LUT
Lappeenranta
University of Technology

Nikum boku @FGJX

Apocalyptic Moving Inc.

Joonas Heinonen
Jarkko Peltonen
Vesa Koski
Niku Grönberg
Valtteri Kokko

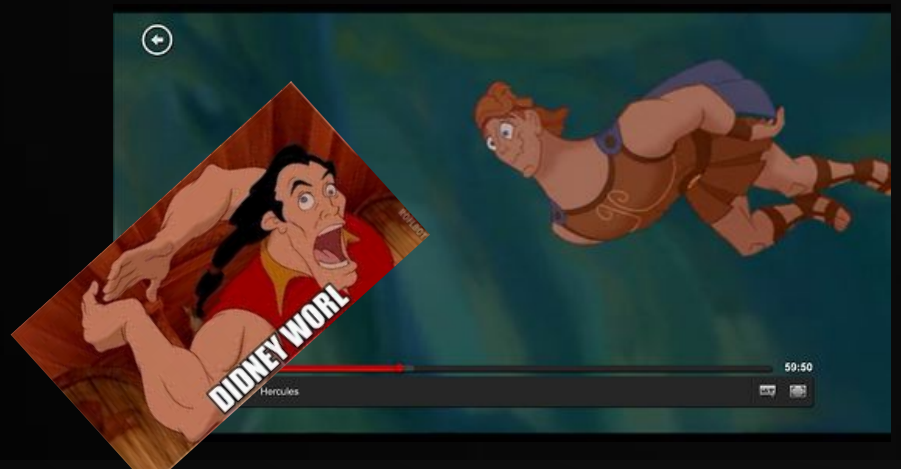
Game Design

- Survival game
- Zombies
- Throwing stuff from the roof
- Nukes
- Movers
- Fires
- EXPLOSIONS!!!!!1!
- Death
- Infection
- ….aaaaand… TRANSMISSION

Made with unity

Game Design II

- We started simply: throw items from roof and catch them
- Then we added zombies
- Then we added nukes
- Then it was too late
- It was over



MAIN IDEA, GOALS AND PLANS

Our main idea was to create a survival game, where your plan is to be moving company. The goal of the game is simply to stay alive in the post apocalyptic world, where all hope is lost. The plan was to make the guys throw and catch stuff while staying alive.

TYPICAL AND INTERESTED “PLAYERS”

Our vision was to create a game where anyone with a sense of humour could enjoy throwing stuff from the roof.

RESOURCES FROM OUTSIDE, SKILLS AND TOOLS

We all had the necessary skills to complete the making of the game. No outside resources needed. We used mainly Blender and Unity. Audio was made with FL Studio 12.5.1

Vesa Koski	• Lead programmer • Enabler • Memer
Joonas Heinonen	• Full-stack Coder • Innovator
Jarkko Peltonen	• Voice • 3D-modeller
Valtteri Kokko	• 3D-modeller • General shouter
Niku Grönberg	• 3D-modeller • Audio
Ville-Veikko Koski	• animated characters • Main 3D Modeller

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VESA KOSKI

- Responsible for the implementation of others' works
- The more experienced programmer
- Meme master

- Knowledge of C -language
- Knowledge of Unity
- Ability to search information fast

Unitys documentation was found wanting.
Having to work on the same project with another person with a notifiable disparity between skills.
Almost everything to implement was something I had never before worked with.

JOONAS HEINONEN

- Knowledge of game design
- Full-stack Coder, Little heavy on Frontend
- Conversationalist

- Learn to use Unity
- Model physics of the game
- Learn to use math and calculate game logic

- Version Control problems
- Uncertainty how things work

JARKKO PELTONEN

Voice actor and modeling

- Creating new sounds
- Create ideas
- Make 3D-modelling happen

- Learn to use Blender & Unity
- Learn to use Audacity

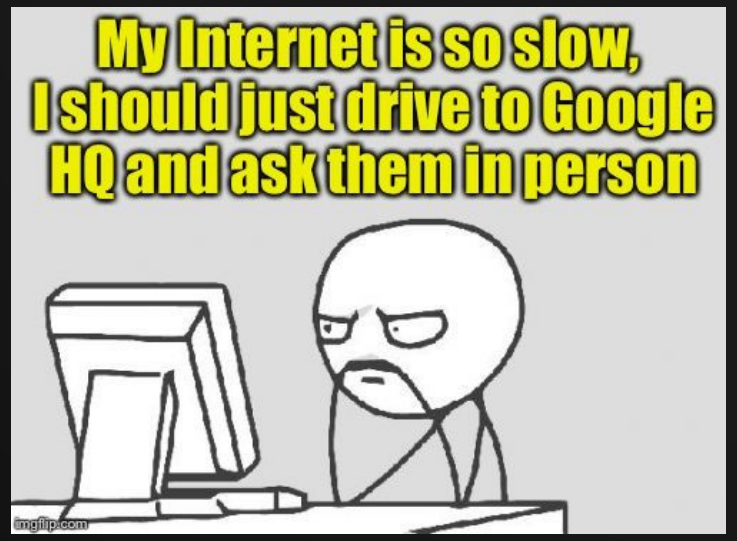
- I hadn’t used Unity or Audacity earlier
- I learned to use Blender better

VALTTERI KOKKO

What I did
- 3D modelling of different objects in game
- Background photoshopper
- Documenter, secretary

What I need
- To know how to google really really well
- Common sense

What I needed to learn
- Needed to learn how to 3D model with blender and how to photoshop with gimp



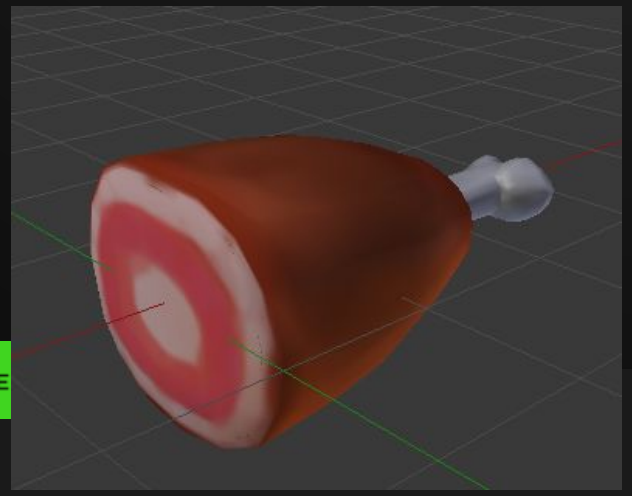
NIKU GRÖNBERG

Sounds and models

What I did:
-All sound design, effects, recording and music
-Modeling of most of the thrown items and integrating them in Unity

What I knew:
-Years of practice in making electronic music
-About a year of experience in Blender
-Had made a game in Unity before using models made in Blender

What problems:
-For some still unknown reason a cylinder shape completely destroyed Unity (it spawned hundreds of mesh colliders)
-Mixing and tweaking sounds is hard in loud environments
-I'm not that familiar with unwrapping and texturing in Blender



What we did and when?

TASKS	Idea innovation	Food & supply	Information gathering	Coding	Music and sound	3D models	Other stuff?
Last half of friday	Everyone	Everyone for themselves	Everyone	Vesa: Basic Functionality Joonas: a moving box	Everyone: Ideas for soundtrack	Niku, Jarkko, Valtteri	Sauna, Relax
First half of saturday	Everyone	Everyone for themselves	Everyone	Vesa: Character animations & mental breakdown Joonas: Other objects and map	Niku: Still thinking about it	Niku, Jarkko, Valtteri	Sleeping somewhat late
Last half of saturday	Everyone	Everyone for themselves	Everyone	Vesa & Joonas: Bug Fixing, Making everything work, Adding Sounds	Niku: Making sound effects, main theme and menu theme (menu theme was not implemented due to lack of main menu)	Niku, Jarkko, Valtteri	Sauna, Relax
First half of sunday	No innovation only implementing	Everyone for themselves	Everyone	Joonas&Vesa&Niku: Rounding up a working game, Testing	Niku: All was finished during night	They were done	WHAT **SLEEP?**