“Before Dark” Final Progress Report

Published by: React Gaming

4/3/2020

(possibly update title)

at least 6 pages, font size 12pt, single-spaced, 1” margins) consisting at least the following content:

- Explain each group member’s contribution: (pulled from progress report, may need an update)

·       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

 - Explain how to play your game:

            Details of in-game UI here: (expand on this content)

Start menu, pause and save screen, attack with right click, jump with space, accomplish quest before the sun sets in forest or before the streetlights come on in the suburb…etc

 - Explain the design trades-offs that you had to make, including what you originally envisioned versus what you accomplished:

            Originally, we envisioned a team of 6 people working to make the best game in the class. However, after unforeseen circumstances we had to re-envision our original idea. (explain more here)

    When creating Pablo, we originally envisioned him being able to wield a variety of items and weapons found throughout the level. The entire process for creating the characters mesh, rig, textures, and animations were done in Blender, a free and open source 3D creation and animation software. During the animation process, it proved difficult to attach separate objects into his hands using the same action animations. Due to this, we had to limit him to only use one weapon by combining Pablo and his Stick Sword into one single mesh. This fixed the issue with his weapon sticking to the animation but meant that we could not allow him to hold different items anymore. For this, we had to insert a general “pickup” animation that simply adds the items to the inventory solely for quest progression purposes.

 - Explain the overall software design:

 • Show and discuss any Finite State Machines: (possibly inventory system and save/load functionality of the game/ core game loop…)

 • Give high-level explanation of any AI used: (explain goblin ai here)

• Explain how specific visual or audio effects were achieved: (ambient sounds)

- Credit any open-source audio, artwork and code used:

Camera controller and camera collision were implemented watching a YouTube video titled “Free 3rd Person Camera Setup & Camera Collision Tutorial” by Filmstorm. Player movement was also implemented watching a YouTube series titled “Unity 3D Platformer – Learn to Make a 3D Action Platformer” by gamesplusjames. A UI item interface was added to the game via a tutorial video as well titled “Unity Inventory UI Tutorial” by Jayanam.