

EVERBORNE

// THE NAME CAN BE CHANGED AT ANY TIME

Trisha	Brian	Faisal	Emerson	Matt	Paul
PL	AL	Designer	DEV I	DEV II	Tester

ROOM HH310 Tues.: 11:30am - 2:30pm | **Thurs.: 1:00pm - 6:00pm**

MAIN IDEA

STALK Emerson:

> <https://github.com/1Emerson1/EverBorne>

UNITY DOWNLOAD:

- Version 2017.1.0: <https://unity3d.com/get-unity/download/archive>

PREMIS:

- Style: VR
- Controls: PS4 controller / Oculus
- Brief: A maze where something is chasing you. Start the game off in black & white. The more colors you collect the more details are revealed in order to leave the maze. You cannot fight back. Three strikes your out. So basically if the Minotaur catches twice you, you are transported to another part of the map; third time's DEATH.

GROUP CHAT

Google Hangouts: Alpha Squad

A = Add	B = Base (Add / Create)	C = Cut / Remove	D = Detail (Add / Create)
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	Mar. 5th / Mar. 19th	April 16th	OTHER
	ALPHA_MIDTERM (add the mechanics) <ul style="list-style-type: none">• Start Goal• Life Counter• Move: B_Character• Move: B_Minotaur• Design: B_Maze• End Goal• Objective: B_Colors• Objective: B_Items	BETA_FINAL (add detail) <ul style="list-style-type: none">• D_Character• D_Minotaur• D_Maze• D_Color Orbs• D_Items	<i>IF FINISHED EARLY:</i> (won't focus on but can do) <ul style="list-style-type: none">- Add More Lives- Different Difficulties (distance of engagement)- Add More Designs- Hidden rooms

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	<ul style="list-style-type: none">• Walls you can not walk though• End goal	<ul style="list-style-type: none">• Enemy creature• Implement some items• Lighting changes	
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TASK LIST

ALL	> ALPHA: March 10th, 2018 > BETA: April 9th, 2018
PL	
AL	
Designer	- Create Game Map
DEV I & DEV II	<ul style="list-style-type: none">- Minotaur movement // The Minotaur is supposed to track the player by detection. This meaning that when the player is moving if the player is a certain amount of "feet" away from the Minotaur would move quicker towards the player.- Minotaur Attack // Once the Minotaur gets into contact with the MAIN character, the MAIN character is supposed to 'die'
Tester	> March 12th - 16th <ul style="list-style-type: none">- Break the code; See if there are any kinks to work out and things to debug

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UPDATES: CODING

DATE	POSITION / WHO	DESCRIPTION	TIME
02/12/2018	PL Trisha DEV I Emerson	MAP <ul style="list-style-type: none">- Base- Outside Walls (ALL)- Inside Walls (few) MAIN CHARACTER <ul style="list-style-type: none">- Base- Movement- First Person View // we made it so that YOU have a first person view while playing. So basically "the in game camera is you" MINOTAUR <ul style="list-style-type: none">- Base	45 m / 1 hr

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ADVICE

- Watch out for colliders
- Physics on slanted surfaces
- Dedicated Minotaur per floor / area
- Low poly as possible (as little details as possible)

STORYBOARD

(BOLD = completed)

MAIN CHARACTER:

☐ **First Person View (ONLY)**

☐ 3 Lives

→ CAN:

- Pick up Items (Flashlight, Integrate Map, Echolocation) *(see storyboard for more details)*
- Drop Items
- A Player has the ability to check the map twice; this feature does not regenerate with each life lost, it only resets once the maze has been completed or if all 3 lives where lost. *(see storyboard for more details)*

→ CANNOT:

- Phase through walls
- Fight back against boss
- Have more than 3 Lives

MINOTAUR:

☐ Track "MAIN CHARACTER" using sound / radial awareness

☐ Infinite Lives

→ CAN:

- *Touch* "MAIN CHARACTER" to harm

→ CANNOT:

- Phase through walls

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VIDEO EXAMPLE

<https://www.youtube.com/watch?v=LmK6LxfhnMQ>

https://www.youtube.com/watch?v=3khBcfXH__c

>MOVING (object):

<https://unity3d.com/learn/tutorials/projects/roll-ball-tutorial/moving-player?playlist=17141>

>NavMesh:

<https://unity3d.com/learn/tutorials/topics/navigation/navmesh-agent>

>Minotaur Functions:

<https://answers.unity.com/questions/750933/make-a-gameobject-follow-player-footsteps.html>

> Making Walls:

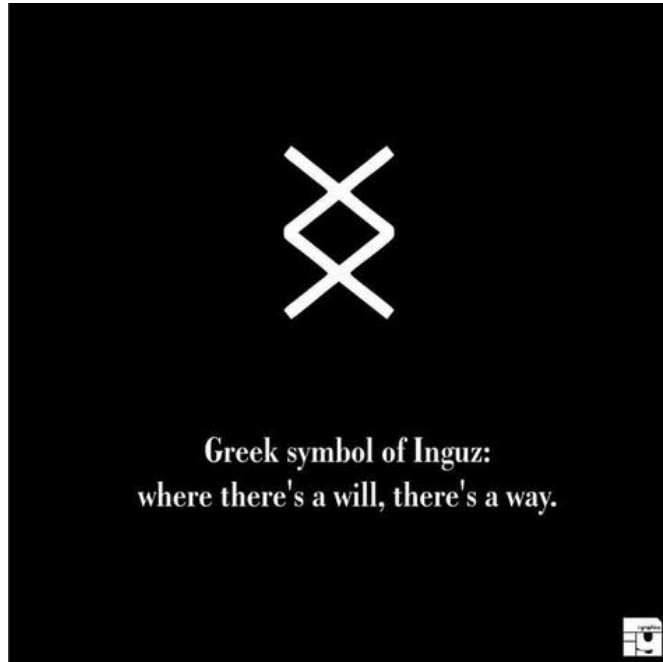
<https://unity3d.com/learn/tutorials/projects/procedural-cave-generation-tutorial/3d-walls>

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QUESTIONS

Faisal: Each color is a different power-up?

Trisha: That could work, but remember you cannot fight back at the Minotaur. Many like: Blue + Red = Purple : could be to see the arrows to get out of the maze quicker. Yellow + Blue = Green, extra life slot / +1 life returned. Yellow + Red = Orange; see hidden doors, find a Integrate Map (map piece), ...etc. So like Blue would be the rare color to try and find and won't generate often. And maybe after you get a new color you have to activate it, which will only last a certain amount of time. So if you do the idea above with what I said pertaining to the colors it might go as follows: ALL ITEMS CAN ONLY BE USED ONCE: Arrows will only appear for 5 minutes, Extra Life Slot can only be used in order to replace a life that was lost. If you activate the extra life while at full health you don't gain / lose anything. Orange will activate and will stay activated until you lose a life. Then those items will be lost. With All three colors (Yellow, Red & Blue) activated you have full vision of everything until you lose a life.

Brian: Mirror maze? So like using the hexagonal maze and have the walls reflecting.