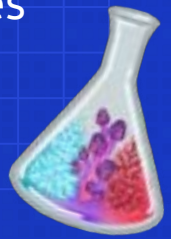
Those Left Behind

Week 8 Presentation - The game so far

Will you lead your family to a better future?

A deeply human **post-apocalyptic resource management game**, “Those Left Behind” explores morality and social responsibility in a world shaped by negligence and climate change.

As the **leader of a survival camp**, you must make tough choices to protect your family and ensure their future.



The Team

Joe

Technical Designer

Gabi

Character Artist

Anna

World Designer & UI Artist

Rosie

Environment Artist

Yiran

Narrative & Sound Designer

Joe

My role and contributions

- Implemented character click-and-drop mechanics
- Created daily progression with the End Day button and weekly cycles
- Added a character camp preference system that affects resource generation
- Implemented food consumption mechanics with failure conditions
- Built scene transitions between gameplay and narrative sections
- Created automatic character assignment within camps
- Implemented failure/restart systems when requirements aren't met
- Fixed several bugs identified during playtesting

My inspirations for this project

Main source of inspiration:

- The main coding inspiration / help
  - Intro ~ Making a Resource Gathering Game in Unity ~ GameDev Tutorial ~ Part 1
  - Make a Visual Novel in Unity 2023 - Episode 00 - Introduction
  - C# Idle Tycoon - Build an Idle Tycoon Business Simulation in C# & Unity
- Game inspirations for features to add whilst coding
  - 60 Seconds! (A game similar in the core gameplay)
  - This War Of Mine (Literally the exact concept but different genre)
  - Darkest Dungeon (Features a character placement and management feature)

What went well:

- So far the communication has been excellent between the team
- Everything has worked smoothly
- The playtest has given very useful feedback on what needs to be improved

Current challenges and help you may need:

- We need more feedback on the resource generation and usage rates
- Is there any feedback regarding the character specialisation / preferences?

Anna

My role and contributions

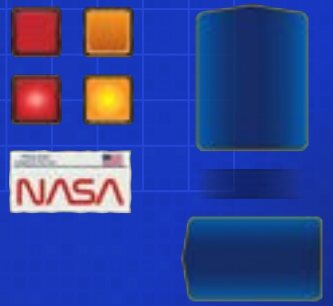
- ★ Created a **world bible** for our Narrative writer
- ★ Created **character profiles** for our character artist
- ★ I'm **leading project management**
- ★ Recently picked up the role of **UI Artist**

My inspirations for this project

- ★ Management sims with a Narrative
  Surviving the Aftermath, Yes, Your Grace
  & Fallout games

What's went well

- ★ Team communication & collaboration has been super effective! Our design discussions are always engaging and fun.



Vertical Slice Gameplay Flow

PROUDLY MADE IN THE USA
NASA
END DAY
END WEEK
Scraps 10
Food 10
Arms 10
Tech 10
Bio 10
Weekly Tasks
Character Profiles
Resources needed by the end of the week.
Assign survivors to comps to gather.
Scraps 10/15
Arms 10/15
Tech 10/15
Bio 10/15
Arnold Perriwinkle
Ingrid Perriwinkle
Lily Perriwinkle
Patricia Perriwinkle

NASA
End Day
End Week
Day 1
Week 1
Scraps
Scraps: 0
Food
Food: 10
Arms
Security: 0
Tech
Tech: 0
Bio
Bio: 0
Weekly Tasks
Character Profiles
Food: 10 / 8
Arms: 0 / 30

Gabrielle

What I've done so far:

- ★ Created character assets
- ★ Surveys and discussions with the team for feedback on the designs

What's inspired me:

- ★ TWD comics, characters from existing media set in dystopian worlds, & visual novels

What went well:

- ★ Verbal discussions and overall feedback have been effective in making consistent yet distinct characters.

The Perriwinkle Family

Rosie

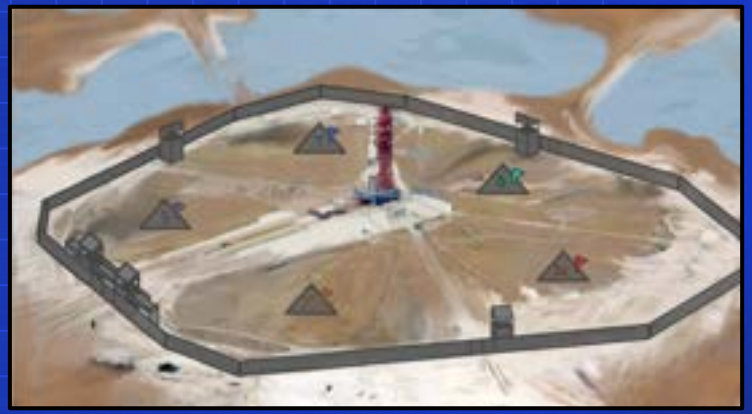
What I've done so far:

- ★ Created **resource icons** for the UI.
- ★ Created the **survivor camp background art**.
- ★ Conducted a **user feedback survey** on my background art.
- ★ Begun creating the **resource camps**.

Resource icons

My Main sources of inspiration:

- ★ Films including Wall-E and Mad Max, and games like Fallout and Surviving the aftermath.



Survivor camp concept art

What's gone well:

- ★ I've gained some really useful feedback on my artwork which will help me make the game art more comprehensible to first time players.

Survivor camp background art

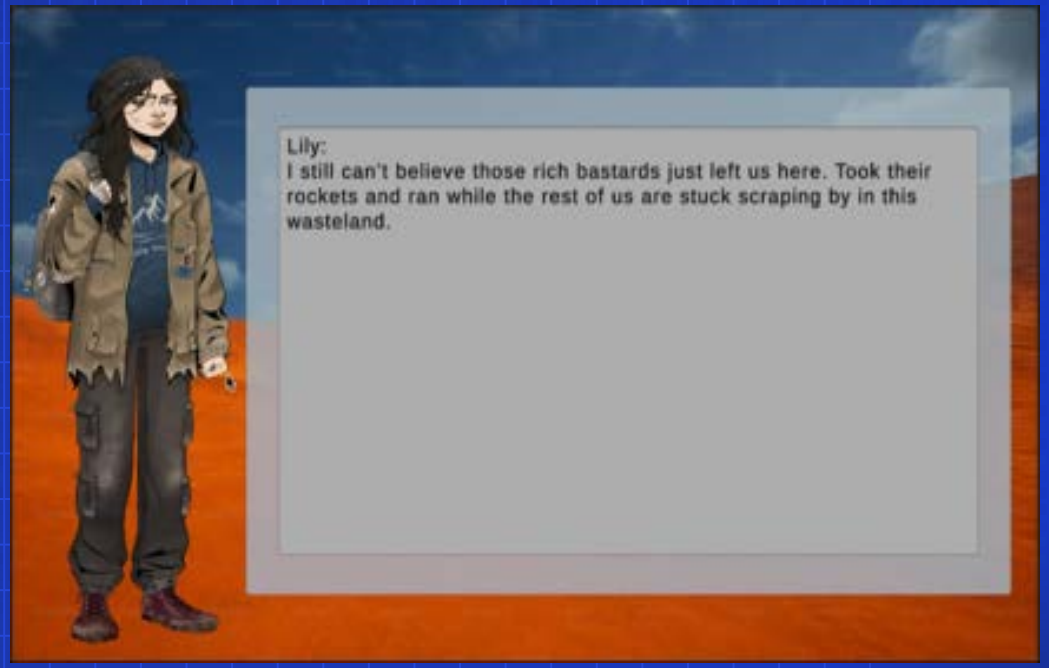
Yiran

Mu role and contributions

- ★ Written the drafts of dialogue scenes
- ★ Created background music for the survivor camp
- ★ Created UI sound effects

What's next?

Reiterate on dialogue scenes and continue work on sound/music



Thanks for listening!
Any questions?

A picture is worth a thousand words