GitHub URL:
YouTube URL:

NOTE: Both Part 1 and 2 and 3 are all done in one scene

Story:

The story behind this game is that a team of two men, steve and carl are pirates searching for treasure. One day They were kidnapped and placed into this cave that hold both curses and treasure, but first they must navigate out of the puzzle room they have found themselves in.

Room One (Puzzle Room):

The two men must find a way to unlock the door. While you navigate around the room picking up clues your valuable partner is helping point them out. One you obtain all three pieces you can unlock the door. You also have a 50-50 shot of spawning a growth cube that allows your player to triple his size and smash the lock instead. One the door is unlocked you now have access to the treasure room.

Treasure Room:

The two men find that the treasure they want, a sword, is guarded by a rogue pirate named, Jimmy. You have a couple options here.

Picking up the Cursed Cube
1) Growth cube → allows you to kill jimmy upon stepping on him (Green)
2) Shrink cube → allows jimmy to step on you! (Red)

You may also select Jimmy the enemy and pick up these cubes to kill the main characters.

You can surround Jimmy using both characters which will cause him to flee or surrender
You can distract him and have the selected character go after the treasure
You can also pursue the fleeing jimmy and he will do an action once you get to him.
You also have the chance to kill jimmy if he happens to pick up the sword first if the right cube spawns.

Once the sword is picked up its game over if no growth cubes are in play. The team will retreat back to the puzzle room to await further strategies.

Background Characters

In the background of the treasure room there are 6 characters that will cycle through fearful animations while they try to root for Jimmy to successfully guard the treasure as the two intruding mean attempt to steal the treasure from Jimmy. The background characters stay in the background. If Jimmy flees he will flee in their general direction.

Controls:
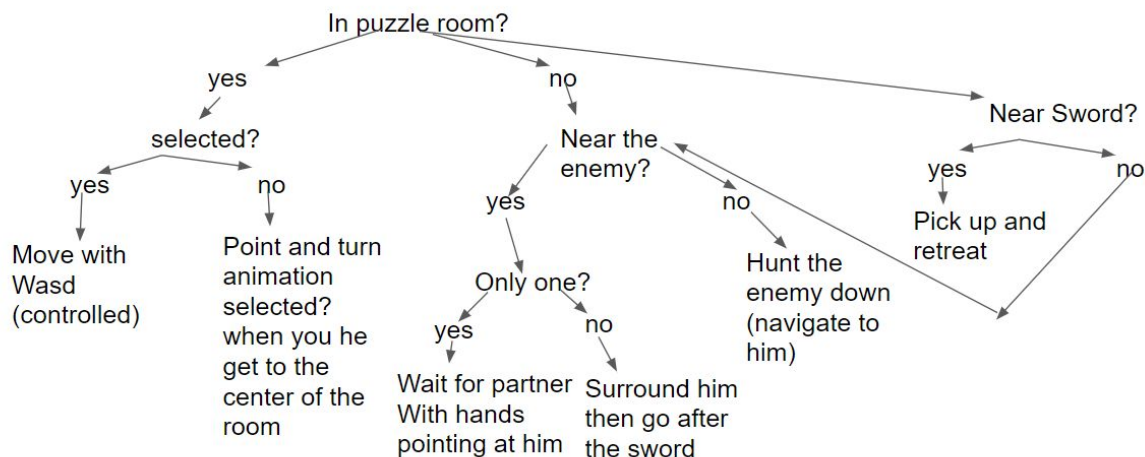Left Click → select
Left Click again → deselect
Arrow keys → camera
W.A.S.D → move the characters after selection

Notes:
1) The animations are random from a selection of animations
2) The characters respond / are triggered by certain events such as surrounding him vs arroching him with one person
3) We were excited to be able to work with the lighting in the first room, it brought in a lot of stuff we were talking about relative to particle simulation
4) The cubes (shrink and grow) spawn randomly
5) The story is very versatile depending on how clever you get with using the cubes and stimuli in the story.
6) **The curse cubes are only active in the room they pertain to.**

Tree was described above it would look something like this for the team members

In puzzle room?

yes → selected?

no → Near the enemy?

Near Sword?

selected?
yes → Move with Wasd (controlled)
no → Point and turn animation selected? when you he get to the center of the room

Near the enemy?
yes → Only one?
no → Hunt the enemy down (navigate to him)

Near Sword?
yes → Pick up and retreat
no

Only one?
yes → Wait for partner With hands pointing at him
no → Surround him then go after the sword

Tree was described above it would look something like this for the enemy

Wait

no → Scene active?

yes → selected?

yes → Near the team?

yes → Scene active? / Being pursued?

selected?
yes → Move with Wasd
no

Near the team?
yes → Only one?
no → Stand guard

Being pursued?
yes
no → Stay out of sight