OBLIQUITY

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-FURTHER UNUSED CONCEPTS
-CHARACTER SKETCHES
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CHAPTER 1: WORLDBUILDING

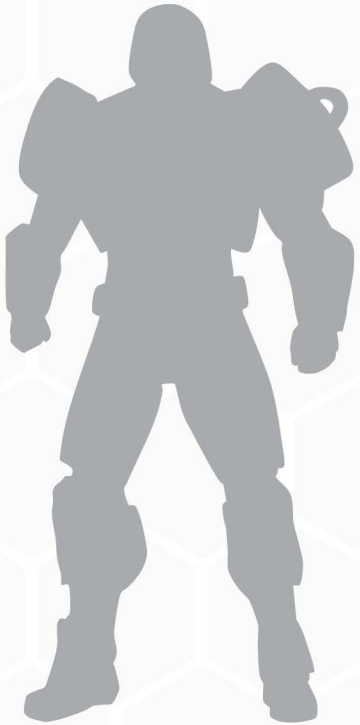
WORLDBUILDING

Obliquity is a souls-like game inspired by 70s style Sci-fi aesthetics.

This game takes place on the saturn's moon, titan after the player character's ship is hit in orbit by something of unknown origin.
While navigating the oil oceans, the player will meet many an alien, and on occasion meeting a neutral force out the field who may even yet become a potential ally.
Things change when the player comes across a starship that has been left dormant for an unclear amount of time. In search of materials for their ship's repair, they come to realise, the ship clearly has a captain, somewhere, and are not pleased to have an intruder The main idea was to traverse through varying natural locations in the first half of the game, but the swapped
to a more traditionally space/sci fi setting as the difficulty became harder since the lower tier enemies are more insect themed (often a lower tier enemy type in most games).

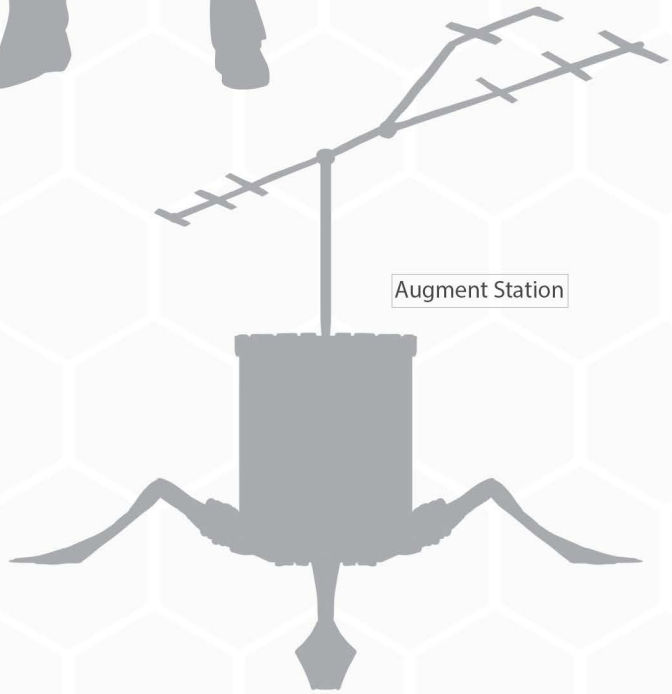
CHAPTER 2: GAME MECHANICS

GAME MECHANICS



Projectile Weapon

Melee Weapon



Augment Station

Obliquity is a Souls-Like game, focusing on being an action RPG allowing players to have a wide range of character customisations within armour weapons and consumable items.

The main focus is to traverse the gameworld, fighting smaller enemies you come across, then battling against mandatory bosses to progress further.

Checkpoints known as Augment Stations will be scattered across the world so that if the player does die, all is not lost, and they will respawn at the nearest Station.

There are two main weapon types: melee weapons (equipped in the main hand) and projectile weapons (equipped in the offhand).

Melee weapons are the player's main source of dealing damage to enemies, over time, these weapons will degrade and will need to be repaired at Augment Stations if players want their weapons to do the maximum amount of damage.

Projectile weapons would essentially be guns, with the main distinction being that instead of bullets, they would require energy which is limited resource and can only be refilled at Augment Stations, so players would need to use it wisely.

The main function of the projectile weapon is as a parry mechanic. Shooting the projectile just before an enemy attacks will cause it to stun for a few seconds, allowing the player to get a few easy hits in.

GAME MECHANICS CONT.

Health can be regenerated using a limited number of healing items that can be refilled when visiting an Augment Station.

Melee weapons have a "Special Attack" which does more damage than a regular attack or charged attack but will consume the blue bar when performed. This bar can be reifilled either by visiting an Augment Station or a very small amount will be regenerated with every successful attack chain.

The player will earn currency called "Credits" by killing enemies and fighting bosses.

This currency can be used to level up player stats, weapons and purchasing supplies from any NPCs that may be found in the world.

A basic gameplay screen for visualisation purposes.

Shock

Melt

Effective Against: Autonomic enemies

Bludgeon

Slash

Effective Against: Biotic enemies

Weapons have elemental attunements within the game that do more/less damage based on what enemy they are hitting.

Autonomic enemies are robots or machine type enemies and are more susceptible to shock or melt damage whereas Biotic enemies being flesh and bone that take more damage from slashing or bludgeoning damage.

Special attacks of different elemental attunements can be applied to the weapon by using an Augment Station and applying an attunement from a weapon the player has in their inventory.

Projectile weapons also have elemental attunement and changes can be made at an Attunement Station. Enemies also stun for longer when hit with a damage type that they are weaker to.

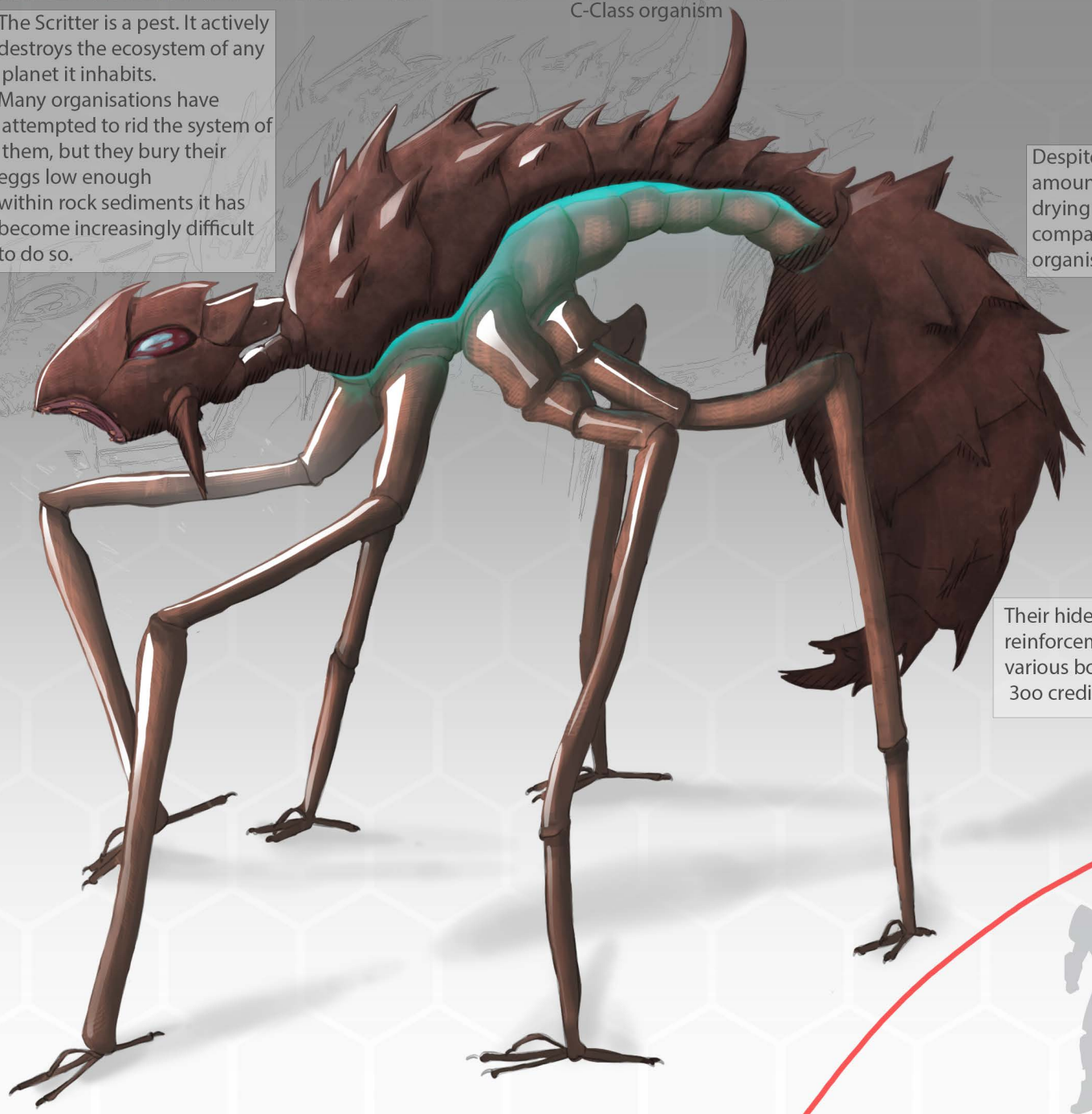
Player using healing item.

CHAPTER 3: CHARACTER DESIGNS

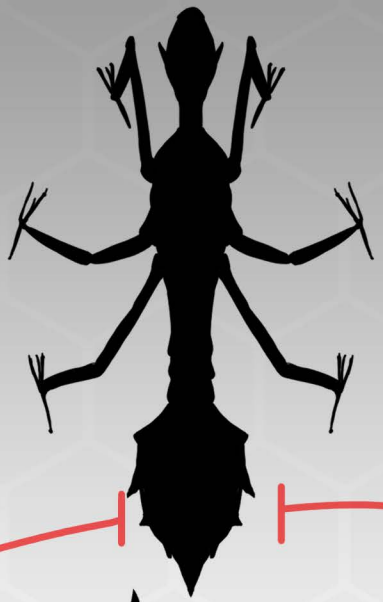
SCRITTER

C-Class organism

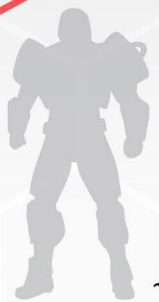
The Scritter is a pest. It actively destroys the ecosystem of any planet it inhabits.
Many organisations have attempted to rid the system of them, but they bury their eggs low enough within rock sediments it has become increasingly difficult to do so.



Despite the constantly open mouth, the amount of saliva produced keeps it from drying out. This allows for a quick way to compact dirt when searching for Z-Class organisms and also for burying their eggs.



Their hide makes an excellent reinforcement material for various body armours for less than 3oo credits per kilogram.



Height: 6.5ft
Length: 8.2ft

Director commentary:

Alot of the design iterations focused on making sure the insect's weight distribution felt natural, so adjusting the size of the abdomen and thorax ratio was my main priority.

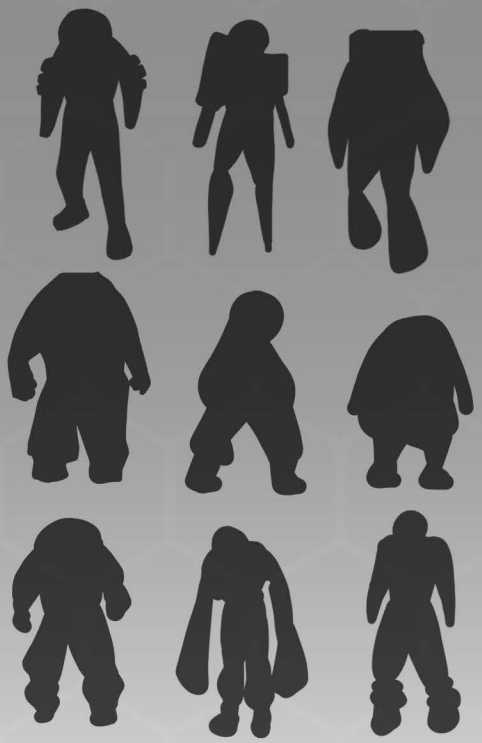
MARKO TENNE

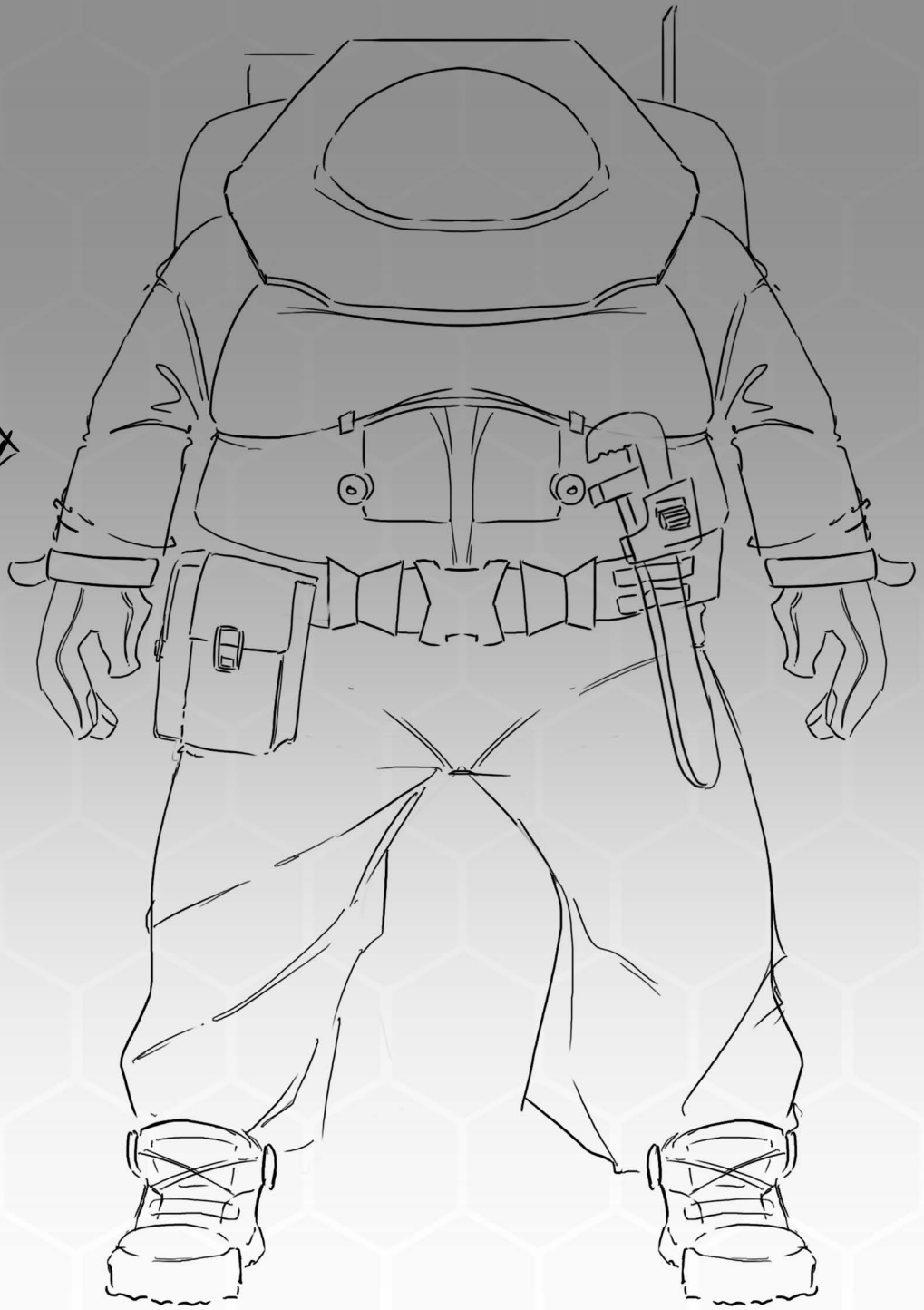
Space Explorer and Extraordanaire

Marko Tenne is a budding Space Explorer, travelling to planets with the hope of discovering new alien lifeforms.

After graduating from The Academy, Tenne made it his life's mission to discover a new alien lifeform, he has been unsuccesful thus far.

With his trusty Knaife Rifle and spannerin hand, there is nothing that will stop him from achieving his goals and making plenty of friends along the way.





Director commentary:

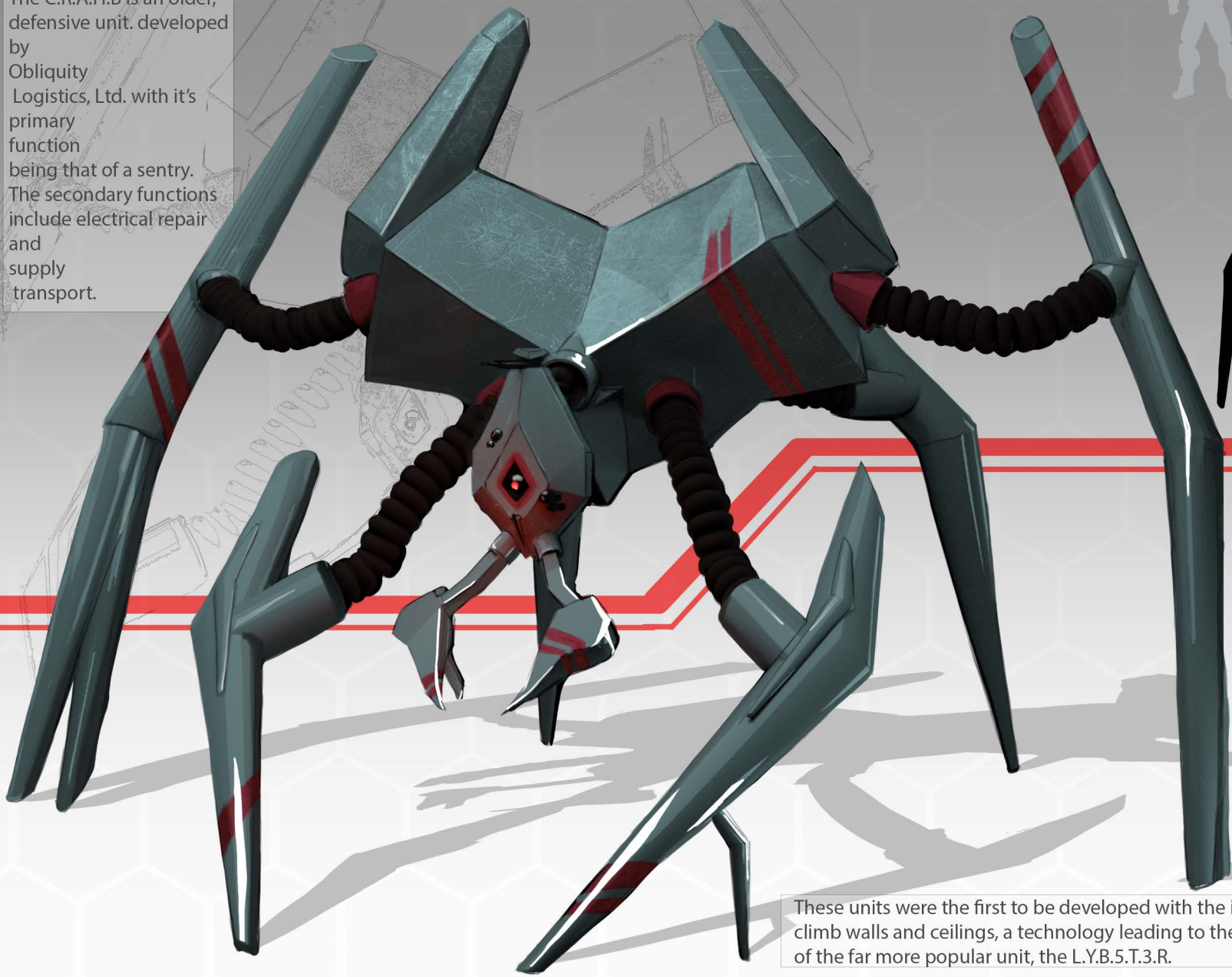
Finding a design for a frielndly NPC was far easier than any of the other character designs, mainly due to the heavy influence of shape theory to communicate safety.

The most difficulty I had was developing the helmet piece as in the earlier designs it was very difficult to discern how or where it connected to the rest of the body

C.R.A.H.B. v.73

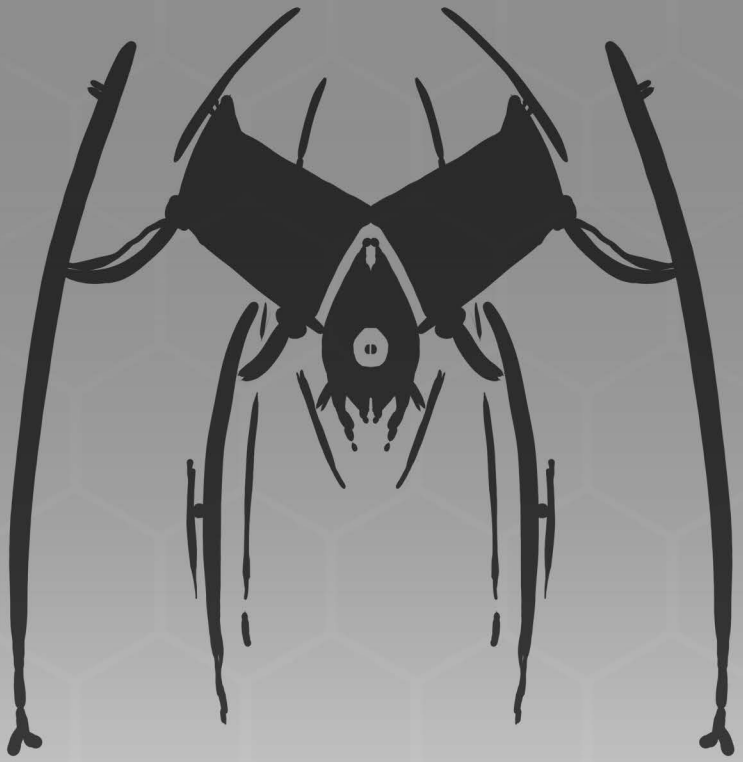
Security Unit

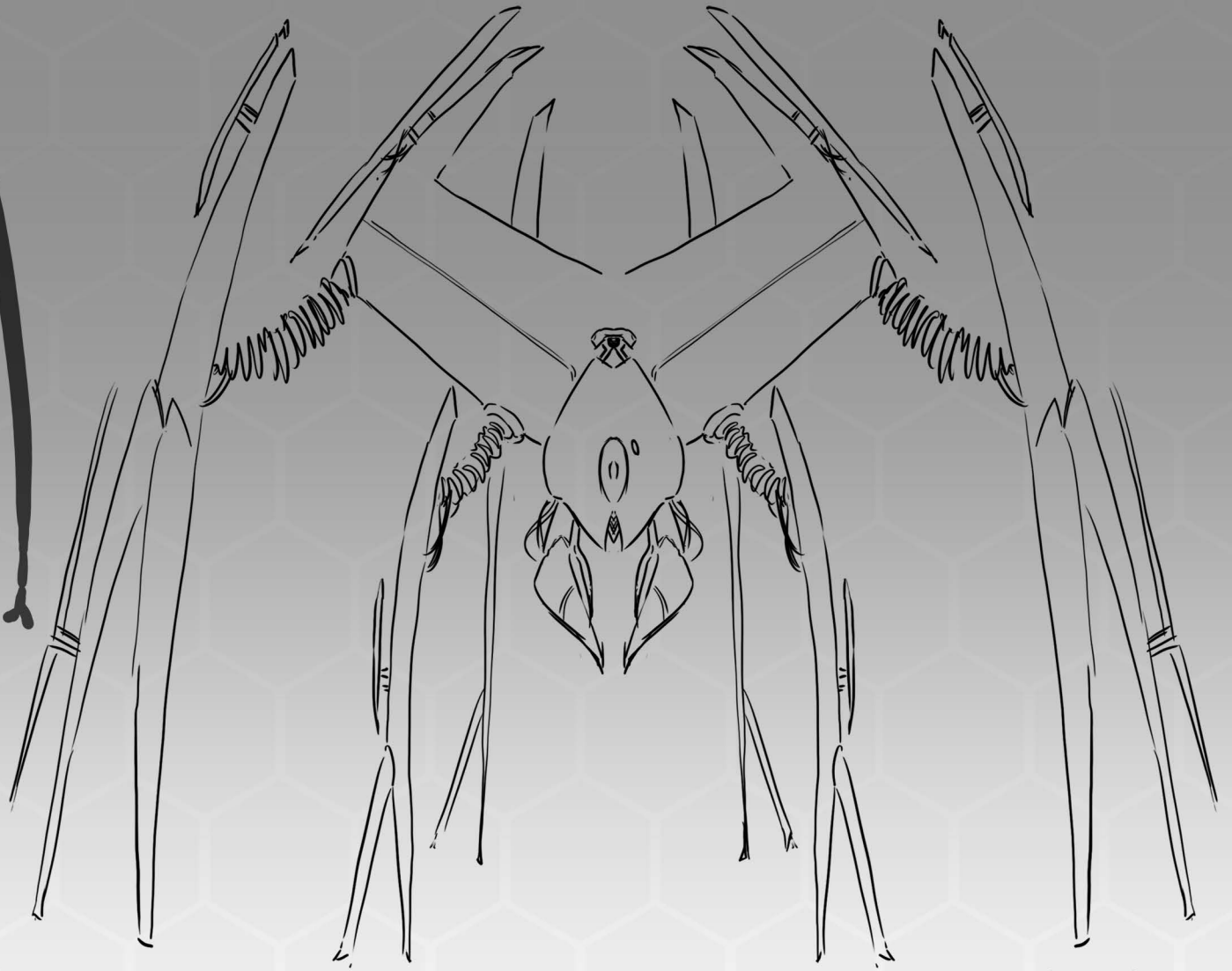
The C.R.A.H.B is an older, defensive unit. developed by Obliquity Logistics, Ltd. with it's primary function being that of a sentry. The secondary functions include electrical repair and supply transport.

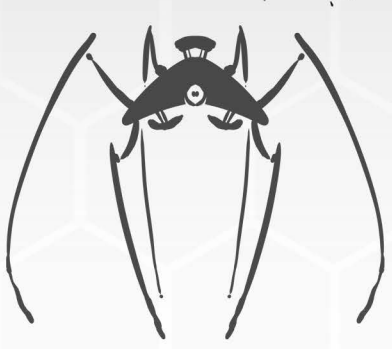


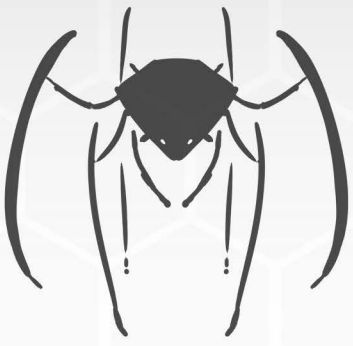
The unit was quickly recalled early on in production as not only were the rubber connections between the legs very easy to damage, but many customers complained about the lack of lethality from the turret itself as well many finding the units to be "easily distracted", despite being in sentry mode.

These units were the first to be developed with the innate ability to climb walls and ceilings, a technology leading to the future development of the far more popular unit, the L.Y.B.5.T.3.R.









Director commentary:

I had lots of ideas during the initial sketch phase, the main problem to overcome was balance, since the legs felt too delicate, so I had to reduced the stylisation for the sake of sticking to how physics works in the real world.

The colour palette was also something I struggled with, and while I wish I could have made a more brightly coloured one, I needed to limit myself and not break my own rules and ignoring the 70s theme.

OCHTA-VUA

Missing former Principal Scientist of Obliquity Logistics Ltd

After her research vessel crashed in the MW- Quadrant and no remains were found, she has been classified as missing and upper management has presumed dead, with her new replacement set to be Bynch Vrahn, the current most senior Research Scientist at Obliquity Logistics, Ltd.

All futher information has been redacted.

Director commentary:

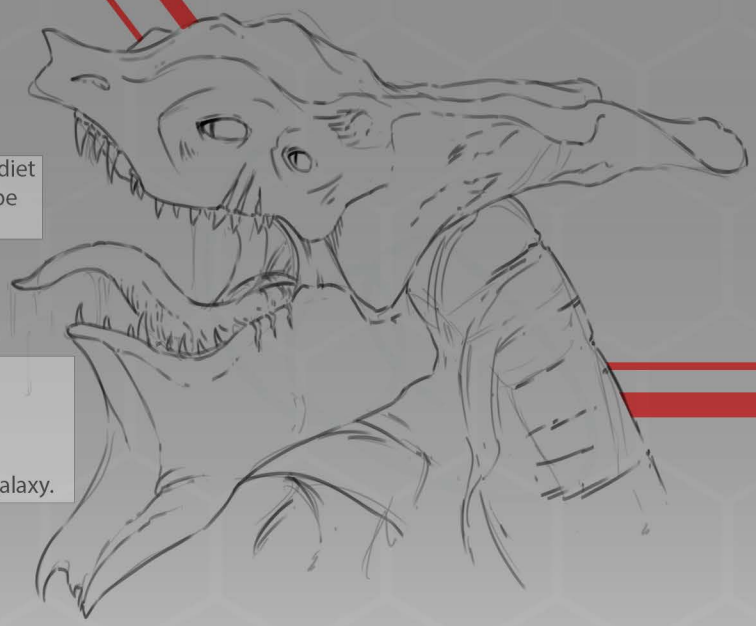
When designing the main villain, i had a lot of back and forth on how to design a character that says "scientist" without the white coat. Early on she felt too military, and the various armours felt too modernised, when they were replaced with a skin tight bodysuit, this also didn't alleviate the issue, so I focused on smoothing out the design, making it more angular to give it a more 70s costume feel: low budget and rather shiny.

DYDRANOXX

Class-S organism

While many initially assumed the Dydranoxx was an apex predator, they are rather docile, and as such have been hunted to near extinction. The last two that were sighted were seen orbiting one of Saturn's moons.

With thin, needle-like teeth, their main diet consists of D-Class organisms that can be found in shallow waters.



Their chitin-based shell is the main reason for poaching. It provides an excellent defense against solar flares while being incredibly easy to repair, making it sought after within the various space fleets across the galaxy.

The underbelly flesh used to be quite a delicacy in some quadrants, however now is illegal to serve, as they are a protected species.

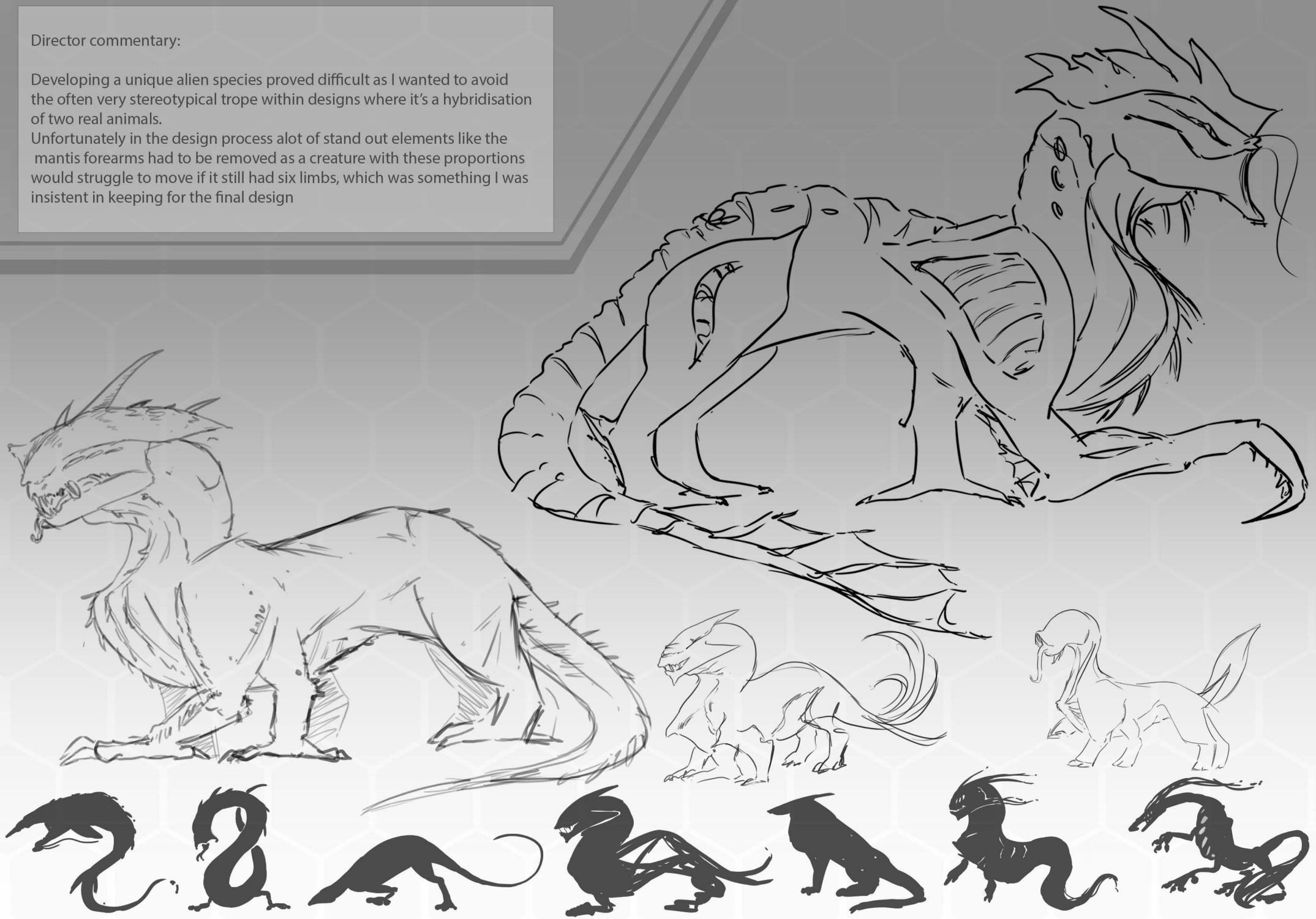
Tri-fins
Used to control movement within the vacuum of space.

It is theorised that the large head plate is used as a ramming device when they feel threatened, however not enough studies have been done to provide further insight.

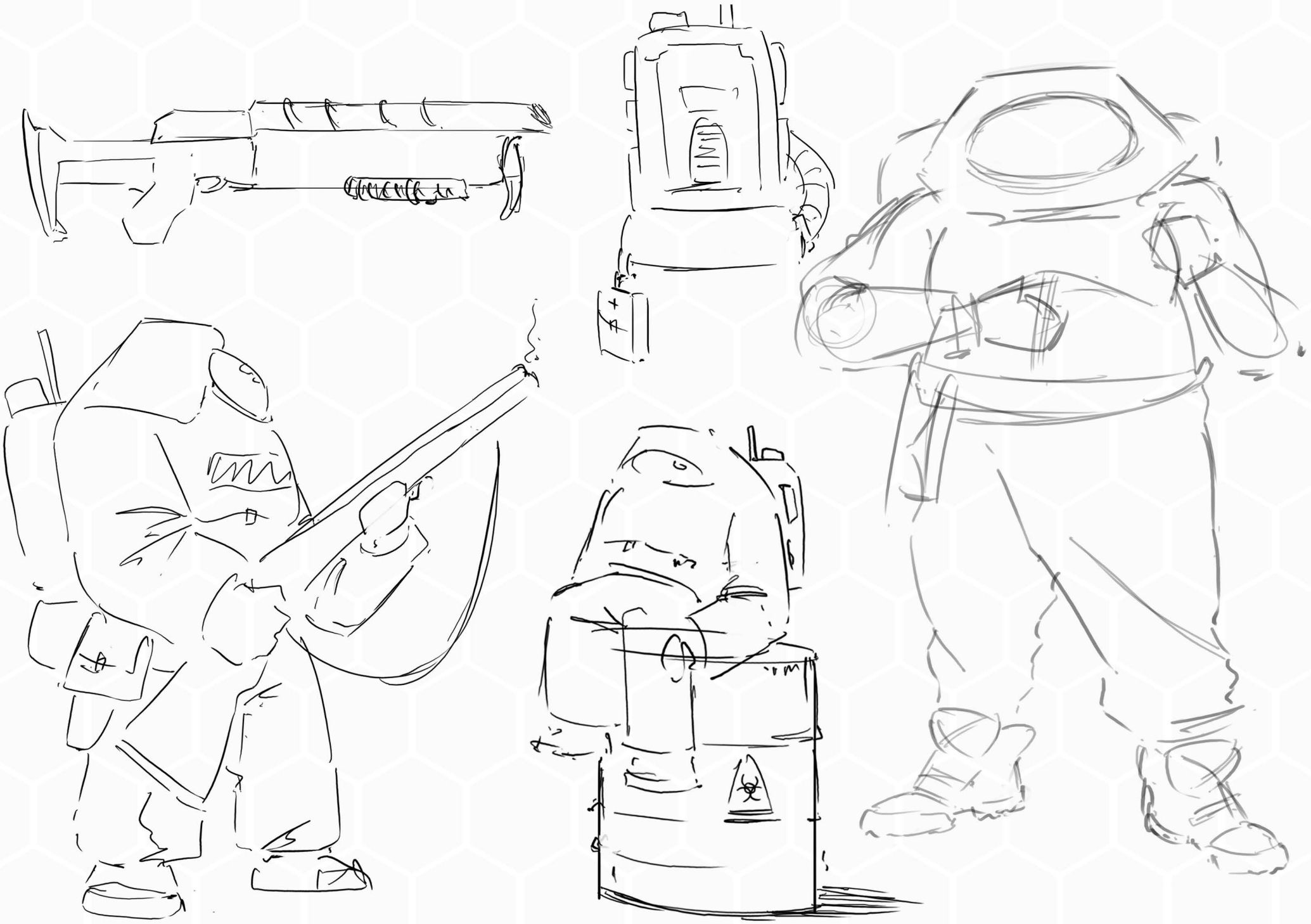
Height: 15ft
Length: 35ft

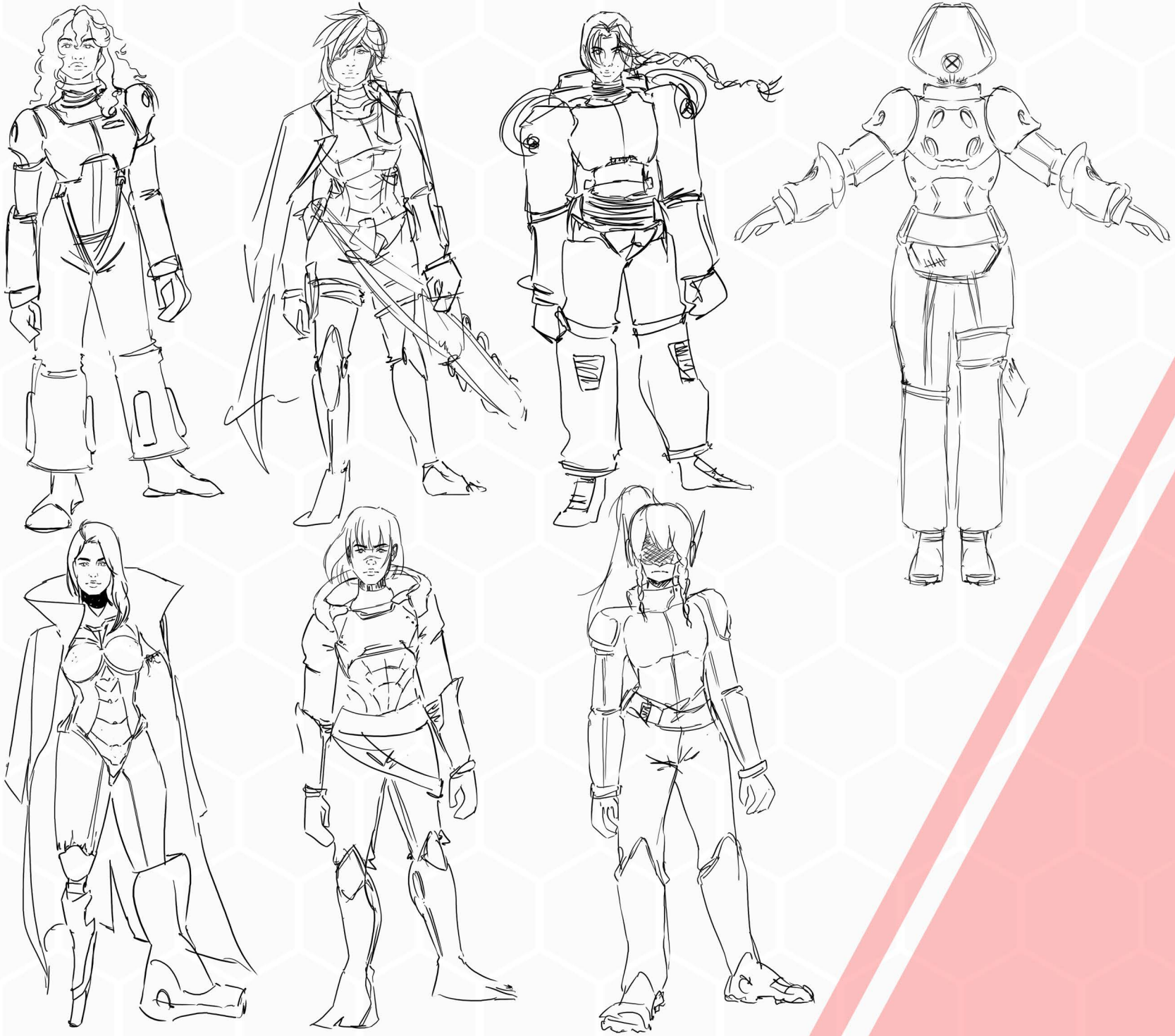
Director commentary:

Developing a unique alien species proved difficult as I wanted to avoid the often very stereotypical trope within designs where it's a hybridisation of two real animals.
Unfortunately in the design process alot of stand out elements like the mantis forearms had to be removed as a creature with these proportions would struggle to move if it still had six limbs, which was something I was insistent in keeping for the final design

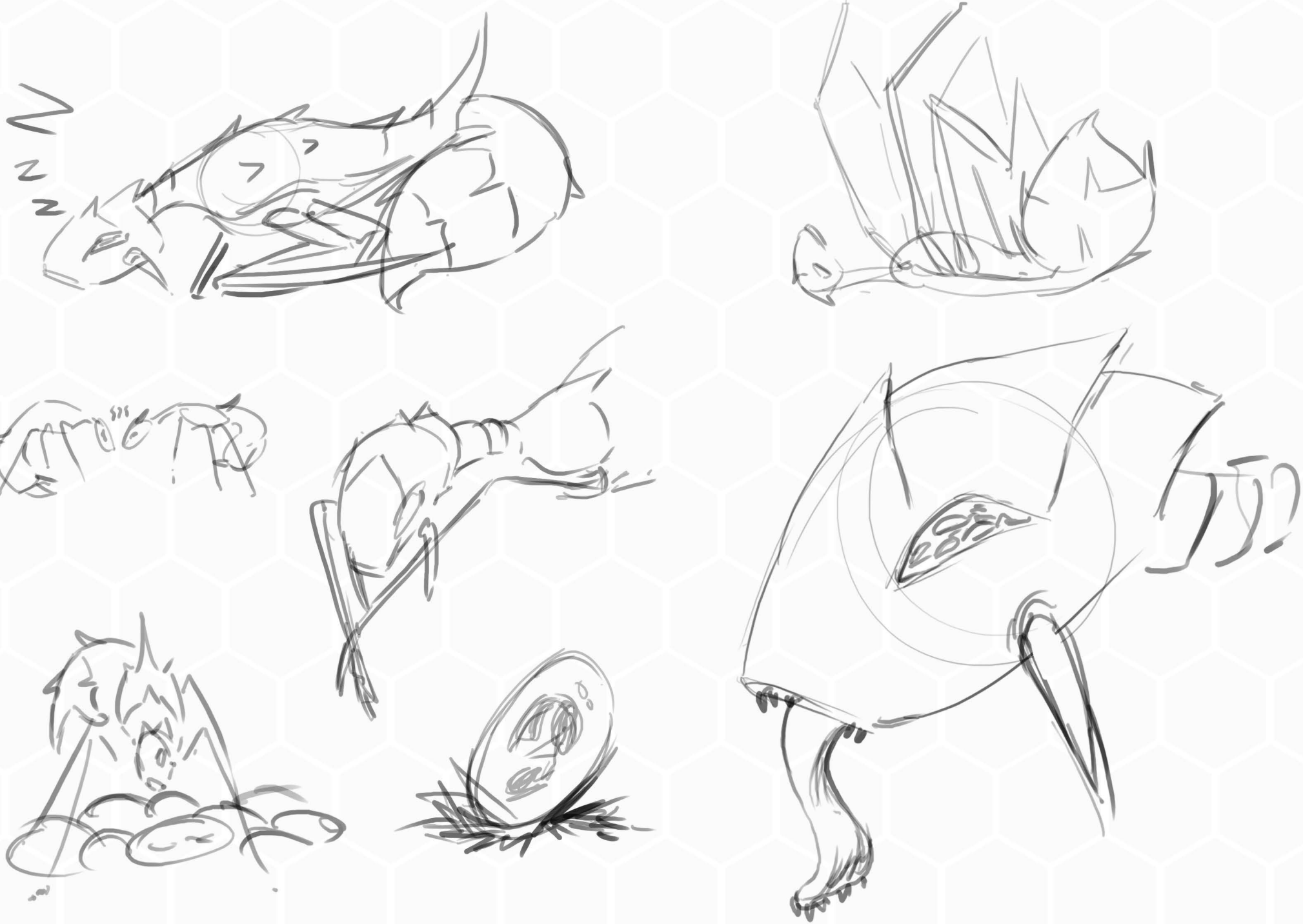


Chapter 4: Further Unused Concepts



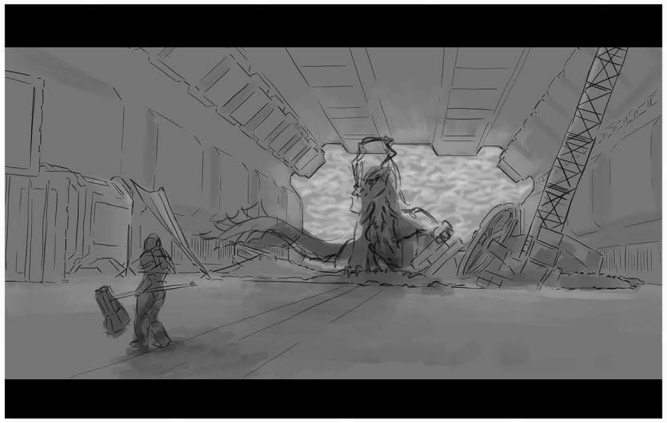
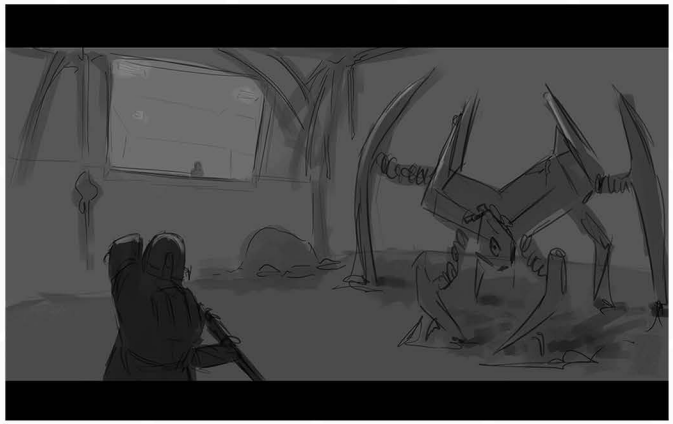


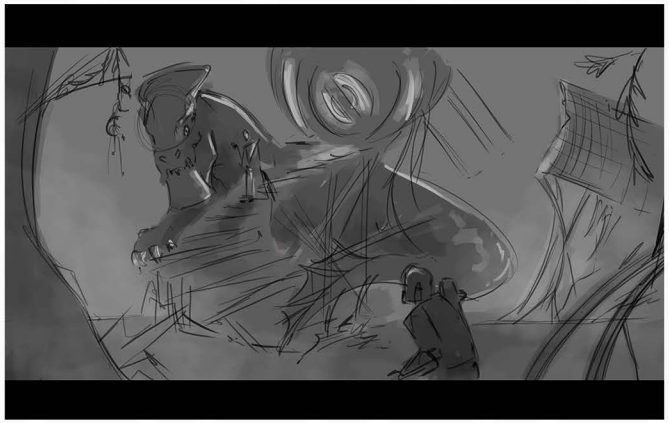
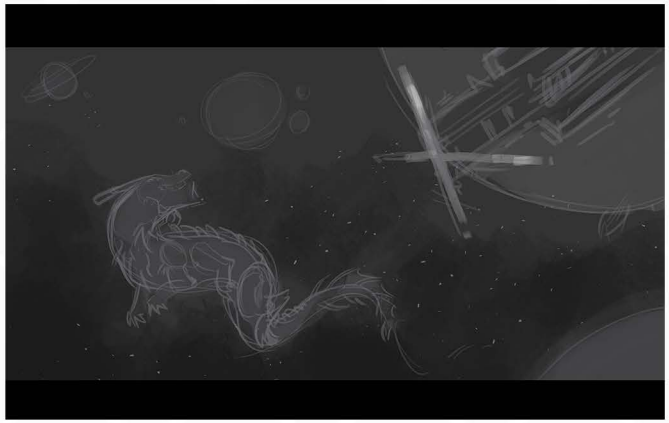
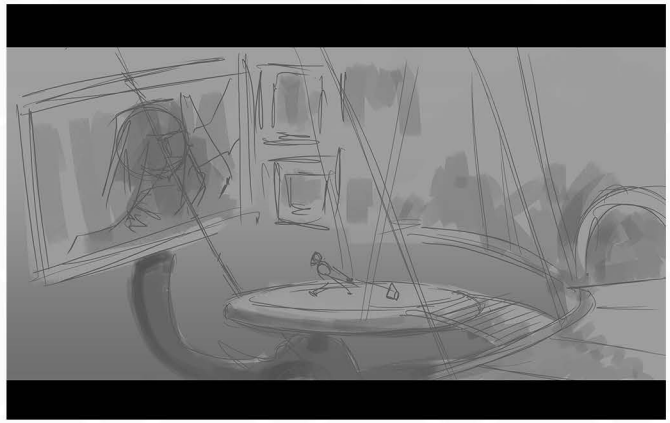
CHAPTER 5: CHARACTER SKETCHES



CHAPTER 6: THUMBNAILS

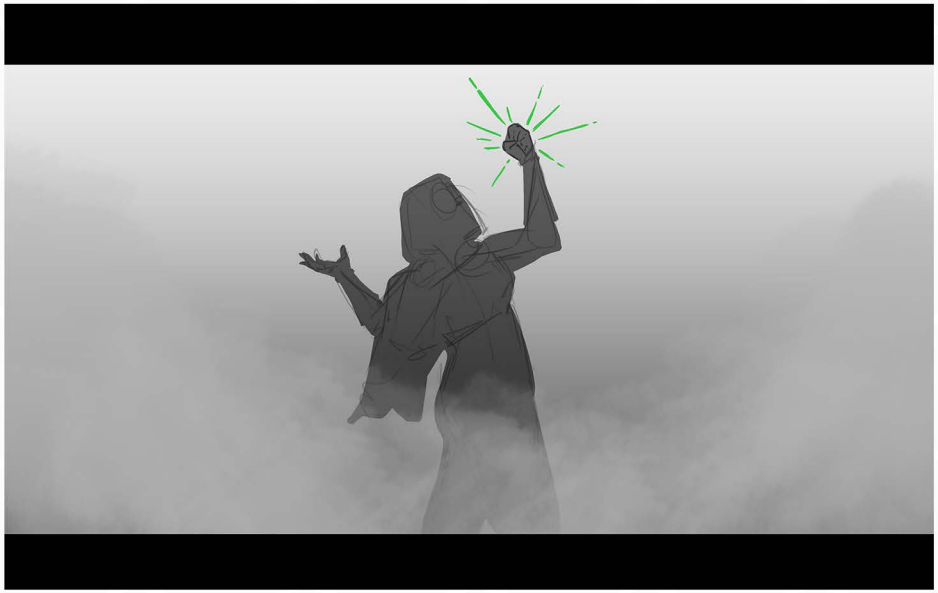
THUMBNAILS

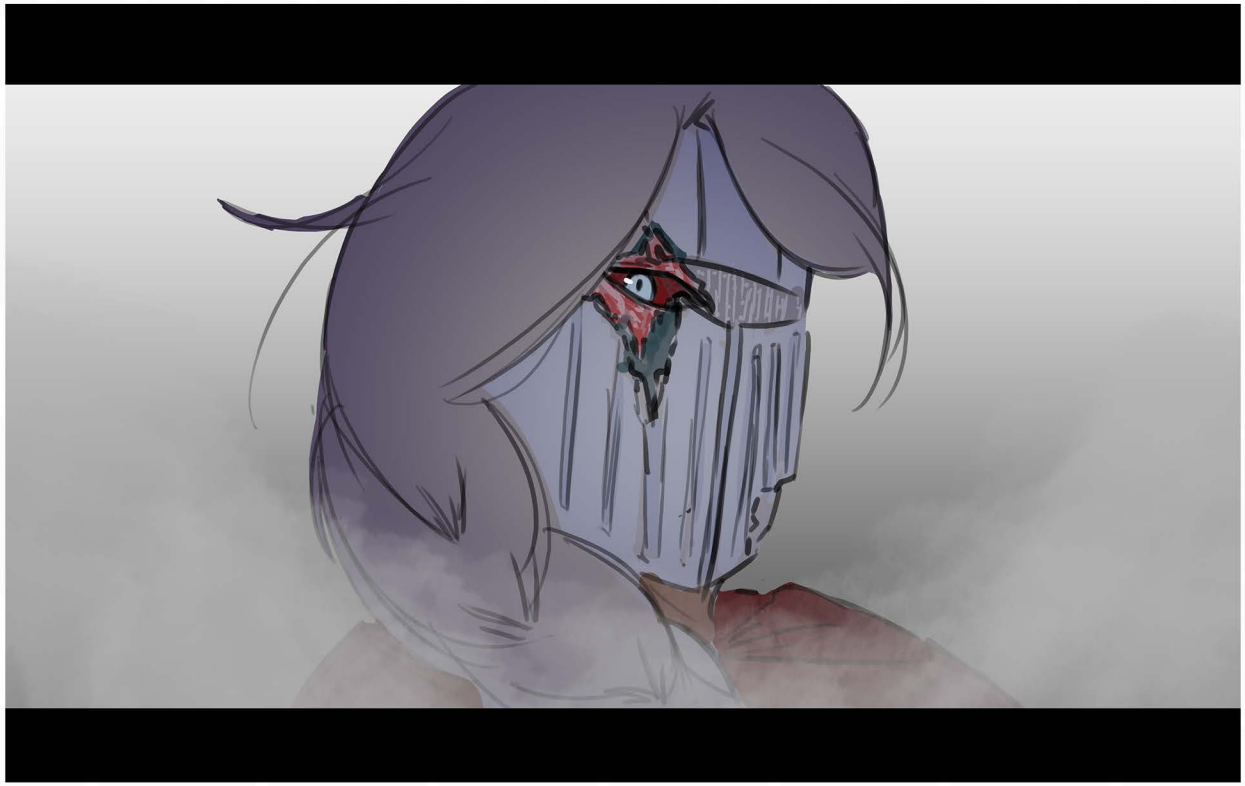



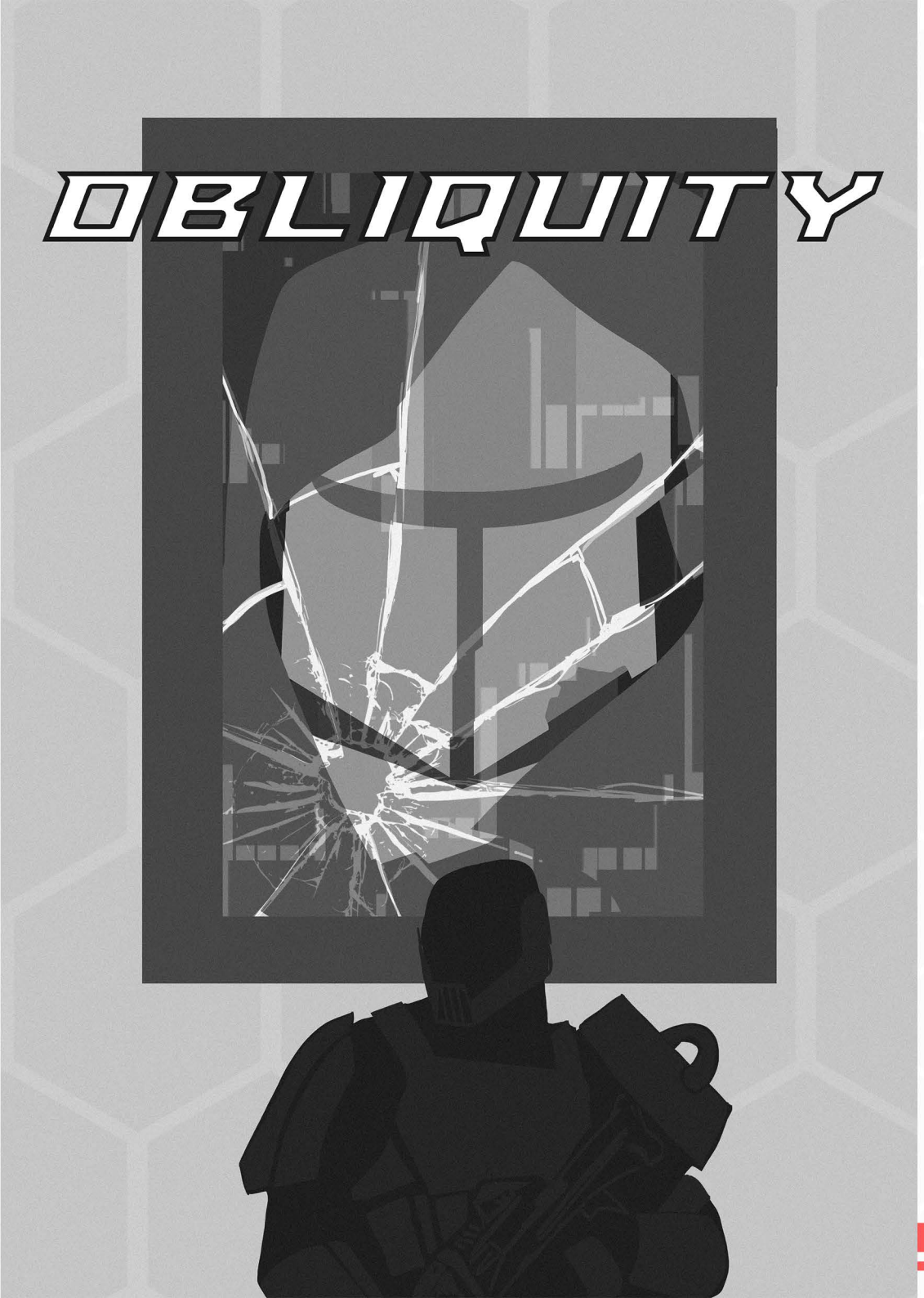




While I mostly focused on character design development, I did think it was important to develop the surrounding enviroment, largely to provide further context for myself, giving my characters visible personalities in their final design pages.

The application of these thumbnails would be cutscene storyboads to introduce the characters/environments in the game.







SPECIAL THANKS

TO MY DAD,
WHO HAS ALWAYS
BEEN THERE FOR ME
ON MY ARTISTIC
JOURNEY.