“Before Dark” Progress Report

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**Preface**

After coming up with a main concept, a game design doc, and a few assets, we pitched our concept to Dr. Ye in front of the class. We shared our team composition, our vision for the game, and an initial look at our company website. Our vision was met with praise and optimism from our dear evaluator. With bolstered enthusiasm, React Gaming set out to fabricate our game, “Before Dark.”

**Updated Team Structure**

Our first meeting after the presentation involved reevaluating what everyone on the team would be doing moving forth. Unfortunately, Jordan Meese had dropped the class, so we had to divide up the work he was supposed to do among us 5. The updated responsibilities are as follows:

* Michael Gee: group leader; manages the group; makes sure tasks and goals are completed on time; schedules the group meetings; programs player and character movement; updates the OPPM
* Leopold Frilot: programmer and documenter; tracks everything the group does; manages the tech behind the group including GitHub and Discord; programs game logistics such as saving and scene management
* Bram Metz: environmental artist; designs the levels and general feel of the game as well as the entities that inhabit it such as enemies, loot, and structures
* Courtland Crouchet: programmer and web designer; manages everything about the website; designs most of the mechanics and second-to-second gameplay that the player will be experiencing
* Angel Martinez: character artist; creates character models and animations to go with them; implements these into the game

**Software architecture of the game**

-level 1, 2, and 3. (talk about design and how the artist went about creating the level)

**Implemented Features** (you can include at most one screenshot of your game prototype)

Features that have been implemented include a temporary animated 3D model with a player movement script which allows the player to move the character via the keyboard’s wasd keys. This was implemented with he help of online videos based on 3D movement. It begins with a simple capsule object which the programmer can use either the rigid body or character controller for movement, in this case the character controller was used for more realistic movement. The script was then set up to move based on basic WASD inputs. A jump movement event with the press of space bar was also added to the script. Public variables in this script include movement speed, jump force, gravity scale, a controller for the 3D capsule to bind to the object, vector3 movement direction, rotation, an animator variable, and a transform pivot. Each of these public variables plays very important role in the movement of the player. For starters the moveSpeed variable controls the movement speed from the inspector allowing the programmer to control how fast they wish the model to move. The jump force is how high the player can jump into the air while the gravity scale controls how fast they come back to the ground. The controller is attached to the 3D model which is how the object accesses the script. The vector3 movement direction enables to player to move in different directions since this is a 3D game there must be movement in the x,y, and z directions. The animator is later used when the 3D model is imported into the game. This allows the programmer to place the model at the same location as the capsule and use it as a collider hiding it from the player, and animating the model on top of it. The pivot object is utilized by a camera controller script which gives the player the ability to rotate around the main character and view the world around them.

This camera controller script also allows the player to turn using the mouse. This temporary 3D model was originally imported into the game to make sure this movement and camera controller scripts worked properly with the unity animator. Currently only the idle and run animations are currently being used. Once the main character model is made and rigged it will then be replaced with the new animations. **(camera script paragraph still being added too)**

**Actual Member Contributions(as of 3/17/20)**

* Michael Gee:
  + Arranged all group meetings
  + Imported temporary 3D model to test movement and animation
  + Initialized the progress report document
  + Implemented the following scripts:
    - Camera follows the player
    - Camera detects collisions
    - Player movement controller
    - Animation manager
* Leopold Frilot:
  + Set up the forest scene, “level one” to act as a template scene with template UI, Light, Level structure, and other necessary components
  + Created and managed the company GitHub and Discord server
  + Implemented the following scripts:
    - A core game loop script
    - UI updater
    - Saving/loading
    - Sunlight adjuster based on in-game time
    - Scene switcher
* Bram Metz
* Courtland Crouchet
  + Implemented the following scripts:
* Angel Martinez

**Future-plans**

Future-plans include expanding the game into more than three levels, adding new bosses, items, and quest that Pablo can go on. Some examples of more levels include a cave like dungeon, Pablo encounters in the woods, which he can enter with the appropriate item such as a flashlight. Another level could include a city / grocery store, which Pablo travels too after making it back home and his mother realizes a grocery was forgotten. Pablo then becomes lost in the store and must find his way out before his mom leaves him there and travels back home for dinner. The neighborhood, level 3, can also be expanded in size and Pablo can encounter his neighborhood friends where new side quest are located and he must help his friends complete their quest before finishing the final quest, making it back home before the streetlights turn on. His friend’s quest can include sub-side-quest which each reward the player with and item, Pablo can then combine these items into a powerful weapon of his imagination, allowing him to enter new areas of the game, and defeat bosses and enemies previously unbeatable. Some new bosses include a vampire in the cave level, Pablo’s teacher from school at the grocery market, and another secrete identity boss that Pablo must face once completing his friends side quest to reclaim their hang out.

Discussions of a hard mode will be implemented which players can beat on a shorter time crunch. When the player beats hard mode, they will unlock access to special developer weapons which will have different effects on enemies. An example of this would be a weapon that allows Pablo to one shot enemies to make replaying the game a fun experience for those who have already beat it. Other future-plans include a potential sequel to the game. Where Pablo goes on another adventure, except instead of recovering his mother’s groceries he now has a new task to complete, new areas to explore, and new imaginative monsters to defeat. The sequel can happen outside of Pablo’s home neighborhood, with many different possibilities for quest and items to unlock. This may include the city Pablo lives outside of, which he travels to by car or train. New mechanics can be added. Also, in the following sequels to “Before Dark” Pablo grows in age and realizes it wasn’t just his imagination he was facing, but actually possess a unique power other ordinary humans do not have. He then uses this power to combat more dangerous foes who come to destroy his neighborhood, and areas he grew up in. This allows implementation of supernatural abilities Pablo can obtain such as flight, invisibility, spell casting, and other abilities humans do not possess.