

We are alive report

Authors: Joel Båtsman Hilmersson, Daniel Persson, Elin Forsberg

Link to onedrive holding files

[WeAreAlive](#)

How to play the game

Keybinds(Default settings)

The game is played using WASD or arrow keys. To sprint and crouch you hold shift and C respectively. The flashlight is operated by pressing F and zooming is done by pressing the right mouse button. The interact button E is used for interacting with objects such as NPC robots, parts or mini robots. To access the 3:rd person camera you first need to pick up the part called “eye”. After that you can press X to enable this feature. All keybinds can be rebounded in settings to increase accessibility.

Guard mechanic

The guards have four internal states that they can switch between. Patrolling, Looking, Engaged and Searching.

Patrolling

When moving in the Patrolling state the guards follow predefined points on the map in a form of patrolling route. The guard FOV(field of view) extends only forward in a 170 degree view for 15 units forward. If the player is visible to the guard when entering the zone, the guard will enter the Looking state

Looking

In this state the guard stands still and turns towards the player. The stealth meter will go up based on how much of the player is in view. If the player moves into cover the guard will enter the patrolling state again and if meter is filled the guard enters Engaged state as the player is seen. When this happens the guard also calls on other guards in the near area (50 units) so they enter the searching state. In this state the guard also gets a range buff so it sees a bit further.

Engaged

When the guard sees the player it will start running towards the player at full speed to try and catch the player. As long as the guard sees the player it will also call on other guards and give the position to them. This means that the guards enter the searching state and move towards the player. When the guard stops seeing the player it then enters the Searching state. The view buff from before also applies here.

Searching

In the searching state the view distance is still higher as before. The guard also gets a small close range area that if the player enters it, it will cause the guard to discover the player as if it hears him. Otherwise when in the searching state the guard will move to the last known position of the player and then wander about to random positions on the navmesh in a given radius around the player's last known position. When a point is reached it will get a new random point. This will continue for a given guard search time. The time for the guard to see the player is 3 times faster than before to simulate the higher alert of the guard. If the guard at any time sees the player so the stealth meter is filled, it will enter the engaged state otherwise after a specified search time the guards will go back to the patrolling state.

Map

The map consists of 5 different areas: rustic maze, scrap mountains, car graveyard, guard outpost and watchtower. In each area there is one part to be collected.

Rustic maze / starting area



This is where the player spawns in and begins their journey. The spawn point is located in the bottom right corner and the goal is to navigate the maze and not be caught by guards. You can hide behind different objects and scrap piles to avoid the guards. If you are on the lookout you may find things hidden.

Scrap mountains



In the bottom left portion of this area you will have to collect five different wires and repair an electrical box to get access to the part. The wires are spread out close by and guarded by a standing guard on top of the blue and green containers. Avoid this and surrounding guards while you collect the wires. (Wires are mentioned in the Collectable header). There also is a fog area which reduces the player's vision.

Car graveyard



This area is the most open and has 4 entry/exit points. To efficiently hide from the guards use the mud portion of the area and hide behind the different objects such as the cars. This will cause the guards to easily lose the player. This area has two mini robots and one part. The part is located in the guard house at the end of the gravel road.

Guard outpost



This area is crowded by guards. To not be seen, avoid the open street and try to hide among the houses. The area has an incineration plant where there are two mini robots that soon will be dropped in the melted scrap cauldron if you don't save them. The red gate in the upper left corner is the only exit out from the junkyard. When you walk out you will complete your first ending. The goal is to find as many endings as you want. In total there are 7 endings.

Watchtower



This area is guarded by a watchtower that contains a searchlight. The searchlight will circle around and light up areas. You as a player need to avoid the light or else the guards will spot you and come running after you. You will have 14 seconds to make your move before the next light cycle will hit you. If you end up getting found by the light it will alert nearby guards and keep you lit if you don't manage to get away from it. The four different corners also give you the opportunity to have different ways of making it to the tower based on your playstyle.

Collectables

There are 4 types of collectables. All collectables are optional but the more you take the better ending you get. The first and most important are the parts. The 5 different parts are an antenna, a processor, an eye, a processor cooler and a motor. These parts are used to repair yourself and enhance your skills. Two of the parts have special features. The eye enables a 3:rd person camera so you can see guards around tight corners. The antenna gives you access to a map where NPC:s and parts are marked out.

Mini robots can be activated and will follow you around. You can choose to save them or leave them behind when you escape. Depending on how many you save you get different endings.



Wires are used to repair an electrical box that gives access to a part. There are four wires: red, blue, green and yellow that you need to find and collect around a small mud area. When you have found all the parts you can activate the electrical box which opens a gate for part access.



Easter eggs can be activated and will play a secret unique dance sequence. There are 5 easter eggs and they can be found at different locations on the map. These do not affect the endings in any way.



Audio

The player and every guard have footstep sounds that will change depending on which material you/they walk on. The different materials are: mud, deep mud, metal scrap, grass and gravel.

Ambient sound is used to eliminate complete silence when you play the game. Sound effects are also played when doing certain actions such as activating mini robots and activating the electrical box.

The guards also have different types of clips depending on what action they are currently doing. Idle clips play at random intervals to which makes the player hear the guard before you can see them. Alerted clips play when the guard sees you and begins the chase. Lost interest clips are played when the guards lose track on where you are.

How the game matches the design

We followed our paper prototype very closely and incorporated every element of the design we wanted. We managed to build all the different sectors and laid them out as planned with a watchtower area in the middle.

In our design we had intended rich storytelling which we have achieved by NPC and dialogue triggers in different areas. We have five interactable NPC which have a unique dialogue that pushes the story forward.

We also wanted a game with multiple endings based on actions in the game. This is achieved by having two kinds of collectables that impact what ending you get. We currently have 7 different endings which is not all the planned endings but it's still 7/10.

The core game loop is also exactly as planned. The player can sneak around while avoiding the patrolling guards that can detect the player. The player also has parts they can pick up and lastly escape the scrapyard. But picking parts is not necessary, there are different endings the player can get as intended.

The accessibility issues were brightness, text size, readability, clear tasks, a control tutorial ,keybind rebinding and what colors we use. We have managed to handle all of these, first of all we have added a settings menu where the player can change brightness, keybinds, sound and field of view to suit their needs. The text is also in a clear and easy to read font in a good size. The colors are mostly in the black,brown,silver and white range. There are some red and green colors but it is not critical to tell them apart when playing the game.

We think we also managed to get the player information about what the game story is and what to do in a good way. We tell a backstory while loading the screen so the player can get an idea of what is going on. There are characters which the player can talk to, they give some more information and some of their story. And lastly, the player has an inner dialogue which comes up at some points around the map.

A main planned feature of the game was the ability to get different endings, and that is implemented in the final build. Depending on the player's choices, they get a different ending. They can see which endings they have gotten and can choose to play the game again to try and get a different one.

Requirements

Must-have

Completed - 6/6

- A map/level where the game is based.
- It must be possible to walk, hide and sneak.
- There must be an exit to the map.
- There must be guards to avoid that walk around and have a detection system.
- There must be at least one ending.
- The player must be able to lose by getting caught by the guards.

Should-have

Completed - 11/13

- There should be missing parts that the player can acquire.
- It must be possible to interact with elements.
- A relevant story should be told throughout the game.
- Should have different types of endings depending on your actions in-game.
- The game should offer different options in the level, such as tiny companion robots.
- Should have some text dialogue showing the thoughts of the player robot.
- The controls for the game should be displayed to the player at some point.
- Should have some prompt to show what the player has to do.
- Should indicate elements that can be interacted with.
- Should have a map that shows the area of missing parts.
- Should be able to see all achieved endings and a total amount of endings.

Not completed - 2/13

- Should be able to distract guards with throwable objects.
- Should have some checkpoints

Could-have

Completed - 5/11

- Could have a part that gives the functionality of switching into a third person view.
- Could have dialogue interaction with broken robots found, they may hint where some parts are.
- Customizable keybindings and sound settings.
- Easter eggs such as collectible tokens.
- Could have different types of guards.

Not completed - 6/11

- Could have secret endings that would happen when the player collects easter eggs.
- Could have that the companion robot contributes with field of vision. Could take over one and look ahead, the guards have difficulties discovering them.
- Could have the guards shooting at the player, so the player has HP.
- The player could be able to convert robot guards, so they do not go after the player, but provide their field of vision to the player.
- Could have that when all parts have been acquired, the map indicates the location of the guards in time intervals.
- Could have a log for what all the characters have said to you before.

What do you want us to notice about your game

- Map design
- The minimap system
- Realistic setting with HDRP lighting/Rendering pipeline

- Volumetric lightning
- Settings which can be saved
- The story telling
- Different endings functionality
- Some of the special functionality, for example the wirebox that sparks if a wire is missing, the indicator when guards see you and the watch tower that spins around and detects the player.

Feedback from playtesting

During the development of the game our group used playtesting to gather feedback from users on what could be done to improve the game. The testing was done by observing the playtesters but also having them fill in a survey after they had played the game. The feedback we got was for the most part very positive with many complimenting the high graphical fidelity. Here is a selection of feedback points we want to highlight. We have more smaller points but there isn't much to talk about as it's mostly value changes.

- The game can be repetitive when you get caught near the end and need to go through the game again.
 - We ignored this because we didn't have time to add a system for how we could save time moving across the map other than simply respawning at that area which we didn't like. One system we thought of could be that you could unlock hidden paths around the scrapyard which makes it faster to move around between areas.
- The guards see the player too fast to have time to react and move away in cover.
 - We agreed with the feedback and tweaked the time the guard has before it becomes engaged. Could still tweek it a bit but we think the time is okay.
- It would be nice if the stealth meter could show how much the player is actually seen rather than just pointing in the direction of the guards.
 - We took the idea and developed it into a meter which shows the internal timer for the guard when it sees the player. This means that it will show the timer the guard uses when knowing if it should engage the player or not.
- In some areas there can be more guards so it's harder to progress
 - We have added some more guards to the map. We didn't want to have too many guards roaming around as we felt it would take away from the scrapyard feeling. Instead if we had more time the guard state system should have an overhaul to make the guards harder to avoid and trick as they forget the player way to easy right now
- Would like to have more directions on what to do in the game.
 - We added some hints that the characters will give the player to try and get them on the right path. The player also has an inner dialogue that also helps the player know what to look out for.
- Dialogue boxes should not continue to the next box when the user presses WASD only other keys.
 - The dialogue boxes now goes on to the next sentences when the player presses something other than WASD.

- There should be a setting to increase the brightness in the game since in some areas it could be too dark.
 - There is now a slider in the settings menu where the player can increase or decrease the brightness of the scene.
- The game have a hard time running on less powerful machines
 - We set as much of the game objects to static as we could and baked the collision mesh when the project was built. Also some of the models use LOD to limit the amount of polygons on screen. Still the game will probably have a hard time running smoothly on less powerful machines.

Known bugs

- Guards play looking animation too long when the guards lose sight of the player. This causes the guard to begin patrolling while still being stuck in the looking animation which makes it so the guard slides as it's moving.
- A circle comes up when getting close to certain parts, this circle is supposed to show an area of where the part could be. But right now the part is always in the middle of the circle instead of being in a random position inside it.
- You can get softlocked if you try and jump into some scrap piles. Softlock in this case means you get stuck and have to respawn using the option in the menu, but there are usually cases where the players can manage to get out if they try.
- In the starting animation after entering the game, if the player presses the button used for pausing (default is escape key), then the player camera will bug out during the rest of the animation, but it will fix itself once the player can move.
- The animations for player movement can sometimes not behave properly, but this only happens sometimes. It can happen that the jump animation plays while the player is still on the ground.
- When the player loses/get caught by a guard, there is a button for trying again. But this button is hard to press on, there seems to be something in the way, but the player can still press on it. It might take a few tries though.
- During the starting animation, the player can press the sprint key and the FOV will change during the animation, which should not work.

Assets

Most assets are downloaded from either the unity asset store or a website called sketchfab. There are exceptions such as two of the robot models (Levi and Maid). All the different scripts except for the firstPersonController and MiniMapController are a mix of code googled and code that we wrote ourselves.

Most of the time we have googled some code and had to change it and adapt it to what we want. The firstPersonController and MiniMapController are almost the same as when we got them, just some slight changes. The assets used for the Canvas are completely original and were created by us.