

Last Call



Who are we?

Designers: Chris

Artists: Kaden, Ren Barklow

Engineer: Ashish



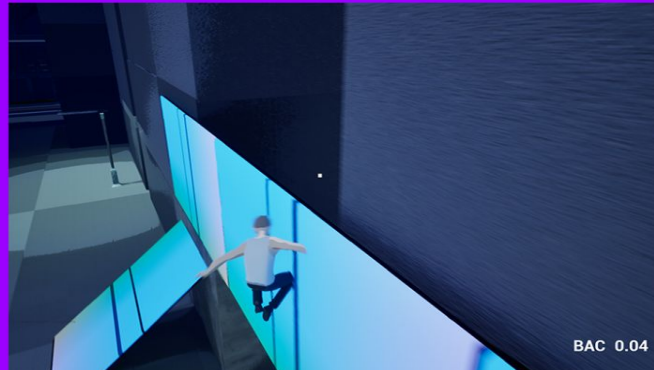
Team Wasted Mechanics presents:

Last Call

Razer Pitch:

Last Call is an open world sandbox game centered around drinking as much alcohol as possible! Run, jump, throw crates and punch npcs as you navigate the city searching for your next drink

Designer: Chris Perno
Engineer: Ashish Teegalapally
Artists: Kaden Nelson and Ren Barklow



Unique Selling Points:

- 1) Physics based objects- hit em, throw em, stack em
- 2) Drunkeness- the more you drink the crazier it gets
- 3) Open Sandbox- explore the city who kows what you might find



Game Design how it progressed



First design:

- 4 bars, 3 for quests reach the 4th to win
- Quest structure
- Time limit
- BAC level requirements

Second Idea:

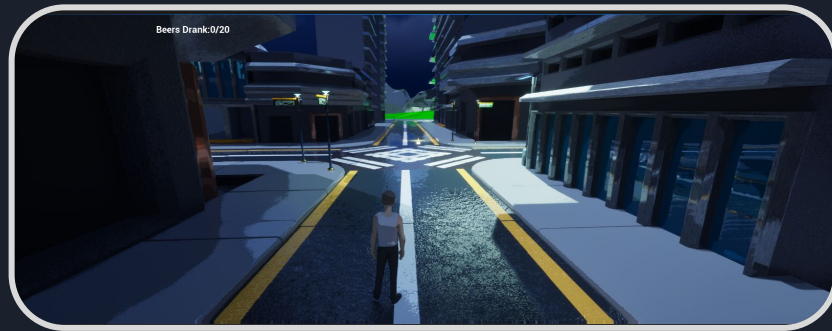
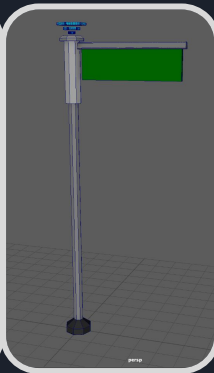
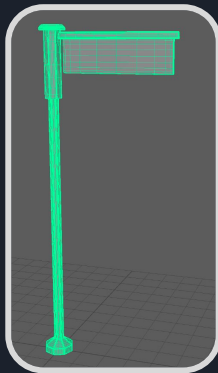
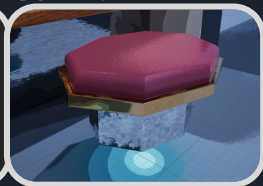
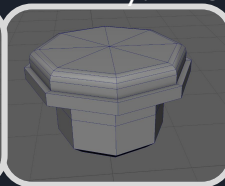
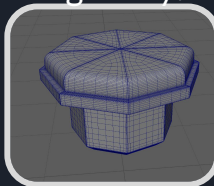
- 1 -2 bars, place to get quests
- Quest structure
- No time limit
- No bac requirements

Final Game:

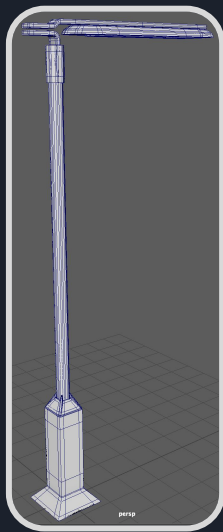
- 3 bars, just for aesthetics and a place to find beer
- Several drinks hidden around as collectibles
- Emphasis on open sandbox play

Art Showcase: Kaden Nelson

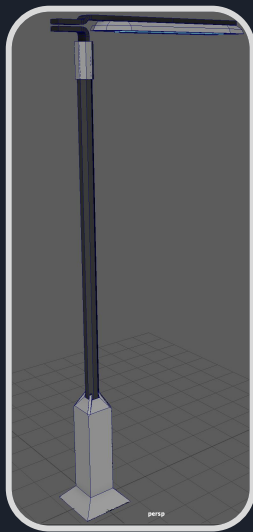
High Poly: Low Poly: Substance: In Game:



High:



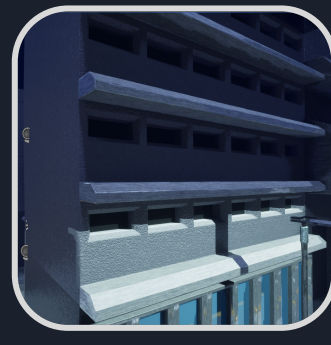
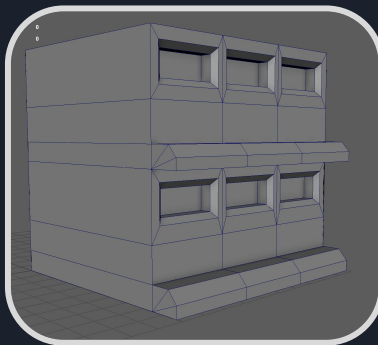
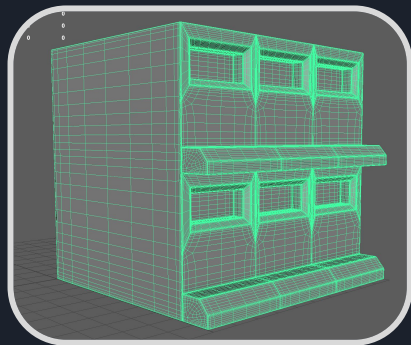
Low:



Substance:

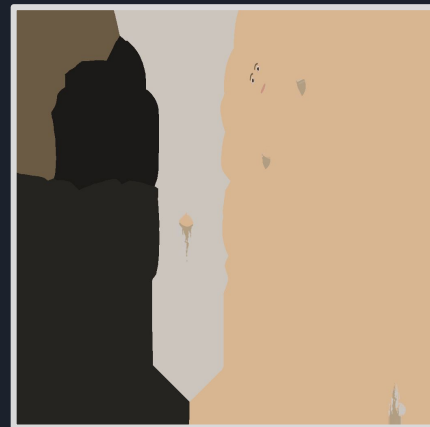
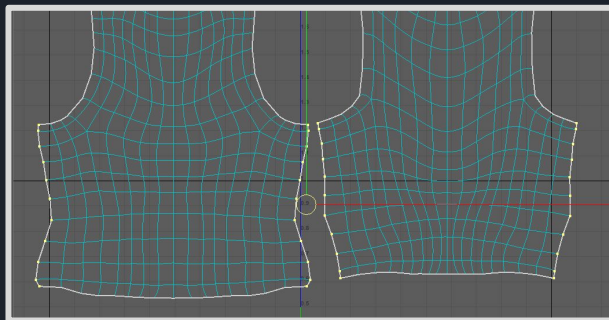


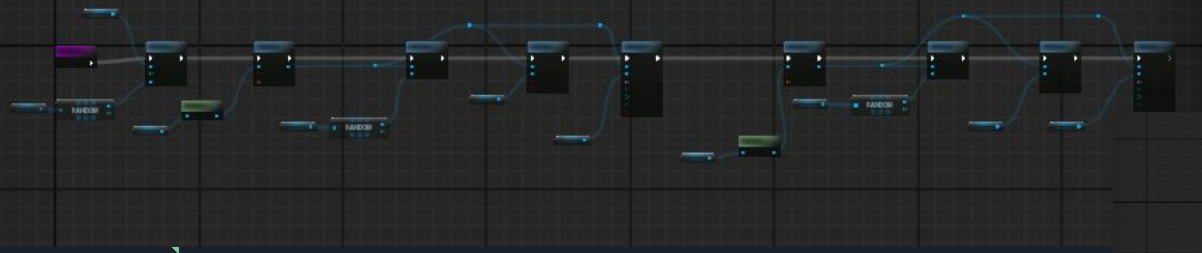
In Game:



Art Showcase: Ren Barklow

In charge of the entire character pipeline.
This included concept, modeling, retopo, UV map, substance painting, each clothing piece, NPC's and their clothing and hair system.





14 hours in 3 days to figure out how to give each NPC a random hair style, hair color, skin color, shirt, and shirt color every time it is constructed. Working in blueprints which I have never done before.

