# Vision Game Wiki

I started off by brainstorming ideas and came up with the idea of a shooter stealth game based in an office building, I loved the idea of including mundane supplies to action and putting them in a setting that many would not see them in.

## Ideas I wanted

A combat tracking and searching AI was my main goal with the project however my lack of experience with coding and AI really hindered my dreams of adding such a thing.

A crouch mechanic was also something I aspired to add however due to time constraints I could not add it as that would mean I would have to remove and add chunks of code form the exiting prefab I had already used.

## Paper to Project.

My original layout did not veer too far off its track, however many of the design aspects later did as I toyed with more lighting and ruined aesthetics to the level. The only evolution to the level I implemented was the change from the server room being beside the office, to being above it and being apart of it. I changed this due to my feelings that it adds some more dynamics to the level as all the rest of it is flat. I also brainstormed the positions of props and cover as well as the enemy positions.

Office Layout 1
Diagram

Description automatically generated

## Playtesting

A close-up of a server

Description automatically generated with low confidenceDuring my playtest sessions I had a few requests to add a more realistic server room, so I added lights to my servers in the form of cubes with emission materials to make them more recognizable to the player, however this caused a serious drop in frames and performance to the game, so I had to remove them in an update. However, this opened my eyes to the fact that a server block with buttons as textures, would work better without the performance drops experienced by myself after adding the cube models, however I did not have the time nor the experience to add them.

## Making the Level

I started off with the lobby area you can see in the main menu and then expanded into the corridor and then into the office, I sorted each of these areas into their own prefabs for use in the main menu later on. I wanted to have an additional route available to the player that would bypass some of the guards making the stealth aspect of the level more prevalent, I used this secret passage as an apparent supply cupboard and added some desks underneath the stairs portion to make the partition more believable.

For the office section I introduced the blocked off staircase to show that you must find a new way around the level, as well as a vent you can platform onto to avoid another guard situated below you.

I tried to make the necessary blockages in the level seem organic and without the use of invisible walls I made the blockades with office materials instead.

## Assets I used.

Snaps Prototype|Office - <https://assetstore.unity.com/packages/3d/environments/snaps-prototype-office-137490>

Low Poly FPS Pack – Free (sample) [- https://assetstore.unity.com/packages/3d/props/weapons/low-poly-fps-pack-free-sample-144839](https://assetstore.unity.com/packages/3d/props/weapons/low-poly-fps-pack-free-sample-144839)

Low Poly Soldiers Demo - <https://assetstore.unity.com/packages/3d/characters/low-poly-soldiers-demo-73611>

## Game link.

<https://joshuarawl.itch.io/server-room-scuffle>