Design

Gameplay

  The player spawns at a campsite in a procedurally generated world, they can use WASD to move in 8 different directions and Q and E to rotate the camera. Players can look for resources in the form of sticks and metal to craft bear traps. The player must then attempt to locate the Sasquatch and get it to walk into one of their traps.

Artificial Intelligence

  The Sasquatch is controlled by a neural network and state machine to learn from previous games to attempt to avoid being captured in the future. The AI can do this by choosing different behaviors in different orders from wandering, hunting, sleeping, or running from the player. The AI also chooses these based on sensors that tell it where certain objects are.

Mechanics

  Materials are gathered by walking into trees and rocks and can be used to craft a bear trap

World

  A 100x100 block world is generated procedurally based on a randomly generated seed. This world contains grass, which is the playable area, lakes of water and one of oil that serve only to make the world more aesthetically pleasing, and plateaus that serve as barriers to restrict players movement. The world also contains resources nodes of trees rocks and berry bushes, the first two serve as collectables for the players and the last as a food source for the sasquatch.

Art Direction

  The world terrain is comprised of 3D blocks along with a 3D tent object, the rest of the game objects are 2D sprites that are set to always face the camera to give the game a "2.5D" style

Networking

  Players must have a host client running and then can join with 4 player clients which can be on the same machine, in the local network, or over the internet if the host has port forwarded. Each player client generates the same world by being provided the same seed by the host and they can all interact with the world, see each other, and use an in-game chat.

Limitations

- Other player sprites can face the wrong direction if one player rotates their camera

Future direction

  If we were to continue development on our game, there are a few things we would like to do

- Cave generation
- Day-night cycle
- Collection of water and oil
- More trap types and lanterns

- More cryptids with different behaviors
- Hot bar system
- Improved UI
- Bug fixes