CIS-568 - Unreal Engine 4 Group Project

Group 1

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User Guide

The game starts with a cutscene and then the player takes control of a car. The goal is through the possession of different objects with different abilities reach your bed and return your soul to your body.

- Controls for the object being controlled can be seen on the upper left corner.
- The object being controlled has a yellow outline.
- Objects that can be controlled are outlined in orange when they are in an interactive range.
- Players can press F to take control of a new object.

These are the controls for all the controllable objects:

1. **Toy Car**
   a. W, A, S and D keys to move around and steer.
   b. Mouse to move and control the camera.
   c. E to reset the car position if it was flipped over.

2. **Lamp**
   a. E to turn on or off.

3. **Book**
   a. A to open the book.
   b. D to close the book.

4. **Scissor**
    a. A to open scissors.
    b. D to close scissors.

5. **Tape Measure**
    a. D to extend.
    b. A to shorten.

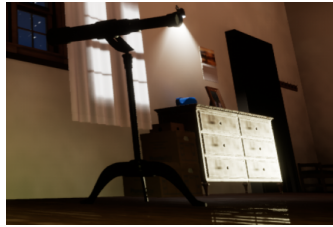
6. **Football**
    a. W, A, S, D keys to roll.

7. **Toy Person**
    a. W, A, S, D keys to move.
    b. Spacebar to jump.
    c. Left click to pick up objects with a green outline.
    d. Right click to throw.
    e. Middle click to place down.
    f. Mouse to rotate camera.

8. **Telescope**
    a. Mouse to rotate camera.

9. **Light Switch**
    a. E to turn on and off.

10. **Mop**
    a. A to tilt left and D to tilt right.

11. **Drawer**
    a. W and S to switch cabinets.
    b. A and D to pull or drawers.

12. **Umbrella**
    a. Left and right click to open and close the umbrella.
    b. W, A, S and D keys to steer.
    c. Mouse to move camera.

Reaching the bed on the second floor triggers the ending cutscene.

Puzzle hints:
1. The player can use the tape measure to get off the table.
2. The player can throw an object at the wide picture on top of the stairs to create a ramp for the car.
3. To get the car off the table the player can pick up a pillow and place it below the table.
4. The player can open the door on the second floor by hitting it with the mop.
5. The player can fly with the umbrella that is on top of the drawer, but only if it breaks the window first by throwing an object at it.

Game Features Implemented

- Fully developed story with:
  - Starting cutscene.
  - Ending cutscene.
  - Voice work and music.
- Fully furnished house that contains backstory.
  - Including authored pictures.
- Multiple controllable objects with unique controls and abilities including:
  - Toy Car
    - Including reset button.
  - Book
  - Tape Measure
  - Football
  - Toy Person
    - Including picking up and throwing or placing down objects.
    - Sliding.
  - Telescope
  - Scissor
  - Mop
  - Drawer
  - Umbrella
  - Lamp
  - Lightswitch

- Physics puzzle for hanging painting.
- Physics puzzle for breakable window with impact audio and wind audio.
- Physics puzzle to get toy cars off the table.
- UI outlines for objects for easier readability.
- Animated subtitles.
- UI for controls at the top left of the screen.
- Background music.
- Position dependent audio hints.´
- Particle effects to indicate new objects being controlled.

Asset References

- Built-in default blueprint for vehicle, third person character and flying vehicle.
- Sliding animation: https://www.youtube.com/watch?v=-5KPV1fl6FM
- Pick up and throw animation: https://www.youtube.com/watch?v=gg_ALJSQvbg&t=12s
- Toy Person: https://www.unrealengine.com/marketplace/en-US/product/assetsville-town
- Ambient noise: https://www.youtube.com/watch?v=pQqhxNiKnso
- Wind sound: https://www.youtube.com/watch?v=7TB-v73Dlcw&t=101s
- Glass Break sound: https://www.youtube.com/watch?v=YrH9dtA2yB0
- Character models: https://www.unrealengine.com/marketplace/en-US/product/9c3fab270dfe468a9a920da0c10fa2ad
- Furniture: https://www.unrealengine.com/marketplace/en-US/product/a4907129f69c44a892f76782489736ab
- Apex destruction plugin: https://docs.unrealengine.com/4.27/en-US/InteractiveExperiences/Physics/Apex/
- Edith Finch Assets Packs:
  https://www.unrealengine.com/marketplace/en-US/product/ef-edie
  https://www.unrealengine.com/marketplace/en-US/product/ef-sam
  https://www.unrealengine.com/marketplace/en-US/product/ef-barbara
  https://www.unrealengine.com/marketplace/en-US/product/ef-molly
  https://www.unrealengine.com/marketplace/en-US/product/ef-twins
  https://www.unrealengine.com/marketplace/en-US/product/ef-house
- Background Music: *Satie: Gnossiennes - Gnossiennes No. 1* by Lang Lang
  https://www.youtube.com/watch?v=t27rzTkFKmU
- Online Models from Sketchfab:
  https://sketchfab.com/3d-models/wireless-keyboard-620c9d52d9e44b4da8aa7931ff0152b2
  https://sketchfab.com/3d-models/mouse-razer-deathadder-783913c7b9df441ab99ec666eee4e052

https://sketchfab.com/3d-models/office-monitor-workstation-monitor-6a7b0147890242418a49f6db26657ab4

https://sketchfab.com/3d-models/open-book-about-magic-f7b51b38db5f41c7a283c11e94b72743

https://sketchfab.com/3d-models/fountain-pen-196c00b1bb5d4958816a17e8947bd65a

https://sketchfab.com/3d-models/tapemeasure-35c858609a254716ac65b9d9788bd48c

https://sketchfab.com/3d-models/football-072a7e8d610f4143aa510256112d97cf

https://sketchfab.com/3d-models/lego-fire-station-48bb860e53be4c5a9730c3b10036f513

https://sketchfab.com/3d-models/lego-mario-tv-560184ebf3f3449fb195f1fd829d25f5

https://sketchfab.com/3d-models/animated-boy-kid-child-a-pose-story-4b530e67e9a8405c8955f0881133d510

https://sketchfab.com/3d-models/game-ready-screwdriver-1f27794ec1994467aa510dd0da42d7a0

https://sketchfab.com/3d-models/scissor-blade-a75b66afd73c4597b9261462aeb5bbcb

https://sketchfab.com/3d-models/mop-4f95d61bb5b04dd9b2b543a0c4cbb060

https://sketchfab.com/3d-models/spanish-classical-guitar-80e6ddc78c054b6fa9ee1e779b207ea8

https://sketchfab.com/3d-models/wooden-guitar-stand-rack-f542226cabfd48a9b3e61bc0b285c3a1

https://sketchfab.com/3d-models/bottle-of-monteiro-pills-a57d13b5e2b44dd78adcba67fedf88ec

https://sketchfab.com/3d-models/light-switch-808c3de4dd874fc1b67ff15cd2645555

- Paintings:
  Wanderer above the Sea of Fog
  The Stages of Life
  Moonrise over the Sea
  Woman at a Window
  Winter's Dusk