Project Safari

Platform: PC, iOS

Instrument: Unity 2d

Main idea: recreate pascal application with enhancements in Unity, then transform it to a game. Original project emulates in simple way geographical nature environment - Safari.

Project plan:

1. Project recreation

1.1 Environment

1.1.1 Create tile based background

1.1.2 Create spawn system for trees/water pools

1.2 Animals system

1.2.1 Create abstract class with all required methods

1.2.2 Determine animal classes and species

1.2.3 Animal implementation

1.2.3.1 spawn system

1.2.3.2 Basic movement system

1.2.3.3 Basic physics interactions with environment

1.2.3.4 Scanning

1.2.3.5 Animal states

1.2.3.6 Basic interactions between animals

2. Improvements

2.1 Better environment

2.1.1 Custom-shaped trees, water pools

2.1.1.1 Custom plants

2.1.2 Rivers

2.1.3 Non-plain relief

2.1.4 day/night system

2.1.5 weather system

2.2 Better animals

2.2.1 Advanced movement system - non-linear paths

2.2.2 animal-dependent characteristic system

2.2.3 advanced interaction with environment

2.2.4 advanced interaction between animals

2.3 Gameplay

2.4 User interface

2.5 I/O support

2.6. Sound/Music