



Fantoccio

Groupe 4 - KNIGHT



Fantoccio



Once upon a time, there was an **Italian** lord. Coming home from a war campaign, he stood upon his domain in ruins, **invaded** by the **French** army.

Alone and exhausted, he tried to **fight** his way through the enemies to reclaim **his** **territory**.

And here is how the story goes...

PITCH GAMEPLAY

Equipped with your **haleberd**,
feel the full weight of your
fatigue through **weighty**
gameplay.

Direct your attacks using your
right joystick.



USP

- Unique controls
- Heaviness
- Unique approach to represent Italy



Avatar

- Italian Lord
- Wooden puppet
- Armed with a halberd



Avatar



Stab



Swing



Overhead



Throw

Camera



Fixed



Spline



Following

Controls



Move

Change target

Throw rock

Jump / Interact

Attack / Lock enemy



Crawler

- Crawls in the direction of the player then jumps on them
- If the player is hit by the jump, the Crawler grabs them
- Slows the player if they are grabbed



Soldier

- Soldier armed with a sword and sometimes a shield
- They swing their sword once close enough to the player
- Shield blocks attacks but can be broken



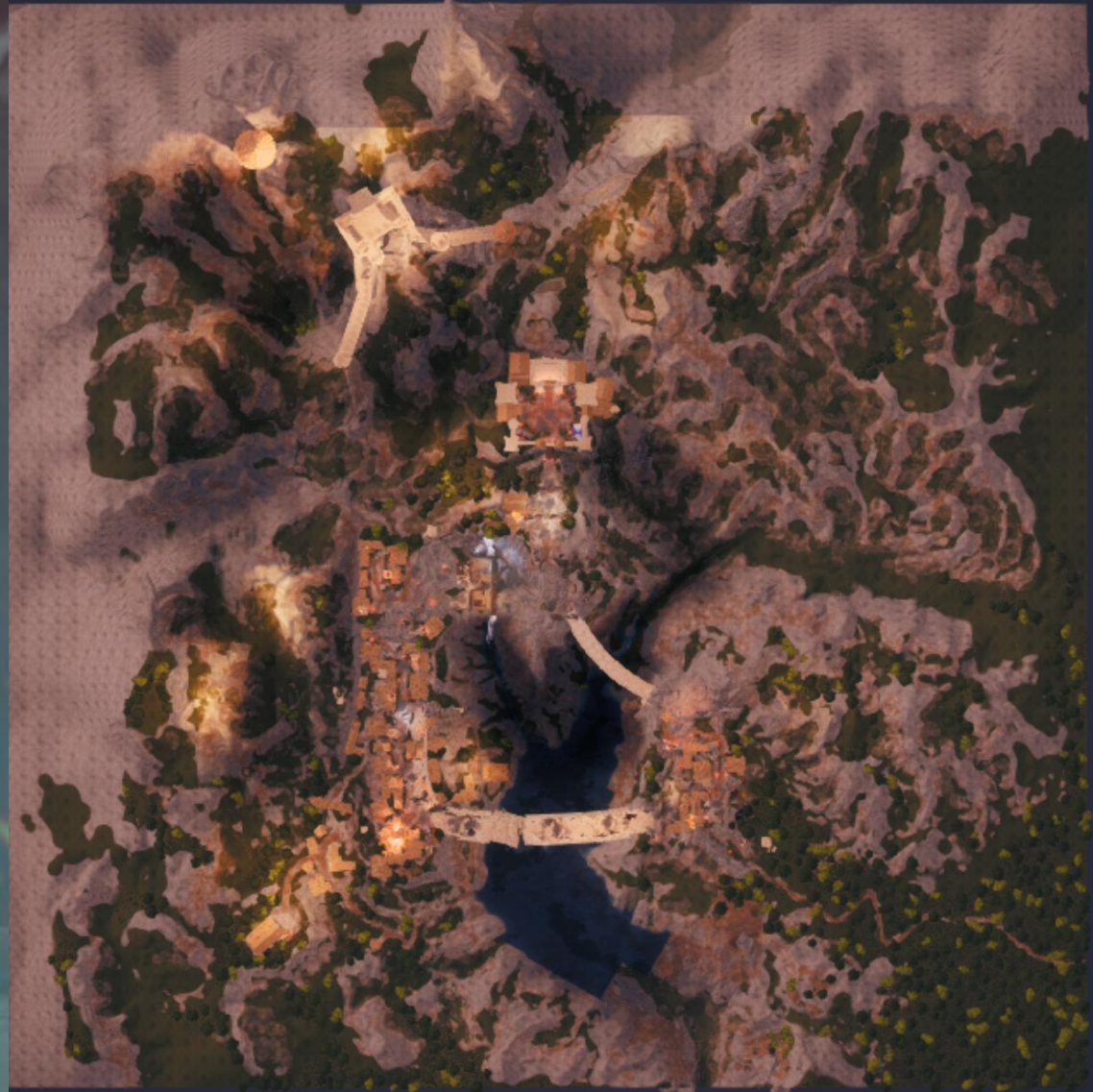
Boss

- French General
- Armed with a halberd
- Same moveset as the player
- Summons explosive mushrooms



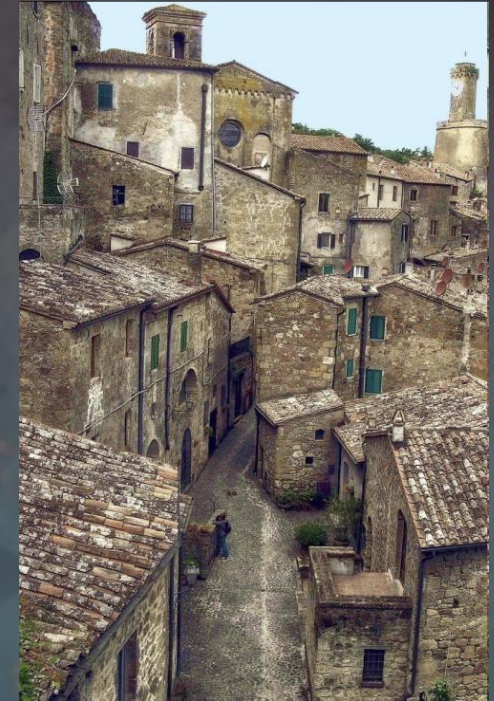
Main issues

- Communication
- Organisation
- Rigging and animation
- Leavers
- Producing



Artistic direction

Small village in the
Dolomites in Italy



References



Titan Quest II

- Camera angle



Enotria

- Italian stylized architecture



A Plague Tale

- Sickly atmosphere



Game of Thrones



Elden ring



Autumn forest, fog

Graphic style



Comedia de la Arte



Castle Model



Italian Town Model



Puppet Show



Wooden Puppet

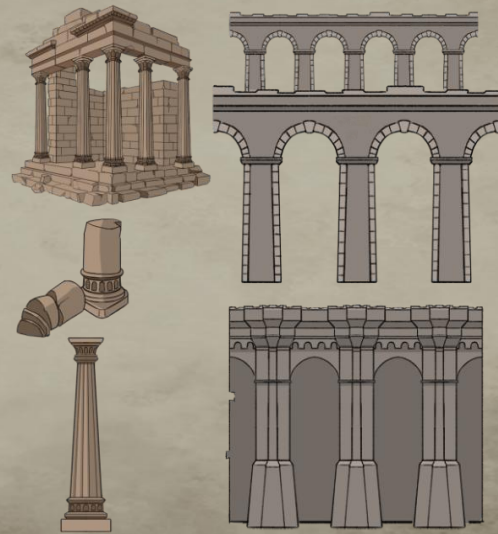
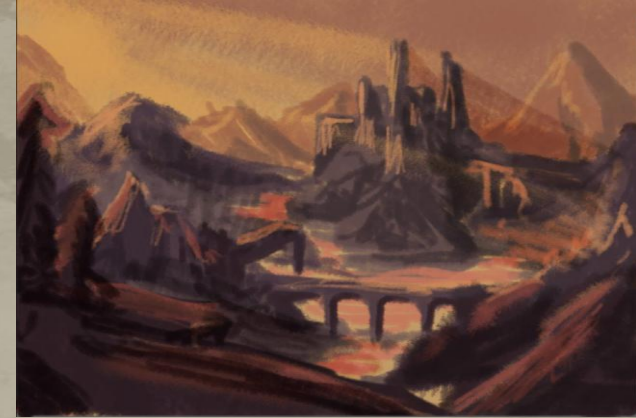
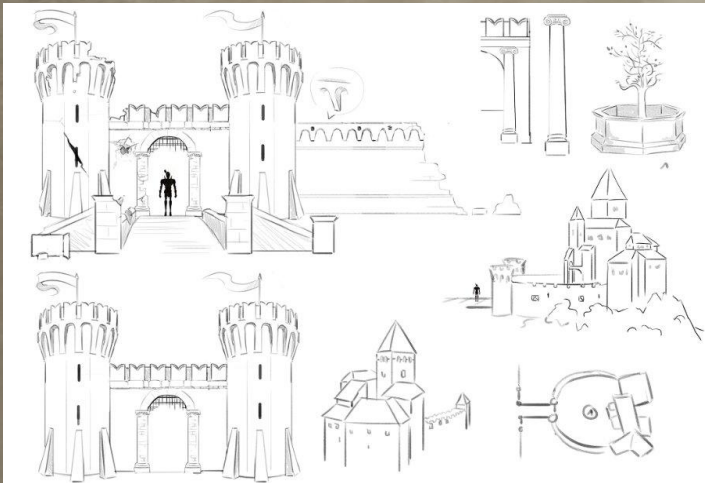
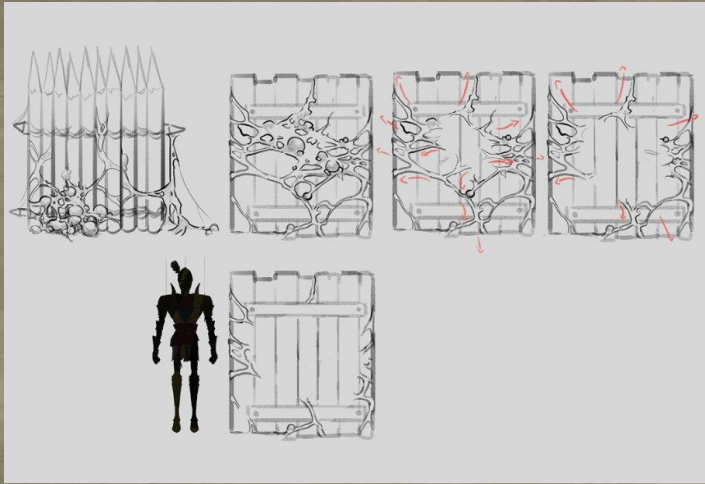


Tilt Shift

Game Art Production



Game Art Production



Game Art Production



Game Art Production



Game Art Production - UI



Fantoccio



Technical Architecture

- UML
- Worked on AI with GDP
- Instructions to GDP



Optimisation

- PCG
- World partitioning
- State Tree



Teamwork organisation

- Hack'n'plan
- Asset list
- Regular meetings
- Coordination between the sectors
- Sectors referrers
- Quick task allocation

