

README

Player

The main character being a snail we chose a “driving” type of controls where the player cannot move from left to right. It matches the movements of a snail and limits the types of different movements the player can do, letting him focus more on the reflexion/puzzle aspect of the game rather than the masteries of dodging techniques for instance.

AI - Enemy

In this game, we have two types of enemies.

Static enemy – This type of enemy stays in the same place and rotates around in order to detect a player or a trail. If either player or his trail is detected this type of guard will suddenly start moving towards the player/trail and will continue doing that until guard manages to catch the player. If guard loses the player/trail then this guard will go back to his initial post and will continue on trying to detect the player.

Dynamic enemy - Another type of enemy that we currently have in the game is dynamic enemy which is similar to the static enemy except instead of staying in a single spot and rotating, it actually follows a path and once the guard manages to detect either a player or a trail it will do exactly the same as the static enemy does.

To implement the pathfinding of these enemies, we have used a feature of Unity game engine which is called NavMesh. This particular system allowed us to easily create enemies that can intelligently navigate through the level that we have built.

Light

We added some post processing effect onto the camera to enhance the mood and give a “polish” aspect to it in an easy way.

Music and sound

We used copyright free “café” & “cuisine” music to enhance the theme of the game. We also recorded a dozen French sentences that are randomly shout by the enemies when they see you. The narrative/theme of the game is a French cuisine in a kind of caricatural approach, we thought those sentences would bring the desired comical aspect into the game.

Level design

3d Models

All models have been created by ourselves. We used ProBuilder to build these objects.

The most of the object colours are white, grey, yellow, orange and red to obtain a warm atmosphere and a kitchen-like decor.

Just one object is green: the lettuce. The lettuce is a particular object which is pickable, so this lack of green in the decor permit to immediately notice a lettuce when the player finds one.

Levels

The levels are ordered.

Level 1 introduces the movement of the player, the fact the player can hide behind the walls and the first enemy.

Level 2 introduces the fact that the guards follow the trail of the snail.

Level 3 introduces a new movement allowed by the guards and the pickable lettuce.

Level 4 is a large level using all the features previously displayed.

Level 5 introduces the salt square.

Level 6 is a large level using all the features previously displayed.

Furthermore, we distinguish the levels introducing something and the levels testing the abilities of the player by the length of these levels. The introducing levels are short and the others are longer.