John Vance

Final Documentation

The game that I chose to work on for my final project is the 2D Rouge-like game from the Unity Tutorials section. The game is a 2D top down Rouge-like game where the player advances through different rooms collecting food and avoiding enemies. The setting of the game is set in a post-apocalyptic world where the main character is trying to find food to survive while avoiding being infected by the zombies within each level. The main goal is to get as far as possible. The main controls of the game are either the arrow keys to move or WASD. The player currently can use the left mouse button to destroy some of the terrain. I am planning on adding at least one other mechanic where the player can hit just a single button and attack the enemies as well. The player moves around each level picking up different food to replenish their food count. Each step the player takes costs one point of food and if the player runs out of food then they die and lose the game. The player can gain back food points by walking over different pickups within each level that grant 10 to 20 food. If the player is attacked by a zombie however they will lose 10 food.

From looking at the game it looks like there are going to be a few tracks that I will need to compose as well as a bunch of sound effects for different actions. I am planning on adding features to the game like a start menu as well as a health mechanic for both the player and the enemies. As it stands right now the tutorial is pretty bare bones and those are just some of the additions that I have considered making. If I end up finding that I have some extra time near then end I am thinking about adding some sort of loot mechanic however I think that will be out of scope for this assignment.

So far there are three separate music tracks that I am planning on creating for the game. The first track is going to be the one that the players hear when they first start up the game and are looking at the main menu. The second and third are going to be the music for when the player is actually moving throughout each level and for when the player loses and runs out of health. Currently there is no way for the player to win and the player’s “score” is purely based on how many days they survived for. I also plan to create one interface sound for the main menu buttons for when the player clicks on the button to start the game. The rest of the sounds are going to be made up of 12 different sound effects as well as at least one adaptive and one ambient track. I currently know that the one adaptive track will involve the health that the player currently has however I may find out that it would make sense to add in others based on the number of enemies and such. For the one ambient track I am still on the fence about whether or not to pair it with the Background Level music track. I know that I will create them separately within Reaper however I am still unsure if I will adjust them individually or together once in FMOD. Each of the FX tracks are going to be for one off events such as the enemies hitting the player or the player picking up an item. For each FX track that I make I am planning on using the pitch randomization feature in FMOD as well as a multitrack for randomization so that there are a few different sounds for each FX.

Within my Asset List I highlighted a few of the tracks near the end as those would require me to add in the additional features mentioned above. While I fully intend to include those new features, I just wanted to highlight which sounds would require the additional features to be put into the current game. Below is the link to both the asset list that I created for this project as well as the link to the unity tutorial from where I am basing this project off of. I am also going to include a link to the github repo that I created for this project below.

Asset List Link:

<https://docs.google.com/spreadsheets/d/1DjpfkSnJJzqVfSO9CazQEu0L0punMP0VCH9z6almzLg/edit?usp=sharing>

Link to Unity Tutorial:

<https://assetstore.unity.com/packages/essentials/tutorial-projects/2d-roguelike-29825#description>