ISTA 424

5/4/2019

Group 1

Fight Finder Implementation Report

Updates based Feedback:

Based on feedback we recieved from both the ISchool Showcase and from students during our in class testing, we made several adjustments and improvments to our game to improve the experience. We have added multiple sound effects that are triggered throughout the course of the game to help both augment the scary atmosphere, and to serve as an additional audio cue for players to recognize when they are making progress in the game. One particularly useful sound effect that was added is triggered when the player drops items into the coffin. This helps the player recognize that they have successfully performed the task and acts as positive feedback.

Additionally, we have included several new UI elements to ensure that players are aware of their progress in the game, and to show them how their performance was measured. The player has a score counter which is visible by looking down which is constantly keeping track of the number of items collected thus far. Once the game concludes, they are also presented with a board showing the time it took them to complete their play through. This encourages multiple runs of the game, since players will be motivated to try and improve on their time.

Based on feedback from our in class testing, the AI of our monster is now greatly improved through an improved Navmesh, allowing it to efficiently navigate around walls and pillars to track the player. To help balance the improved monster, which now increases speed with each item collected, we added additional walls and doors to the environment, allowing the player more options to escape through. Along with the improvements to the monster’s tracking, we decided to add an additional level of variety to each playthrough of the game by including randomization in the position of the coffin drop points, and in the placement of the items. This change further encourages replay, and adds a new level of interest for returning players.

List of Scripts

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| Script | Purpose |
| BlobshadowRotation | Changes the direction of the monster figure |
| ChangeText | Displays and updates the score on the screen |
| CoffinTrigger | Handles the collision of items and the coffin collider. |
| Destroyinitialboard | Removes the initial start board shown to the player once a key is pressed |
| DestroyParticles | Destroys the particle objects which are spawned when an item collides with the coffin |
| EmulateHeadRotation | Used to simulate the rotation of the Oculus Go when a player pressed one of the directional buttons. |
| FollowPlayer | Implements the logic that determines if the monster has made contact with the player, ending the game, as well as allowing the monster to accuractly track the player. |
| FootstepController | Produces a sound cue when the player walks. |
| GazeControl | Produces a red ray that turns blue when an object is hit by the cast. |
| GrabTeleport | Turns items hit by the raycast yellow, as well snapping the item to the player’s controller. |
| InstantiatiorPickable | Randomly positions the items througout the gameworld |
| OverallScript | This is the main class for the game. It handles tracking the current score, determining which items are able to be picked up on a given round, as well as several other housekeeping items. |

List of Assets

Animations

Fonts

JMO Assests

LowpolyDungeonAssets

Materials

Model

Oculus

Outliner

Particle Assets

Plugins

Shaders

TAZO\_3d\_C

ThirdPersonCharacter

UIScenes

Analysis of Challenges faced during development

During the course of development for this game, we faced several challenges and hurdles that proved to be more difficult then others. One particular area of struggle we had was setting up the initial and ending boards so that they would display properly. The UI elements that accompanied these boards, along with positioning them in such a way that they would be visible and useful to the player was one of the more challenging aspects of the creating the game. Balancing the movement speed and AI of the monster vs the player’s own movement speed and reaction time was also quite difficult. We had to make several adjustments based on testing to ensure that the player had a fair chance of avoiding the monster, while also making the game difficult enough to be interesting.