BEAMDOWN

Milestone Alpha
Presentation

What is it?

BeamDown is an Isometric 3D Boss Rush Game! Play as E.R.O. 4 and Beam Down to the Planets in Order to Fight Bosses and Explore the Worlds. Are you strong enough to do what others couldn't?
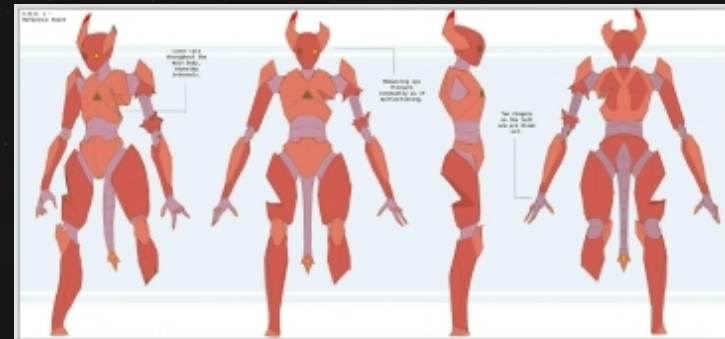
Progress Report - What Has Been Worked On?

■ First World - Tagol - Has Been Changed and Will Continue to Evolve

■ Our First Boss Has Been Completed and Will be Tweaked More

■ We Have the Base For Our Augment System!

■ Simple Audio, VFX and Animations are in

Changes to the Game

■ Crafting and Inventory Has Been Removed

■ Bosses are Still the Focus but Using Current Feedback, Tagol is Our Main Priority Right Now

■ New Augment System Planned and Implemented

■ New Character Model and Animations!
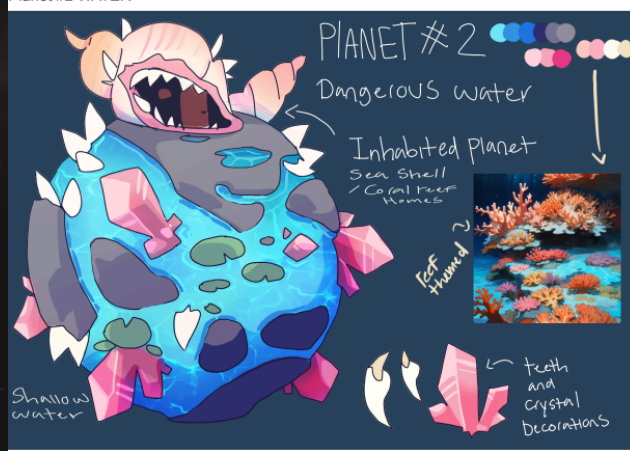
Art Assets- Character concepts
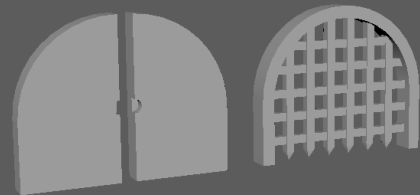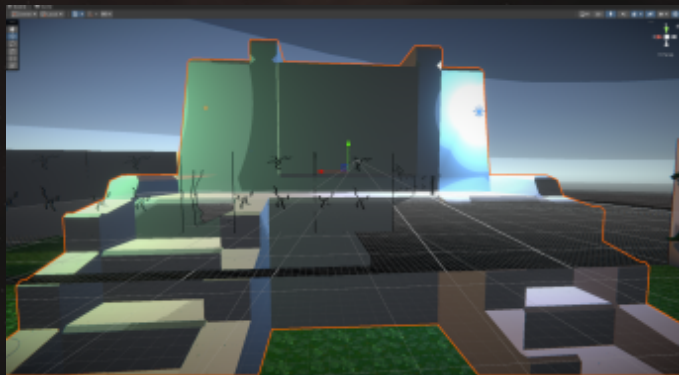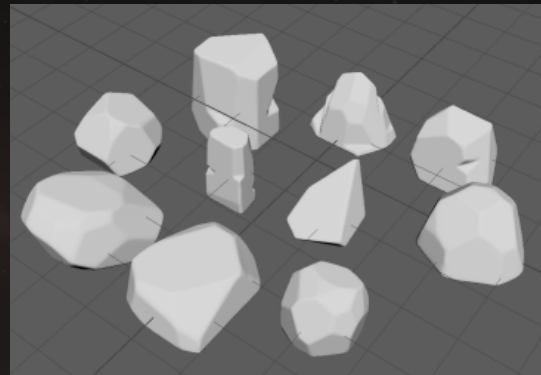
Art Assets- Environment concepts

Planet #1 GRASS

Ancient Greek type ruins mixed with Aztec sculptures

Planet #1 Grassland Ruins.

Enviorment color options

Intimidating Boss Room Door

Very over grown

Strange Sculptures

Planet #6 DARK

Will update with storyline. This is just a placeholder concept

Planet #6 Dark

Heart of the Giant in dead space.

Ship flys into mysterious orb

Planet is very Dark and spooky inside.

Graveyard theme

Glowing purple liquid only light sorce.

Planet #2 WATER

PLANET #2 Dangerous water

Inhabited planet Sea Shell / Coral reef Homes
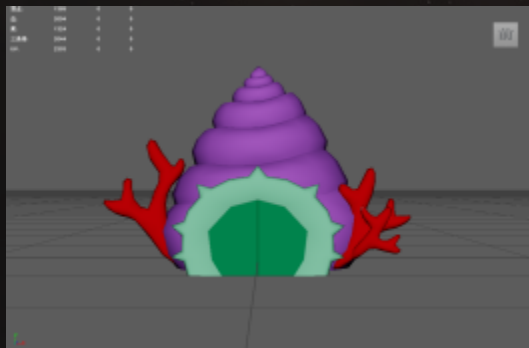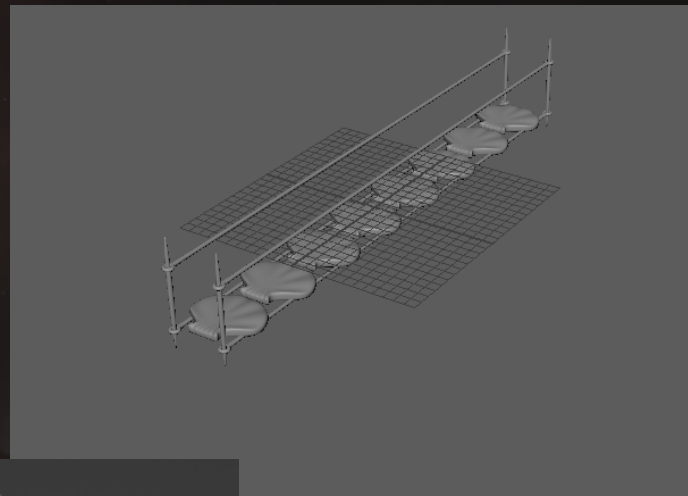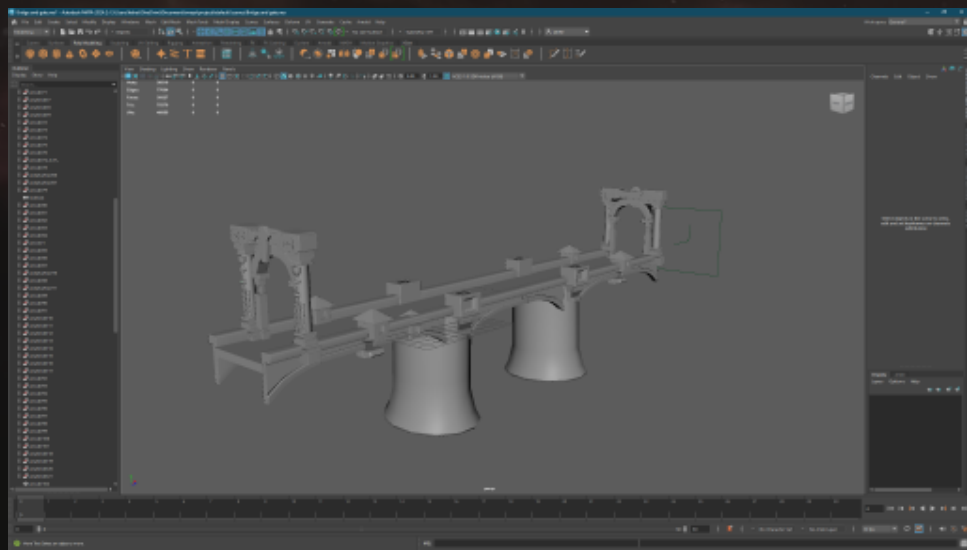
Ref thumb

Shallow water
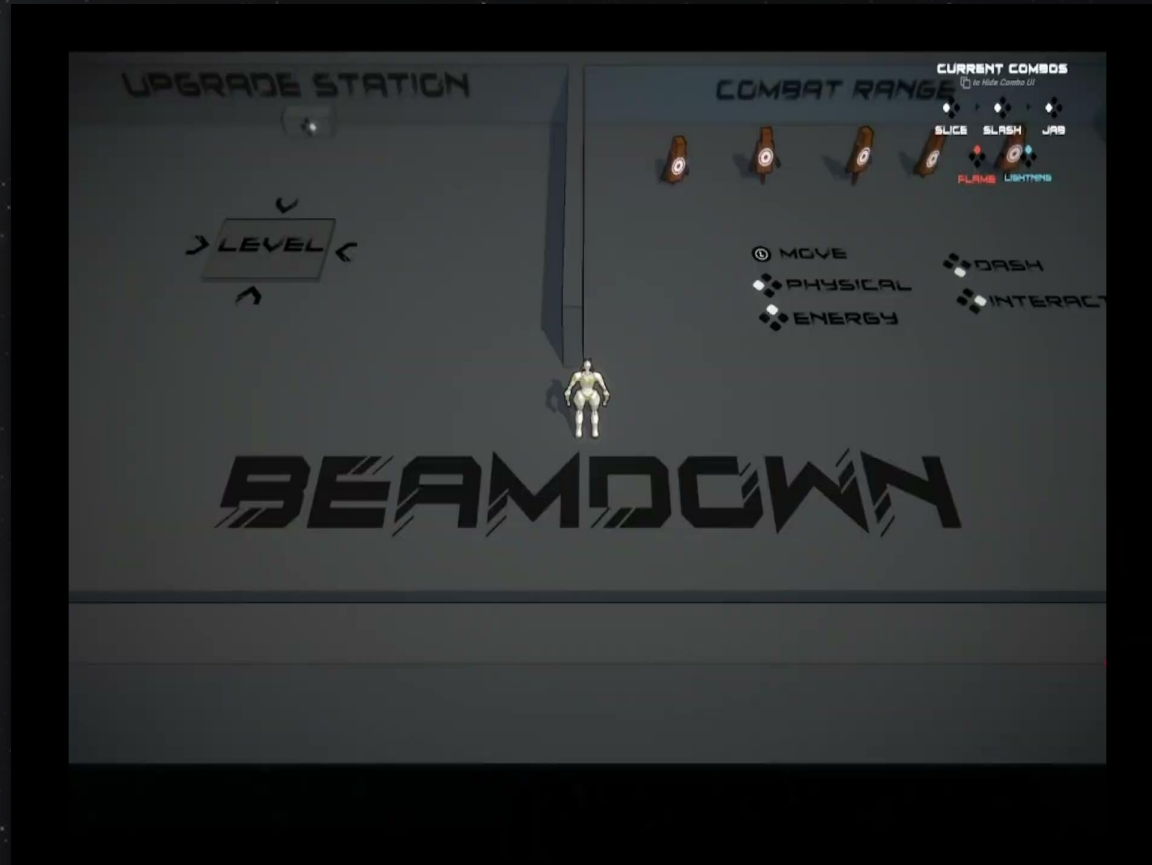
teeth and crystal decorations

Art Assets - Models
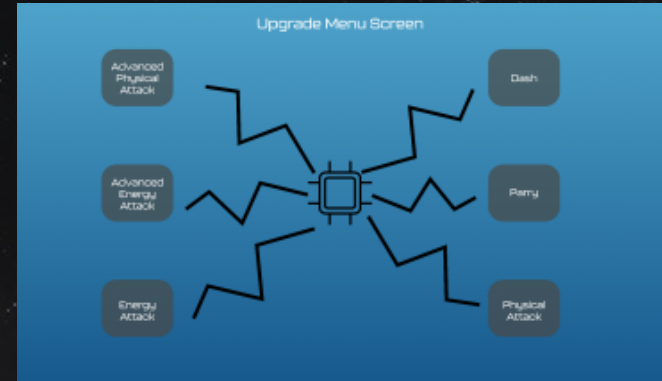
Art Assets - Models

Gameplay Video

FUTURE PLANS

- Finish the First World With Full Layout, Assets and Boss

- Create the Full Hub Space With Models, Planet Selection and Augment System

- Finish tweaking and improving World 1, then begin Work on Planet 2 and 3

FUTURE PLANS

World 2 Enemy Concepts

Menu/UI

Team Members and Roles

Art

Rachel Buzarde - Artist Lead

Josef Wallace - 3D Art Lead

Qiujia Chen - 3D Artist

Jovan Raditiya Alshadieq - Concept Artist

Runyan Xu - 3D Artist

Bojie Yan - 3D Environments

Austin Hasbrook - Audio

Aiden He - 3D Environments

Changle Zeng - 3D Environments

Jake Orantes - VFX and Shaders

Vadim Petrovichev - 2D UI Artist

Jiaqi Zou - Tech Artist

Design

Quin Richards - Design Lead

Kyle Mcmullin - Mechanics Lead

Sage Ramos - Level and Narrative Design

Chandler Wood - Enemy Designer

Xiangyu (Raphael) Shi - Systems and UI Designer

Mingrui Xu - Systems and Combat Designer

Producers

Brenden Stender - Producer Lead

Azel Akhmetova - Art Producer

Griffin Girvan-Morris -Design Producer

Engineering

Tayin Wallace - Combat and Lead Engineer

Mahonri White - Audio and Narrative Engineer

James Root - Boss Engineer

Willow Ehrenberg - Enemy Engineer

Chase Yates - Augment System Engineer

Brandon Mccarthy - Player Movement Engineer

Shawn Zhang - UI Systems Engineer

Allen Shumway - Enemy Engineer