“Before Dark” Final Progress Report

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(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 our mechanics programmer dropped the class, early in the semester, and our character artist was unable to participate for nearly two months due to covid-19, we ended up with a team of 4 dedicated members. This included 3 programmers and a level design artist for the assignment 3 submission. After these unforeseen setbacks we had to dial back our original idea: A game with 3 fully functional levels and 3 unique boss fights, items for buffs, different quest, and a potential ending cut-scene, to a game with one level, split into two separate areas. If there was more time, and no unforeseen circumstances, it is quite possible the group would have accomplished the original plan.

- 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.