# TeamGME Horror Game

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# Introduction

- Horror escape game for desktop
- First person shooter style with the addition of puzzles acting as an escape game moving through rooms throughout the game world
- Using Unity3D

# Customer Value

- Gamers are our main target
- Hope to appeal to a wide range of gamers
  - Easy game controls
  - Interesting puzzles
  - First person shooter
  - Horror aspect
- Easy access to consumers
  - Desktop game
  - Possibility of moving to web
- Development of extra levels is simple and can keep the game interesting for new and existing users

# Technology

- Unity 3D
  - Not a free resource for larger groups
  - Use with GitHub was a challenge
- User control
  - Movement
  - Object interaction
  - Combat with enemies
- Game control
  - Event triggering
  - Save and load states
  - User controlled settings

# Team

- Project Contributions
  - Parker Sherrill - Project Lead
  - Austin Maryanski - Initial Development and Animations/Visuals
  - Jacob - Level Development and User Interactions
  - Buddy Swan - Project Manager
  - Emmanuel Chavez - Game Logic
- GitHub and Unity3D
  - First time for everyone using Unity and C#
  - Plenty of guides/demos on YouTube

# Project Management and Constraints

- Ambitious at the start
- Unity3D has a large learning curve
- Animations and textures are difficult to get correct
- Fixing bugs is not intuitive within the development environment
- Fetching and pushing using GitHub only allows one person to work at one time
- Game development is a slow process but continuing to have a working game is incredibly important throughout the process

# Reflection

- Unable to create a full game playable from start to finish
- Lots of the heavy lifting implemented
    - Animations
    - Weapon functionality
    - User interactions
    - Menus
- Successfully used GitHub and Unity
    - Some trouble with merge conflicts
    - Lots of reverting to old versions
- Demo