

FQ-PROJECT

Marcel Berner & Alexander Scholten

Overview

FQ-Project is a First-Person game trying to offer a realistic experience to the user. The game appears to be non-challenging with a recurring, very simple task to be completed by the player. Exploring the environment can lead to another and more free gameplay experience including gore and environment destruction.

Story and Setting

The game is set in a modern office environment. The main task of the player is to fetch a certain printed form from a random room/desk of the office, combine it with another arbitrary item, equip it, and to bring it into another room. This quest is repeated a number of times after which the player is presented with a simple end screen with the option to restart the game.

The only purpose of said quest is to teach the player the mechanics of picking up, combining and equipping items.

Besides that story the player can acquire seemingly random objects from the office. Those can be used on their own or combined with other objects to form weapons. With those weapons the player can destroy both the office environment and the NPCs.

This is the main idea behind this project: to highlight power fantasies and the term realism in games in regards to gameplay.

Technical Aspects

As the main gameplay requires a high degree of freedom for the player the implementation of the gameplay was quite challenging.

Most objects in the environment use rigid body physics with predefined destructible meshes or simple voronoi cell fractured structures.

For soft body and fluid simulation NVIDIA Flex was evaluated. Although early tests looked quite promising the technology is still quite limited.

The game is based on the Unreal Engine 4, modelling was done in Blender and ZBrush and shading in Substance Painter.

Creating a destructible human mesh was also quite challenging.

