

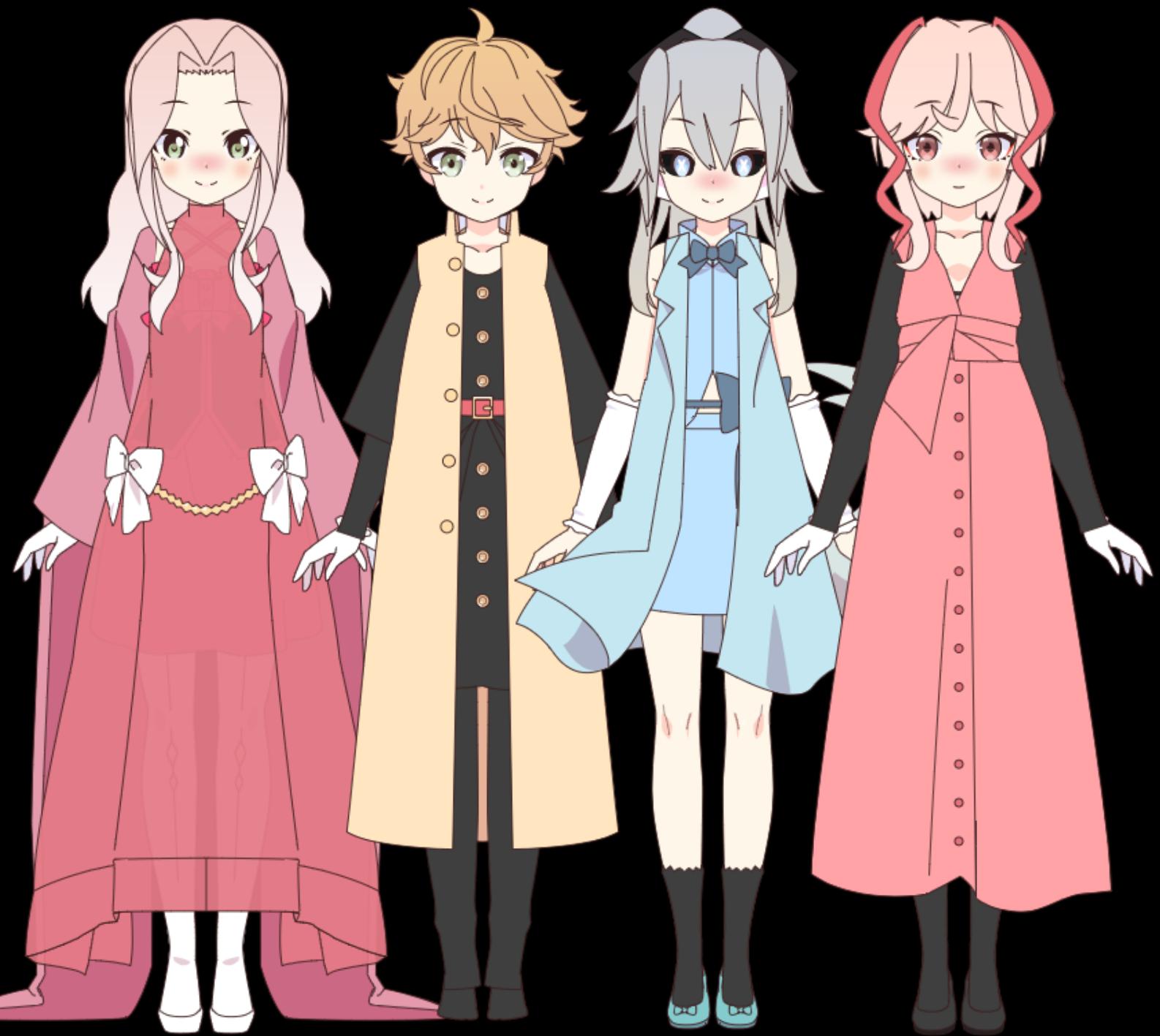
Odyssey

readme

Index

Character Introductions	3
Yvette Wilkinson	4
Horace Noble	5
Charlotte Miller	6
High Priestess Valia Cofia	7
Controls	8
General	9
Dialogue.....	10
Platformer	11
Installation Guide	12
Rationale	15
Overview and Motivation	16
Aim and User Stories	17
Main Features	18
Timeline	21
Features ,Tech Stack, and Qualifications	22
User Testing	23

The Characters



Yvette Wilkison

Name: Yvette Wilkinson*

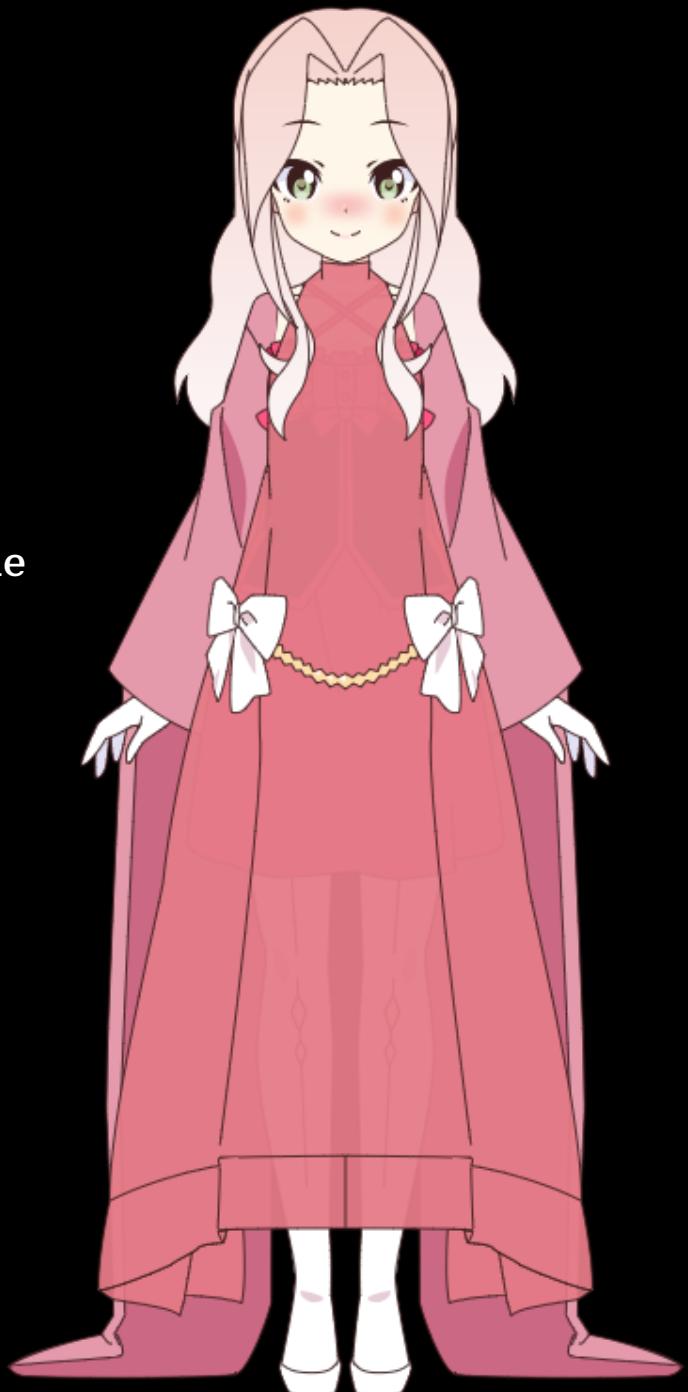
Species: Human

Partner (if applicable): Horace Noble

Age: 26

Occupation: Archaeologist

Companion(s): -



(C)2021 CHARAT

Horace Noble

Name: Horace Noble

Species: Human

Partner (if applicable): Yvette

Wilkinson

Age: 26

Occupation: Archaeologist

Companion(s): Sprite-form Yvette



(C)2021 CHARAT

Charlotte Miller

Name: Charlotte Miller

Species: Foxy

Partner (if applicable): ?

Age: ?

Occupation: ?

Personality Traits: ?

Physical Strengths: ?

Companion(s): ?

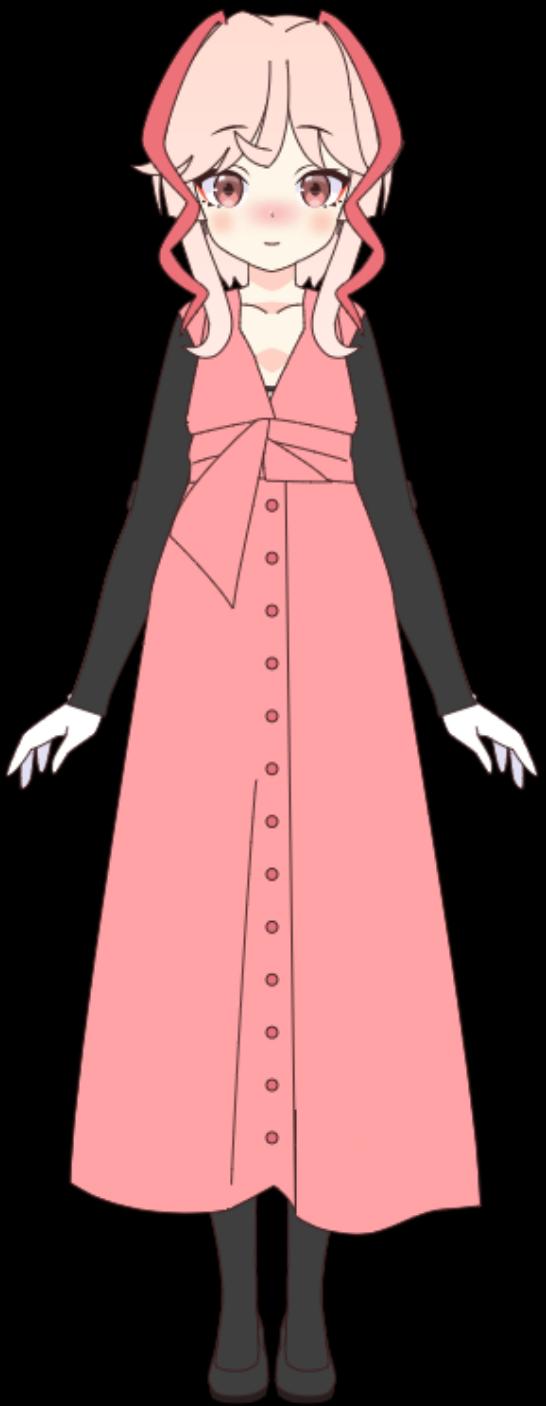


Priestess Valia Cofia

Name: Valia Cofia

Species: High Human

Partner (if applicable): -



(C)2021 CHARAT

The Controls

General



pause menu

2 x esc

return to
game

Note: Pause Menu only works for dialogue levels

Dialogue



next line

spacebar

next line



+



quit game

Platformer



up



left



right



down

spacebar

jump

spacebar

+

dash

arrow keys

alt

+

F4

quit game

Tab

+

Q

skip level

Installation Guide

Files

- Odyssey**
- Odyssey Milestone 2 Video Su...**
- Odyssey Milestone 2.pdf**
- Poster (GorillaBear).jpg**
- Project Logs**
- ReadMe**
- Sample Scenes**
- Scripts**

Download the **Odyssey.zip** file.
Open your Downloads folder (or the corresponding folder)

Note: You do not have to use WinRAR. The default Windows Extractor should work perfectly fine.

📁 MonoBleedingEdge	7/16/2021 5:29 PM	File folder	
📁 Odysseyd_Data	7/16/2021 5:29 PM	File folder	
🔗 Odyssey - Shortcut	7/26/2021 12:04 AM	Shortcut	3 KB
🔗 Odyssey	5/20/2021 5:00 PM	Application	639 KB
⚙️ UnityCrashHandler64	5/20/2021 5:01 PM	Application	1,221 KB
🎮 UnityPlayer.dll	5/20/2021 5:01 PM	Application exten...	27,409 KB

Double click on the shortcut and have fun!

Rationale

Overview

Team Name: Team GorillaBear

Level of Achievement: Apollo

Motivation

Playing games is fun; that's what most students do in their free time. However, being in CS beckons us to take this passion for video games to the next echelon: game development. Being enthusiasts of 2 - dimensional games, we are already familiar with what people want and dislike in their sidescrollers (we've personally spent countless hours on Temple Run and Terraria so we like to think that we are pretty decent judges). Utilizing this, we hope to combine this intimate awareness of game development with the programming mindset developed in school to develop a fun and innovative game for all to play. Our game will combine the heart-pumping mechanics of your favourite franchises with the deep and captivating storylines of some AAA titles. In conclusion, playing games is fun—making them is even more fun.

Aim

We hope to be able to create a 2-D platformer. That will strike a balance between having a great story and having interesting mechanics. Which would not only immerse the players but also challenge the player's abilities as they traverse the world.

User Stories

1. As a player, I want to play a game that would test my ability to overcome challenges that the game has in store for me
2. As a player, I want to be able to be immersed into the game world and learn more about the world through dialogue with NPCs
3. As a player, I want to play a game with a smooth progression in terms of difficulty level
4. As a player, I want to be able to have precise and intuitive controls over my character
5. As a player, I want a game that has high replay value
6. As a player, I want a game that has a clean user interface with navigation options that are highly instinctive

Main Features

We hope to incorporate a certain amount of storytelling into our gameplay as we feel that story is a glue which allows us to combine both game mechanics and human emotion.

Interactions with NPCs will be done via the format shown below—whereby upon walking past NPCs that are scattered throughout the map—you will be allowed to have conversations with these NPCs to learn more about the plot.



Phoenix Wright: Ace Attorney Trilogy: <https://wccftech.com/review/phoenix-wright-ace-attorney-trilogy/>

Main Features

The below image represents the dichotomy we hope to achieve (similar to that seen in Celeste and Danganronpa). The image shown below is an excerpt from the game celeste which is known for their excellent gameplay mechanics and that is exactly what we are striving to achieve.

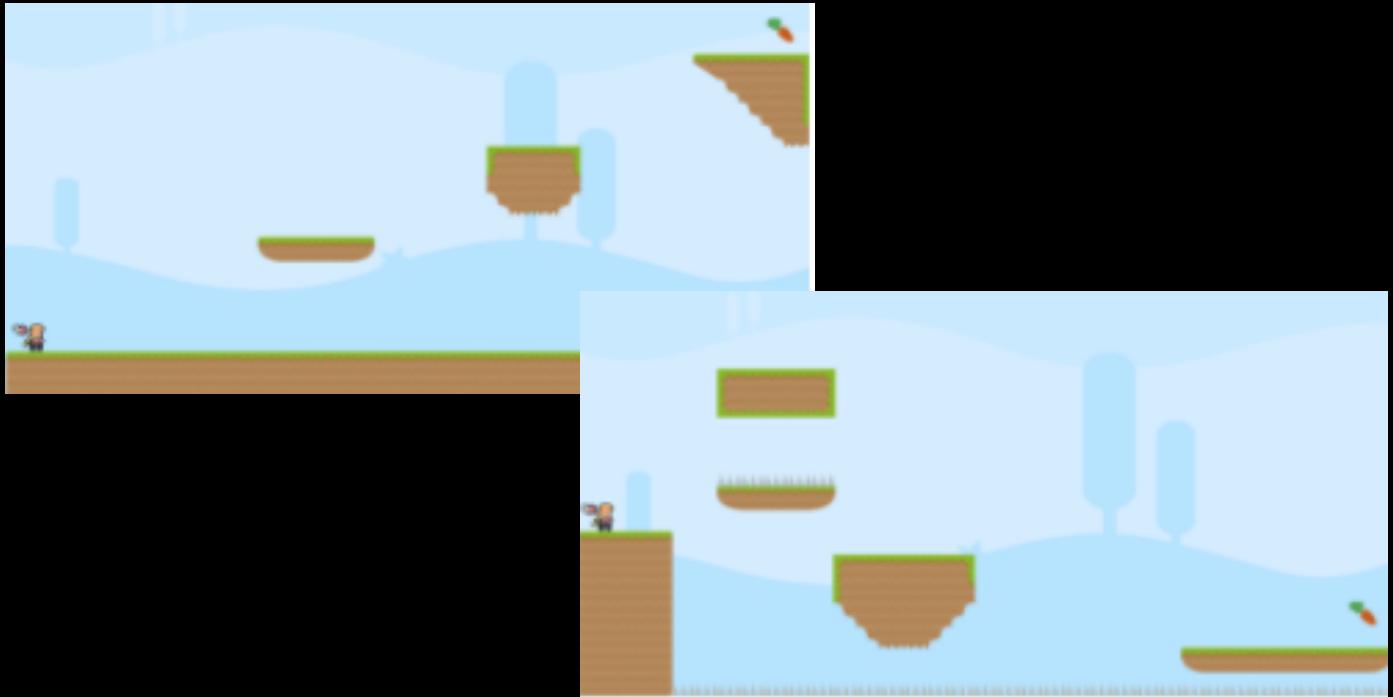


Celeste

Taken from an excerpt of Celeste gameplay: https://www.youtube.com/watch?v=mAjY5aj0ZBc&ab_channel=Zapcannon55

Main Features

Level Progression is similar to Celeste whereby there are miniature levels within an overarching level. Finishing each miniature level will move you to the next level without exiting to the main menu. Dying during each miniature level will make the game restart back at the beginning of each miniature level. There are a total of 21 unique levels outside of the 5 tutorial levels, to test the skill of the player.



Odyssey
Taken from the tutorial level designed for our game

Main Features

Players will have the ability to dash in 8 different directions which would allow players to have greater control in mid air as well as to make jumps that they would not usually be able to. In addition to this, there would be level collectibles which would reset this dash allowing more complex levels to be designed to further test the player's abilities.



Odyssey

Taken from the different portions from our game

Timeline

From Liftoff (10th - 17th May) to Evaluation Milestone 1 (31st May)

- Start to learn C# for use in Unity engine
- Design for Characters (8-bit and drawing)
- Formalize the game story and characters interactions
- Think up of some basic lore in the game
- Character design

From Milestone 1 (31st May) to Milestone 2 (28th June)

- Finalise movement mechanics to ensure controls are smooth
- Have a prototype of the game with at least 1 level

From Milestone 2 (28th June) to Milestone 3 (26th July)

- Sprite animation for use in animations
- Saving/Loading Menu
- Pause and Options Menu for players, allowing players to change the volume
- Completion of more levels
- Integrating animations and background music into gameplay
- Carry out a dry run of games at this point of time. Conduct small sample testing on a select group of individuals and collect advice/bug reports.

From Milestone 3 (26th July) to Splashdown (25th Aug)

- Tying up loose ends within the game

Features added since Milestone 2

1. Save and Load Menu - Only work on dialogue portions
2. 21 different levels excluding tutorials
3. Dash resetting power-ups respawns
4. Option to skip levels
5. Completion of Dialogue
6. Background Music
7. Animations

Tech stack

1. Unity
2. C# (to optimize the game as C# is the base for Unity)
3. PhotoShop
4. Adobe Premiere Pro
5. Piskel

Qualifications

1. Both CS majors who have taken the necessary CS mods such as CS1101s and are currently taking CS2030s and CS2040s.
2. Experienced gamers

User Testing

Please refer to the documentation below with regards to user testing.