



Escape69

Prepared for: The 217 Executives

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BASE GAME

Project Outline

The Core Mechanic of Escape69 is the ability to pickup and move objects around while simultaneously being able to trigger events by dropping combinations of items in specific locations. An example of a triggered event would be the rotation and opening of a door.

Implementation

PickUp:

- Calculating vector directions of where the player is looking
- RayCasting, which is basically sending an invisible laser from the calculated directions until intersection occurs with the first eligible object to be picked up. The laser will return all the necessary references and information of the intersected object
- Constant updating of the object's location to above the player head, until of course released

Event Triggering:

- Each object is assigned a numeric mass
 - A trigger is set in certain locations
 - Objects intersecting the trigger are appended into an array and have their masses combined into a single variable
 - Constant checking of current mass with required mass (user defined)
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PHASE 1

Project Outline

Phase 1 of development consisted of implementing and the further adding of features to the base level which includes...

- Moving platforms
- Pressure plate meshes to be used with the triggers
- New separate logic for the pressure plates allowing triggering of events without mass calculation, just physical contact (used with the moving platforms)
- Level transition triggers, for traveling between levels
- Integration of the Shinbi Character model as the player which includes,
 - Character rigging
 - Character mesh and visual representation
 - Animations and emote implementation

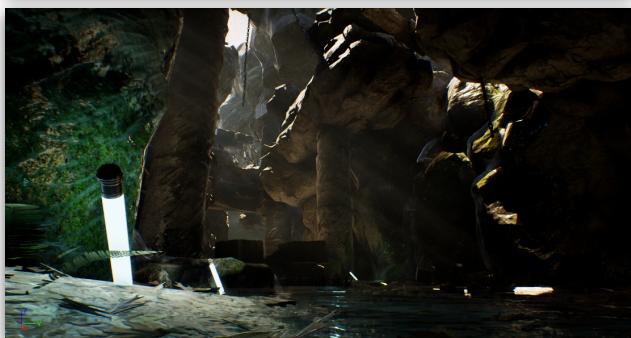


PHASE 2

Project Outline

Phase 2 of development was spent designing two of three of the included levels in Escape69. While the third level was introduced through a third party co-developer, The KnapSack Team.

- Level 1 - Studio Madness
- Level 2 - Soul Cave
- Bonus DLC - KnapSack



PHASE 3

Project Outline

Phase 3 was all about integrating multiplayer features into our levels.

- Server/Client implementation techniques were used
- Hosting integration, a player is allowed to act as the server and host a game
- Other players were allowed to join the game hosted on the server using the host player's IP address
- Constant updating of changes in the surroundings from the server to all the connected clients



PHASE 4

Project Outline

Phase 4 was the final phase where we created, polished and incorporated menus into the game

- Main Menu
 - Host & Join Buttons
 - Join overlay to type target IP address
 - Added standalone buttons to play the levels in any order
- In game pause menu - To quit to main menu
- Game over menu - Off to the gulag mate

