J CUBED INC

Devil's Causeway

First Person Adventure

Version 1.0.0

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Table of Contents

Version History

https://github.com/822937603/COMP305_Assignment_03

The first version (Commit One) contains primarily the first person controls for the player and a unfinished terrain along with a castle start location and Skeleton models as enemies. This version was used as a testing stage for numerous environment concepts especially an attempt at a 3D maze structure. The textures for the game proved difficult and it was decided to switch to a terrain environment. The models within the assets folder may be excessive as this was also tested to possibly be a third person game. Therefore the assets contain models for the Knight who was intended to be the protagonist, the Roach Monster enemy and for various weapons for the Knight, the crossbow was most considered.

The second version (Commit Two) contains the completed terrain environment for the Player to utilize and it also has the enemies and items in the intended spawn location. This commit was primarily for the process of terrain creation and model placement. The terrain is a sand environment meant to mimic a desert. The terrain has numerous sand dunes which hides the treasure that the Player is intended to collect. The enemies are also flanking the dunes creating a formidable hazard to the treasures behind. The North West location has more of a plateau beyond which has palm trees prompting the Player to explore and discover water, within the water a small path of land to an island with treasure.

The third version (Commit Three) provides the completed effects for the Skeleton Enemies and the Treasure Chests. The Skeleton now traverses the environment towards the Player at all times invoking a sense of dread and requiring the Player to remain on the move. If the Player comes in contact with the Skeleton the Skeleton will explode complete with visual fire effects and an explosion sound. The Treasure Chests upon contact with the Player will disappear with a coin collecting sound effect and produce a few seconds of smoke before disappearing.
The game also has background adventure music.

The fourth version (Commit Four) also the final commit and version features the completed UI. The Player will receive Five Hundred Gold at the collection of each Treasure Chest. The Player will start the game with Five Lives and be decremented by one for each Skeleton contact. The HUD will display these values for the Player at all times.

I.   Game Overview

You play as a questing traveler trapped in the desert known as "Devil's Causeway". You were brought here suddenly from your medieval land it appears the entire castle was transported. The Queens Treasure stores have been mysteriously emptied. It's up to you as a brave Knight and loyal subject to the Queen to venture out into this unknown land to explore the environment and find the missing Treasure.

II.   Gameplay Mechanics

The player starts the game within the castle that he arrived within. Once outside the Player is exposed to the desert environment including the Skeleton Enemies who draw an instant view of the player and make a beeline towards. The Player must avoid these monsters and find the Treasure scattered around the land. Each Treasure is Five Hundred Gold and there is three Treasure Chests to be found. The Player starts the game with Five Lives and every contact with the Skeletons the lives will be reduced by one.

III.   Camera

The point of view of the camera will be primarily from First Person View of the Player.
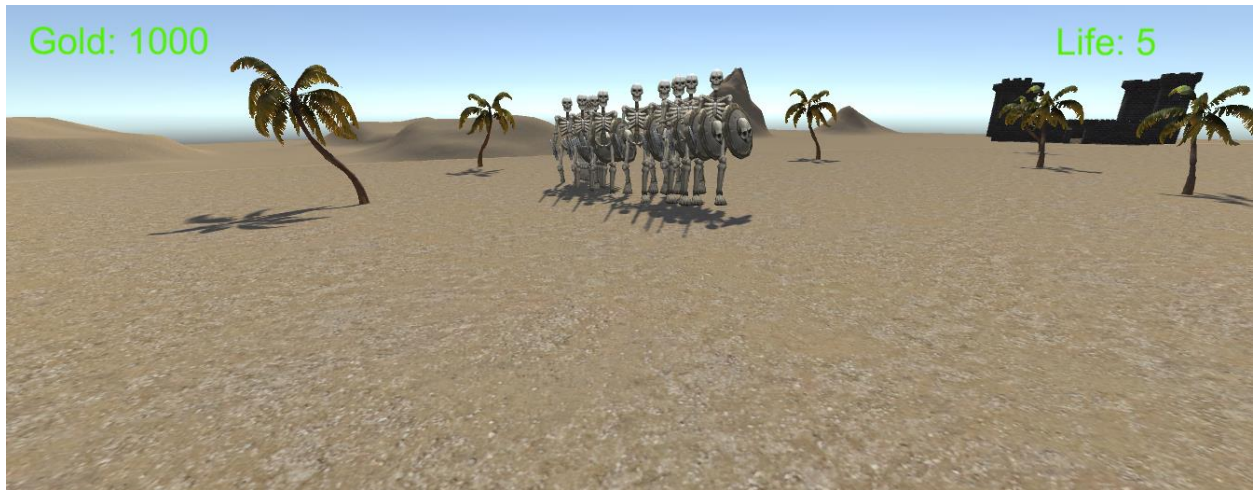
IV.   Controls

The controls consist of either the A,W,S,D keys for movement which is left, up, down, right respectively or using the arrow keys for the same function. The space bar will be used to jump while the mouse will be used for directional focus. The Shift key will be used for faster movement a sprint or run.
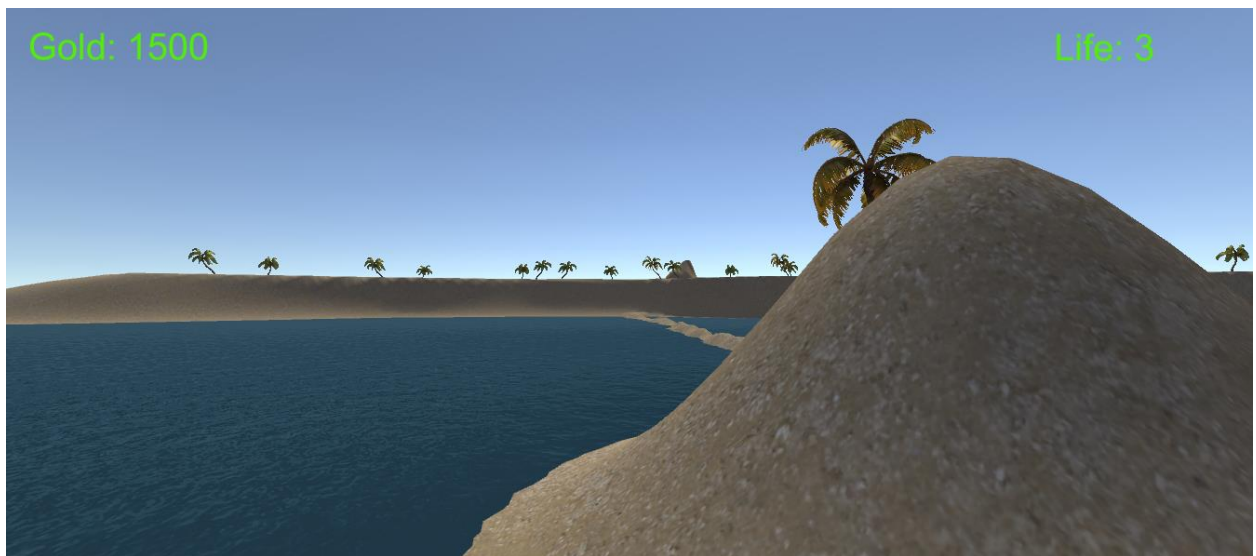
V.   Interface Sketch/Screen Descriptions

At Game Start
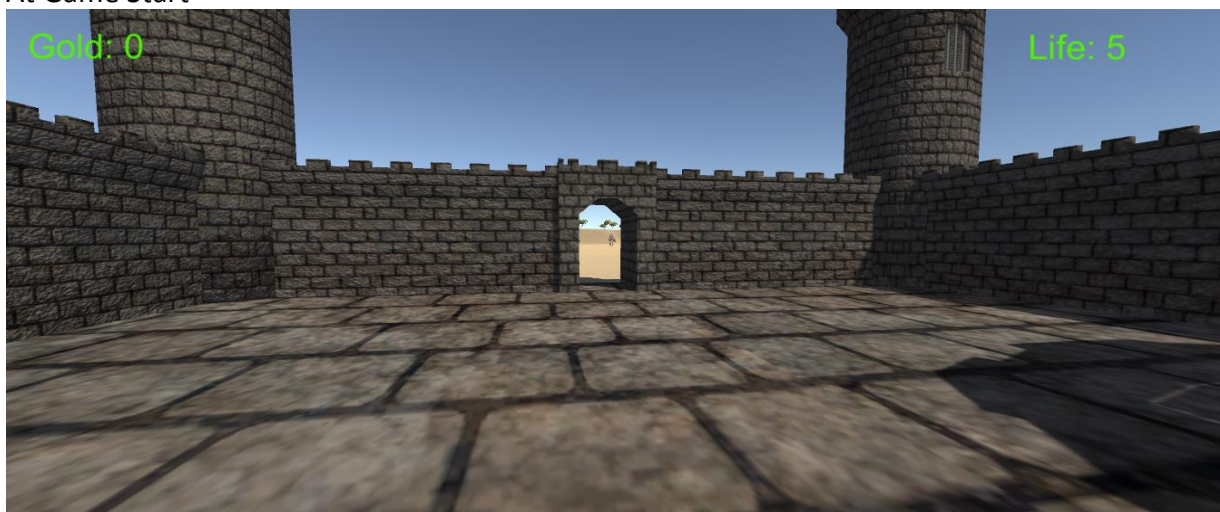
Mid Game

End Game

VI.   Characters/Vehicles

The character will not be visible from a First Person View.

VII. Enemies

The enemy is a Skeleton Warrior.

VIII. Scoring

The player can score 500 Gold per Treasure Chest. The score is incremented at 500 Gold until game over. Lives is set at initial value of five and is decremented every collision the player makes with a Skeleton Warrior.

IX.   Sound Index

adventure.wav
Found at: http://opengameart.org/content/adventure
Background music played throughout gameplay.

Coins_Several_11.wav
Found at: http://opengameart.org/content/coins-sound-effects-library
Treasure Chest Collection Sound.

qubodup-PowerDrain.ogg
Found at: http://opengameart.org/content/energy-drain
Enemy death sound.

X.   Art Index

Enemy

Found at: https://www.assetstore.unity3d.com/en/#!/content/35463
Skeleton Warrior.

Enemy Death Explosion

Found at: https://www.assetstore.unity3d.com/en/#!/content/36825
Explosion created by enemy (dead)

Treasure Chest

Found at: https://www.assetstore.unity3d.com/en/#!/content/9007
Treasure Chest for collection

Smoke

Found at: https://www.assetstore.unity3d.com/en/#!/content/20404
Smoke after Treasure Chest collection

Castle

Found at: https://www.assetstore.unity3d.com/en/#!/content/23699
Castle Player starts the game in.

XI. Future Features

In the future it would be useful to include a game over screen and a reset of the game. Possibly different levels that the player can visit as a way to find home. The Skeletons move towards the Player elevated that needs fixing. Player Power ups and a improved Life system would be useful such as a health bar instead of numbers. A really good implementation would be including a method for the player to shoot. Fireballs or arrows.