Game Programming

Darkest University



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## Tema / Genre

- Horror

## Core Gameplay Mechanics

* Solo Adventure

## Targeted platforms

* Personal Computer

## The elevator Pitch

This game a very scary game that make player want to finish this game as soon as possible and in this game have a very hard difficult to pass the level…

## Project Description

This game make with unity engine which using 3D version, in this game we get the asset from Unity Store with free Asset type that we edit and used in each level.

After that we use some script that we get from our best lecture in class that give us idea and teach us how to use the function in c#.

This game is based with FPS mode which player only can see Environment and enemy Only, in this game you need to survive by pass all level…

## Core Gameplay Mechanics (Detailed)

### -Achievement

- Player mendapatkan Achievement jika dia bisa keluar dari ruangan dengan waktu yang singkat.

- Player mendapatkan Achievement jika dia tidak Game Over dari awal permainan hingga akhir.

# Story and Gameplay

## Story

Diceritakan Player adalah seorang mahasiswa yang berkuliah disalah satu perguruan tinggi ternama di Jakarta. Suatu hari dia sedang berada di kampus dan tiba-tiba dia tak sadarkan diri cukup lama dan tidak ada yang menemukan dia, lalu setelah itu dia terbangun dari pingsannya dan berada di suatu tempat yang tidak dia kenali. Dia sangat ketakutan dan berusaha mencari jalan keluar dari tempat tersebut dan kembali kerumahnya. Tetapi saat dia mencari jalan keluar dia merasakan ada suatu bayangan hitam besar yang mengikutinya dan banyak monster di daerah kampus tersebut…

## Gameplay (Brief)

Run And Don’t die

Collect All Orbs In Each Level

## Gameplay (Detailed)

‘A’ To Move Left

‘W’ To Move Forward

‘S’ To Move Backward

‘D’ To Move Right

‘SPACE’ To jump

‘LEFT SHIFT’ To Run

‘Z’ To Interact With Object

‘F’ To Save in specific Location

‘ESC’ To Open Menu

# Assets Needed

## - 2D

-Image For Painting Stage 1

- Texture For wall and Floor

## - 3D

-Class Room Stuff

-Horror Hospital Stuff

- Tree Stuff

- Stage using 3D Model

-Slasher 3D Model Enemy

- Smart Head 3D model enemy

## - Sound

- Sound List (Ambient)

-Tutorial Stage

-Horror Musical

-Inside Player

-Moving Sound

- Sound List (Player)

- Character Movement Sound List

- Step

- Run Step

- Jump

## - Animation

- Environment Animations

-Moving Environment

-Moving Light

- Character Animations

-Player Walk And Run Effect

- Player Jump Effect

- NPC

- Moving Slasher Random

- Follow AI Using Navigation