Team Information:

Team 20

Echos of a Lost City

Doofenshmirtz Evil Inc

Kartik Singhal | kxs180077@utdallas.edu-Story Board/Back and Front Development

Suvrat Jain | sxj180059@utdallas.edu - Background Development

Rajatkamal Polisety | rxp180062@utdallas.edu - Team Lead - Front Development

Timeline:

Week 1: The team focused on researching Unity and getting familiarized with its user interface (UI). They explored the different features and tools available in Unity to understand how they can be used to develop the game.

Week 2: The team began figuring out what models to use for the characters in the game. They researched various character models and animations to find the best fitting of the game's theme and art style.

Week 3: The team coded the basic movement functionality for the characters. They worked on implementing movement controls such as running, jumping, and crouching, and collision detection to ensure the characters could interact with the game world appropriately.

Week 4: The team determined what background setting/models to use for the game world. They researched different environments and models that could be used to create an immersive world for the game. They also worked on integrating the background models with the characters and other game elements to ensure a seamless gameplay experience.

Detailed Game Description:

The game is set in a post-apocalyptic world where players must navigate through an abandoned city once a thriving metropolis. The player takes on the role of a rogue parkour runner hired to explore the city in search of valuable artifacts and technology. The game features a proper and exciting parkour system that enables players to follow pre-defined parkour routes or create their unique path through the map. It is a game that is easy to play but hard to master, with a high replayability value. Due to time constraints, we were not able to implement many things. Still, the player will be able to explore the map as well as get himself/herself familiar with the moves and dynamics of the game by completing the tutorial as many times as the user like.

About Map and Mechanics

The map is designed with many abandoned buildings, which could serve as obstacles or potential paths to the endpoint. The player is tasked with finding the correct path through the map while avoiding touching the ground, which is lava and results in a direct reset of the game. The player can also collect items throughout the challenge to make things more interesting. To begin the game, the player starts with a tutorial level that teaches them the game's basic mechanics. Once they have completed the tutorial, they are teleported to the city, where the challenge occurs. From here, the player must use their skills and wits to navigate the obstacles and reach the endpoint. One potential challenge could involve the player collecting a series of coins. Another involves navigating a maze-like structure, where the player must find the correct path through twists and turns. Once the player reaches the end, they will be awarded a gold statue.

Obstacles Encountered

1. Level design: Creating compelling and challenging parkour levels that are fun and fair to play can be difficult. We needed to consider factors such as player skill level, character abilities, and the level layout.
2. Animation and character movement: Creating realistic and fluid animations for parkour movements can be time-consuming and technically challenging. The character movement and controls are responsive and intuitive to ensure a smooth and enjoyable gameplay experience.
3. Balancing difficulty: Balancing the difficulty of a parkour game can be tricky. The game is challenging enough to keep players engaged but not so difficult that it becomes frustrating.
4. Testing: Testing the game thoroughly to identify and fix bugs, glitches, and other issues can be a time-consuming and expensive process. We ensured that the game was as polished and bug-free as possible before releasing it to the public.

Improvements

1. Expand the game's story: While the game's premise of exploring a post-apocalyptic world is intriguing, there is room to expand upon the narrative. Adding more details about the world, the character's motivations, and the technology they are searching for could make the game more immersive and engaging.
2. Enhance level design: While the game's map has potential, the level design could be improved. Including more diverse obstacles, paths, and challenges would make the game more engaging and replayable.
3. Improve animations and character movement: Adding more realistic and fluid animations for parkour movements could enhance the game's overall experience. Improving character movement and controls can make the game feel more intuitive and responsive, leading to a smoother and more enjoyable gameplay experience.

4. Add more collectibles and rewards: Including additional collectibles and rewards for players to find would add more replay value to the game. These could be used to unlock new features, upgrades, or even story elements.
5. Include multiplayer functionality: Adding multiplayer functionality could make the game even more engaging and replayable. Players could compete against each other to complete challenges or race through levels, adding a new dimension to the game.
6. Add customization options: Allowing players to customize their characters' appearance and abilities could make the game feel more personal and immersive. This could include different clothing options, color schemes, or even different parkour abilities.