Project Repo: https://github.com/JazzyLucas/UNF-DemonJam

Demon Jam

Theme

The theme is **SAFE IN THE DARK**. Good Luck Remember that your entry will be judged based on how well you implement the theme, but you can interpret it however you like.

Submitting

You can submit the game in any format but a Web build will be preferred as it is easy to play.

Voting

Voting will be open to all who joined the jam and will happen for a week right after the submission period ends.
Games will be voted on based on given criteria: Theme, Gameplay, Mechanics, and Creativity. The Overall ranking will be based on the summary of those.

Rules

1. No NSFW content.
2. You can use any premade assets.
3. The game must be made in the given time period.
4. If you are using premade assets, mention the name of the creator.
5. You can make the game in a team of any size.

Summary & Tasks

Summary

Procedurally-generated dungeon-explorer "collect the pages" game with an enemy that is released and tries to hunt down the player. The theme will be satisfied by slowing down the enemy and providing a scary environment by making it easier to win if you keep lights low.

Tasks

- ☑ ~~Player Controller~~
- ☐ Player Pickup-ables / Page-collection
- ☐ ~~UI for pickups and "chat system" when necessary for debugs etc.~~ ABANDONED
- ☑ ~~UI for Pause/Settings~~
- ☑ ~~UI for Scene Management / Loading~~
- ☑ ~~UI for win, loss, death, etc.~~
- ☑ ~~Time management based on pausing, winning, etc.~~
- ☑ ~~NavMesh Baking/Genat Runtime~~
- ☑ ~~Basic Map Gen~~
- ☑ ~~Enemy Movement Agent using NavMesh that's baked after/with procedural generation.~~
- ☑ ~~Enemy Speed changes based on lights/other factors in the scene.~~
- ☐ ~~Some sort of player health system or point deduction from certain things.~~ ABANDONED
- ☑ ~~Lighting effects / stand-alone objects~~
- ☑ ~~Sound Effect triggers~~

Optional

- ☐ Random generation of various mini-activities in rooms
- ☐ Difficulty scaling
- ☐ Post-processing and various VFX

Ideas

- ☐ Traps like oil slips, pipes that blow air
- ☑ ~~Lights that flicker (have to unplug them / turn them off perhaps)~~

Schedule

May	(Updated: 5/25/2022
21	Planning and project setup. Verification of project scope. Asset ideas/grabbing.
22	Prototyping
23	Prototyping
24	Prototyping
25	Prototyping
26	Prototyping
27	Sound, Effects, Feel, Flatten out bugs and start-to-end gameplay.
28	**SUBMIT BEFORE 12PM !!!**

Resources:

https://youtu.be/D4EOgZyNk-k - random generation

https://assetstore.unity.com/packages/essentials/starter-assets-third-person-character-controller-196526

https://assetstore.unity.com/packages/audio/sound-fx/horror-elements-112021 - for info on character files look under starter assets - thirdperson controller (can adjust to non 3rd person later, side note maybe have a key when pressed changes POV?)

Key system- https://www.youtube.com/watch?v=MIt0PJHMN5Y

Basic AI enemy - https://answers.unity.com/questions/938221/basic-enemy-ai-in-c.html, https://www.youtube.com/watch?v=omQ_o10WD_g(recommended)

Navmesh at Runtime: https://learn.unity.com/tutorial/runtime-navmesh-generation#

Player model creation- https://www.mixamo.com/#/

Asset store uses - Mini First Person Controller | Input Management | Unity Asset Store, lab - Asset Store (unity.com)

Dungeon generation assets from: https://www.youtube.com/watch?v=ObdGTz_NnqM

Lights in room : https://www.youtube.com/watch?v=DNMdu3kylec

Pickup item by keyboard: https://www.youtube.com/watch?v=yFKg8qVclBk

AMONG US?!
Model
Music

3D Models
https://poly.pizza/
https://quaternius.com/

Cartoon Sounds
https://orangefreesounds.com/cartoon-sound-effects/

Souls Series "You Died"
https://youtu.be/BwTodaegXfw

Celebration Sound Effect
https://youtu.be/1ARb7r0yY9k