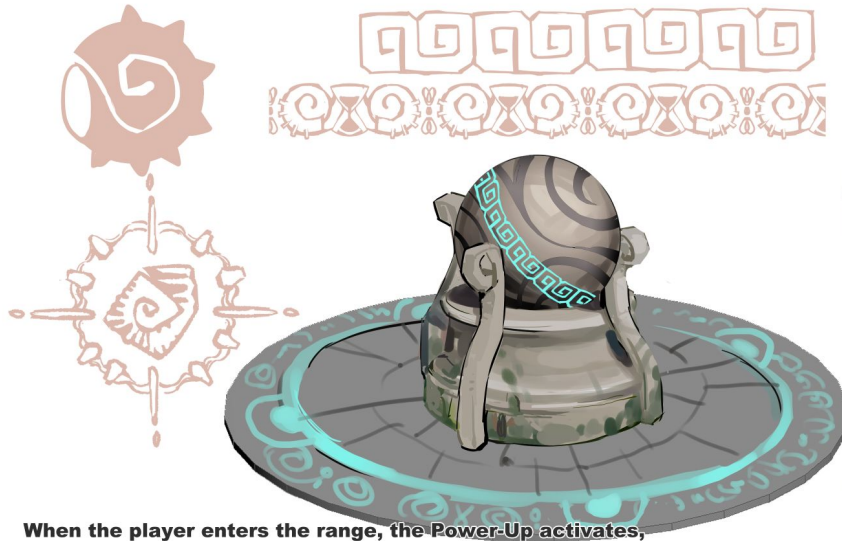
Concept



Concept by Ray

Concept

POWER UP



When the player enters the range, the Power-Up activates, causing the ball to levitate and glow.



Arcane Rune



Stone Skin



Blood Burn



Buring

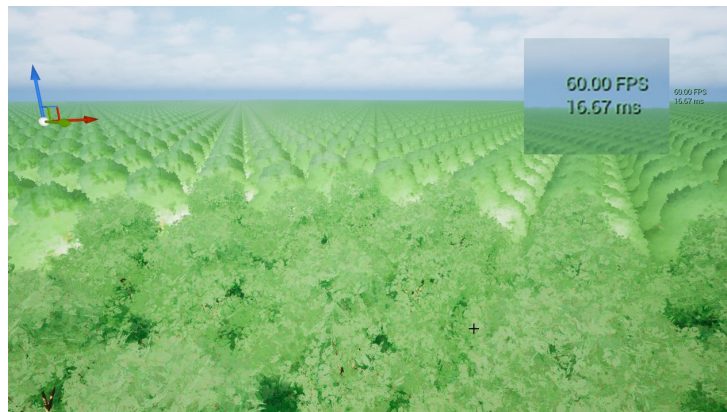
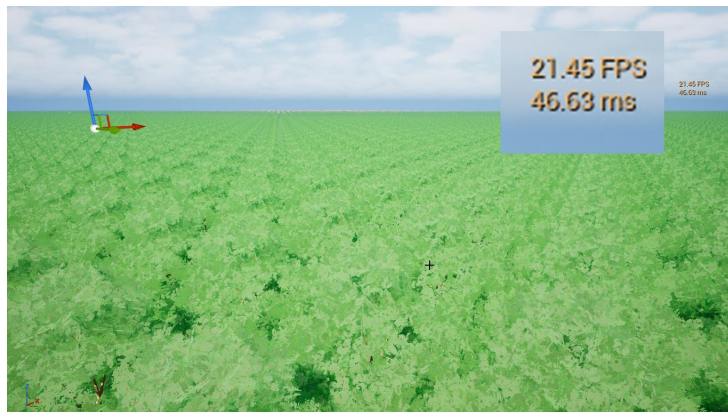
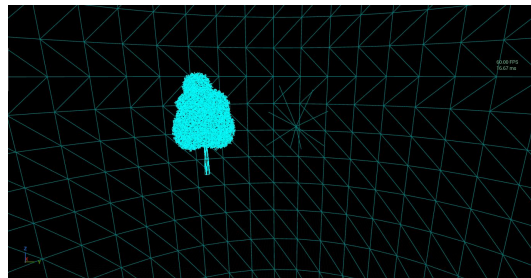
Concept by Ray

Character



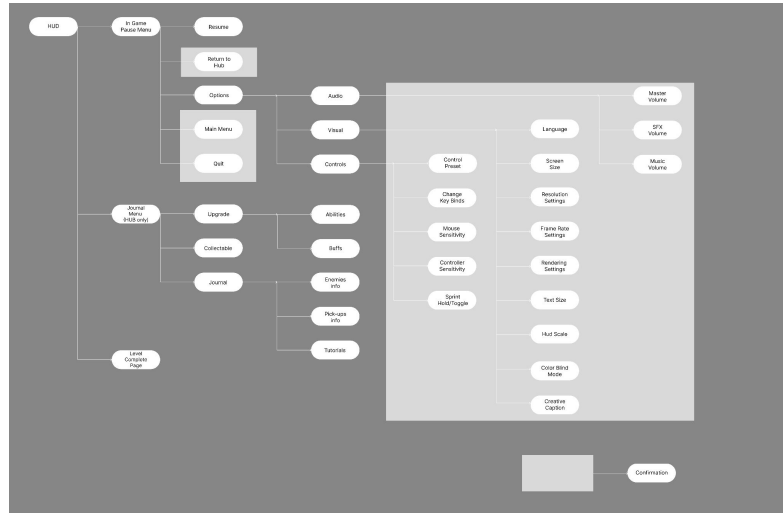
Model by Ray

Optimization

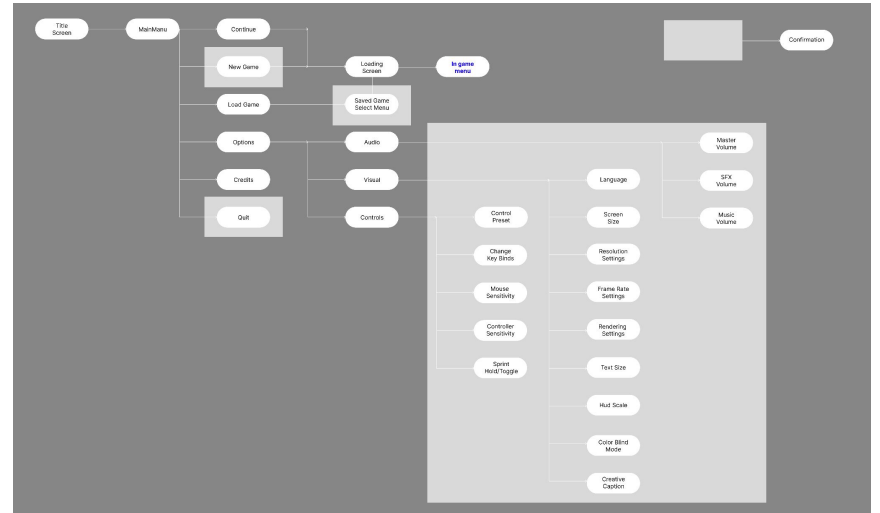


Test by Siyu

UI / UX Workflow



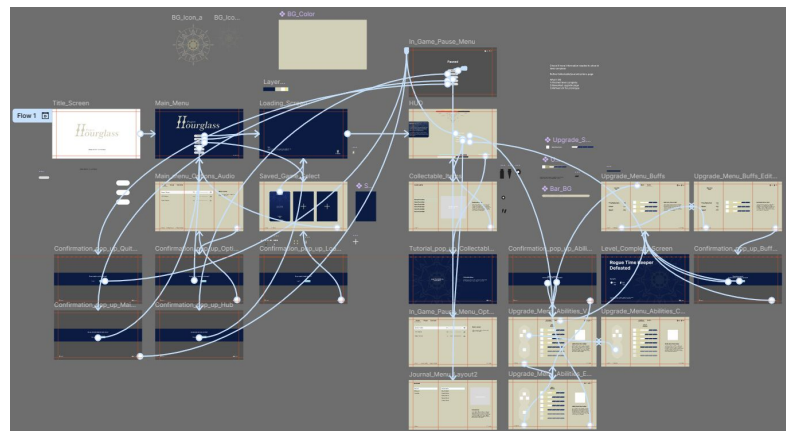
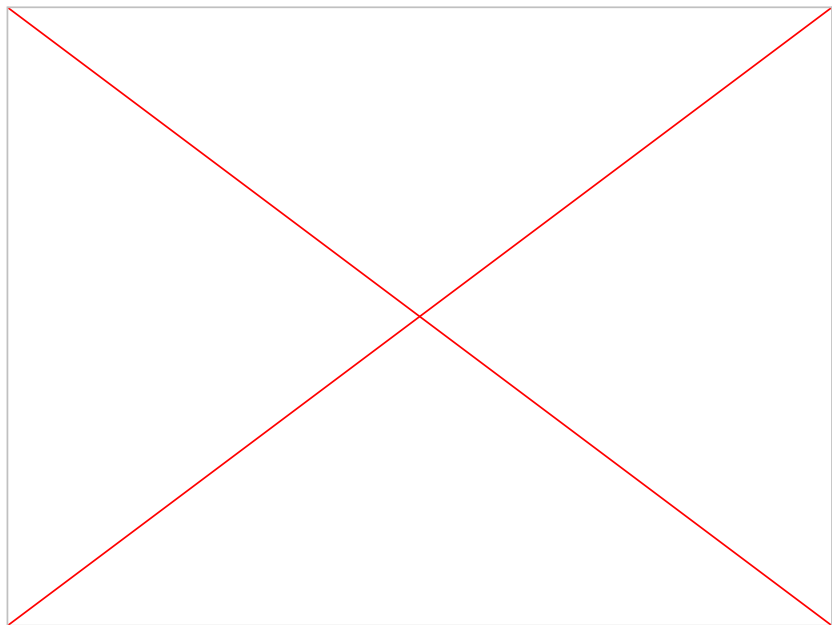
In game Menu Workflow



Out game Menu Workflow

Made by Yihan

UI / UX Workflow



Made by Yihan

Challenges and Risks

1

Art Asset Creation

Setting up the full workflow from concept to final asset, including materials and textures

2

Animation Workflow

Building the character animation pipeline took time, and we still need more work with LDs and SDs afterward.

3

VFX

Creating VFX and ensuring smooth integration into the game pipeline remains a challenge.

Next Steps for PoCG

1

Asset Production

Create art assets based on the existing world concept and requirement.

2

Character Work

Put more effort into characters, create animation and materials for higher quality and consistency.

3

VFX Work

Design and implement more effects, integrating them into gameplay in collaboration with LDs and SDs.

Game Design



PoCT Highlights

Combat

- ❖ Successful implementation of the AMS + AOE System to allow skill and attack capabilities
- ❖ Continued work on AI behavior and animations

Level & Parkour

- ❖ Hub mockup & established training/tutorial area
- ❖ Whitebox level with parkour and symbolic elements + base player behavior

Game Foundation

- ❖ Menu integration & flow; start on key features
- ❖ Consolidated pickups, power-ups, + abilities
- ❖ Initial props and assets depict visuals and proof of pipeline



Next Steps for PoCG

Combat

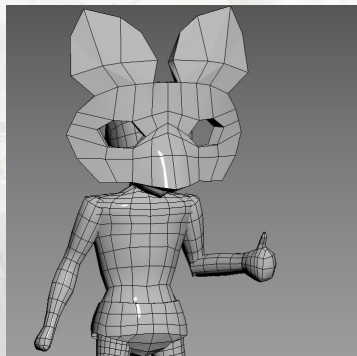
- ❖ Prototyping powerups and pickups
- ❖ Continue AI work
- ❖ Enemy presence + initial combat testing in-level
- ❖ Boss Event Components

Level & Parkour

- ❖ Action blocks, determining flow and fun
- ❖ Base systems for HP & time - level size and experience clarity
- ❖ Checkpoints & save states

Game Foundation

- ❖ Initial feature & accessibility work
- ❖ First pass at key sfx
- ❖ Collectable + Journal Planning
- ❖ Continue developing visuals



Thank you!

Questions?

