

Project Report - Bond's Echo

Game Design and Engineering

Bharat Sahlot — Rewanth Talasila — Srijan Chakraborty

1 Introduction

The game named *Bond's Echo* is a 3D top-down stealth game.

2 Submission Format

The build and source files have to be downloaded from one drive.

- **Git Repo** - Found here.
- **Source.zip** - Contains the unity project and the source code. Found here.
- **Build.zip** - Contains the executable and other necessary files. Found here.

3 Game Info

3.1 Levels

The game consists of three three levels:-

- **Level 1:** In this level the player learns basic controls, how to navigate and interact with the npc's.
- **Level 2:** This level introduces the Echo mechanic. The player has to use the Echo mechanic to escape the building.
- **Level 3:** This is the last level, where the player has to escape from a long park area.

3.2 Controls

The game supports both partial Gamepad and full M&K control scheme. Controls are shown in the main menu. It follows the basic keybinds - WASD to move, E to interact and next dialogue, R to use Echo.

4 Credits

Team members :-

- Bharat Sahlot - 2021111005
- Rewanth Talasila - 2021115009
- Srijan Chakraborty - 2020115001