Instructions

To play the prototype please complete the following instructions.

1. Extract the contents of the file.
2. Open Unity3D 3.5. If you don’t have it go to the unity website (<http://unity3d.com/>) and download the installer.
3. Once the installer is downloaded install Unity by opening the installer
4. Open the Prototype scene file.
5. Press the play button or press keyboard shortcut CTRL + P.

How to play the game:

WASD: Moves the player

Spacebar: Jump

Shift: Run

Right Click: Target Enemy

Left Click: Attack Enemy

P Button: To pause the game.

Roles

Everyone built a prototype level, which lead to the current prototype. This meant that everyone was a part of the level design. Once the level idea was done the tasks were broken up into sections so everyone had something to do.

Jonathan and Radu focus was on level mechanics such as the camera system, certain enemy functions and plat forming mechanics. By having two people focusing on the mechanics it made it easier for the mechanics to be completed within the given time frame.

Ishtiaq tasks were to focus on the enemy AI system. Hamza focused on the item system since. Hamza had to script the item system. Ishtiaq built the enemy AI system using an OOP design. This meant that adding enemies to the game was a lot easier. All the roles required individual research which was done by the person by themselves, however if anyone could not find any information to help the other team helped out.

The most difficult part was combining everyone work since everyone done their part separately. When the game was being combined it messed up. So to fix them problem each part was added one by one instead of all together.

The music was handled by Lewis Bean the team’s sound artist. The team had a meeting with Lewis Bean where the team told Lewis what type of sound the team was looking for in the game. Commutation between Lewis and the team was done by Ishtiaq since he contacted Lewis in the first place to recruit him to the team.

The models are being done by the teams two artist. The team met with the artist on a regular occasion to discuss the type of models and art the team wanted for the game.

Communication was done over Skype, face to face or by using phone. This helped make the prototype.