

Read Me

Basic Game Requirements

- Game is ran in Unity 3D
- The game runs properly in 1920x1080
- Win state is when the player reaches the flagpole
- The flag pole gives the player oxygen and signals a rescue ship
- Loss state is when the player runs out of oxygen
- A timer is in the top left corner of the screen, indicating how much time remains
- A fuel bar is in the top right of the screen, indicating fuel levels
- Background music plays during gameplay from freesound.org
- Pick-up sound effects, win/loss sound effects, and jump sound effects are present
- This game is slated to be played for around 2-5 minutes per session

Art

- Air tank , fuel tank, arms for runner, ship pannell, the ship, asteroid 1, asteroid 2,flag pole
- Arms in idle and arms running are 2 animations
- Flag pole oxygen particles and asteroid field are 2 unique particles added to the game
- The main menu follows the art style of the game
- Starfield Skybox was the only asset not generated by the team, the license is included in the FinalBuild.zip

Code

- You can pause the game with “P”
- Keyboard controls are supported; WASD to move and space to jump

- Platform-running, oxygen tank pick-up, fuel tank pick-up, and jet pack double jump are the 3 significant mechanics

Tech

- Starting area is the broken ship, the hallway is the outer space section, the flag pole area is the end
- The main menu contains a “Start Game” function, “About” function, and an “Exit Game” function
- The “About” screen contains information on how to play the game such as: the controls, the synopsis, and vital game mechanics
- The “Pause” menu contains a “Main Menu” option and a “Return to Game” option
- The “Game Over” screen shows text detailing your character’s demise at the hands of space, a “Main Menu” option, to return to the main menu, and an “Exit Game” option, to exit the application
- The “Win” screen shows a “Main Menu” option, to return to the main menu, and an “Exit Game” option, to exit the application

Other Game Elements

- World construction was done by Jason Vento, Sara Peterson, and Theron Harrison
- The artistic creation of the assets were done by Sara Peterson, Theron Harrison, and Dylan Koch
- The placement of the assets, including the creation of the skybox, was done by Jason Vento

- Jason Vento, Michael Brucato, and Derek Giberti designed the UI and HUD elements along with the connectivity of the levels and menus
- Jason Vento developed the enemy behavior
- Michael Brucato and Derek Gilberti created the controller input
- Theron Harrison found the sound effects that were used
- Jason Vento implemented the given sound effects