3D Virtual World

Project 2018

Éanna Glavin – G00331702

Galway Mayo Institute of Technology

Overview

For our project for the 3D Virtual World subject, I want to create a mobile friendly game which will be created using the Unity Game engine. I will be making a simple "Interlocked" style game. I will take some inspiration from the Interlocked game made by the "We Create Stuff" studio. I have decided to recreate a level from the game and will have to break the design out into sections to create it again.

I have decided to recreate level 13. I will have to break out the structure in order to get a good idea of how the item locks together. I will have to recreate the objects in blender and I will then be able to place them together in order to recreate the object below properly.
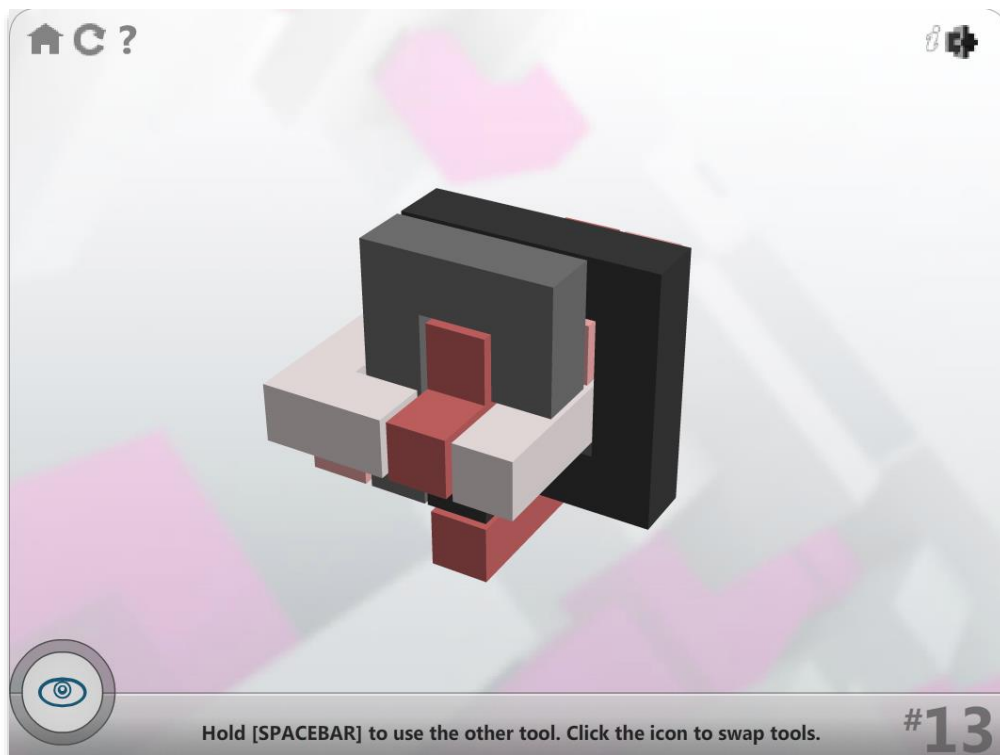
Breakdown Structure

Project Beginning

>> In the beginning I will have to draw out the structure onto paper which will give me an idea of the different parts in the structure. By drawing each part out, I will then be able to recreate the objects in blender a bit easier.

Blender Assets

>> I will create the objects for the project in Blender which will allow me to put a material on the items to give them colour and then output the files to be used in Unity.

Unity Map Creation

>> I will put the assets together with Unity in a way the user will be able to move the other pieces around to complete the map. I will also include some sort of a skybox to give the user a nice experience playing the game.

Unity Sounds

>> I would like to look for a sound online on a copyright free site which will give the user a nice background song which will play while they are playing the game. I would also like to include a level completion sound which will give the player audio feedback on when they win the game.

Unity Scripting

>> I will have to create a script which will allow the player to move the items around, I will also have to create a script which will disappear the items when they move away from the other objects which will keep track of the completion rate of the player.

Game Testing

>> I will test out the game on the Unity Editor during the development of the game and once I have completed the development I will output the game so that it will work with an executable file from a desktop which will allow me to test it further on a desktop environment. I will also attempt to output an apk file for an android phone.

Resources

I will use the Unity reference guides through out the creation of the game, so I know that I am going in the right direction when developing the scripts for the game.

... https://docs.unity3d.com/ScriptReference/

I will also probably use some online tutorials on YouTube in order to show me how best to code up some of the Game mechanics.

... https://www.youtube.com/

I will use a service like Newgrounds to find the music I will use in the game.

... https://www.newgrounds.com/

I will also use FreeSound to find any other sounds for the game.

... https://freesound.org/

I will also use some of the code we learnt in class to help me along with the game.