



LaSalle College

GAME ENGINE II

420-JV9-AS

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Into the Unknown

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Section 1: About the Game

Into the unknown is Puzzle game with a Sci-Fi history atmosphere. In the game the player can control two main characters to solve puzzles throughout all the stages. Aside from the main characters, there is one vehicle which can be used to move from one land station to another. On each of the stations the player will find puzzles to be solved in order to understand the game and to figure out the mystery about the planet. At parts of the game the player might be challenged hard, so don't give up and try exhaustively.

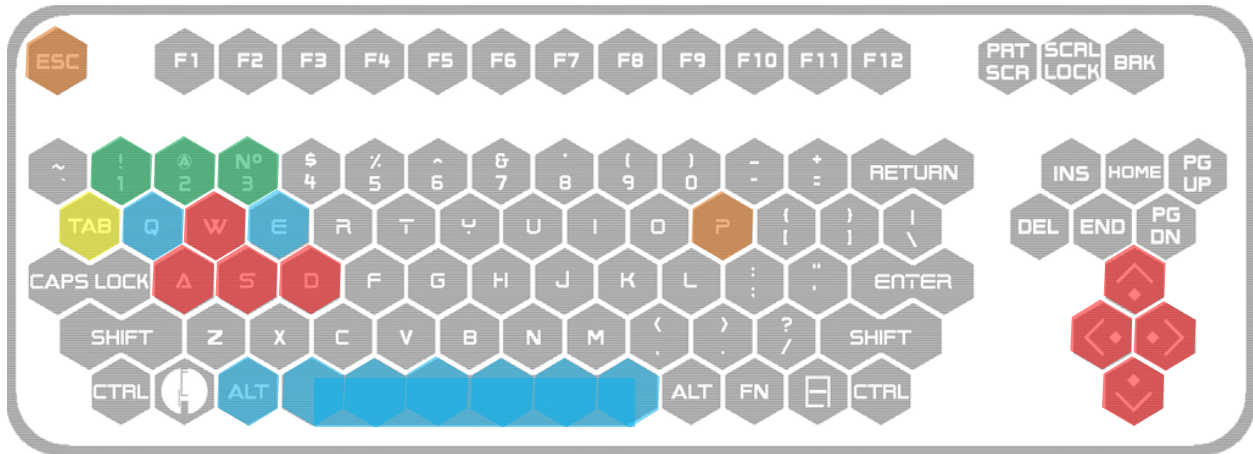
The game happens on the year 287 D.M. The artificial intelligence, P319.AI, built by the main character, informs him that, for an UNKNOWN reason, they were switched off for about 13 years, as its database has no data within this time gap. The mystery lies there, as the last thing the engineer's assistant remembers is when the **main character** had successfully built the **sphere**, the second playable character. In addition, the only thing the P319.AI's sensor can detect is a weak radio signal from a nearby land station. What it might be?

Section 2: About the Manual

2.1 – Control Scheme:

Keyboard & mouse	Joystick	
esc / right mouse	Back (select)	Open in-game Menu
P	Start (pause)	Pause the game
num 1	L shoulder	Cycle to left camera
num 2	R shoulder	Cycle to right camera
num 3	Left Stick Click	Change to close camera
tab	Right Stick Click	Change between playable character
E	Y	Action 4: Engineer / Sphere = act on switches
Q	X	Action 3: Engineer = pickup objects / Sphere = open
Alt	B	Action 2: Sphere = circular cut
space	A	Action 1: Engineer / Sphere = jump
W / up	thumb up	Move character forward
A / left	thumb left	Move character left
S / down	thumb down	Move character backwards
D / right	thumb right	Move character right






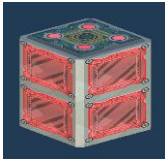
2.1.1 – Keyboard:

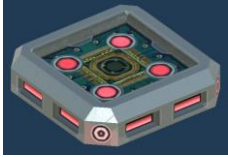



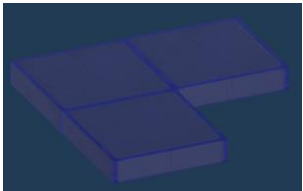
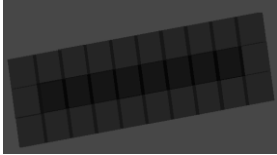



2.1.2 – Joystick:



2.2 – Important Visuals:

	Main playable character, A.K.A <u>Engineer</u>
	Secondary playable character, A.K.A <u>Sphere</u> , the engineer best creation
	A character you will have to control at some part of the game. To control it you will have to always move forward and sideways. Additionally, you will have to use a force shield and throw laser beams at enemies. To activate the shield hold Action 1 (keyboard Space / Joystick A) and to fire the laser beam canon press Action 4 (Keyboard E / Joystick Y). Remember that you can't shoot while you have the force shield activated.
	C.A.R07, the vehicle used to move through the planet. To brake use the Action 1 (Keyboard Space / Joystick A). To throw bombs use Action 3 (Keyboard Q / Joystick X)
	P319-A.I, Engineer A.I helping system
	BoxSwitch: as they are very heavy, only the engineer can pick up and transport them.

	<p>Floor switch: which are meant to have a boxswitch installed on it.</p>
	<p>Wall switch: if they are red, characters have to interact with them so something can happen.</p>
	<p>Monster which will block your progress through the game.</p>
	<p>A bomb that you will need to throw in order to kill the spider which are blocking your way on the planet.</p>
	<p>Blocks to build a bridge at a part of the game. You can flip them, move them around and place them at the correct part of the grid. You can not put them on top of another. To place or the get back and move again press ACTION 4 (E / Y). To confirm its place press ACTION 3 (Q / X).</p>
	<p>The grid to help building the bridge with the blocks above. It is a brige 3 by 10. Remember that the blocks only rotate within the central area of the bridge (the darker area).</p>
	<p>Turret enemies you will need to defeat. They can shoot a limited amount of time and then they will have to reload (shown on the ammo bar the reload process). If they lock you as a target, they will shoot at you and it will be shown as Target Acquired on the canvas besides them. Remember to use the force field so they will not damage your hull.</p>

Section 3: About the development process

- Project managed through sprints as per detailed in the board below:

<https://trello.com/b/18JitMkl/7378-teami-2020>

Product Backlog Items
User Stories #1 - Design the Game Idea (2)
User Stories #2 - Design the Main Menu (8)
User Stories #3 - Main Characters (64)
User Stories #4 - Design the Stages (128) 82 + 38 + 8
User Stories #5 - Design the First Stage (32) + (4)
User Stories #6 - NPCs Enemies (32) 24 + 8
User Stories #7 - Bosses Enemies (32) 2 + 30
User Stories #8 - Sound Design (32)
User Stories #9 - Camera Movements (32)+(4)
User Stories #10 - Design the Loading Screen (4)
User Stories #11 - Design an UI system for the game (16) + (4)
User Stories #12 - Game Manual and Documentation (2) + (8)
User Stories #13 - Create the Planet Terrain (32)
User Stories #0 - General Tasks

Section 4: References

- Engineer Character Design:
by Papa_Dragon, <http://www.blendswap.com/blends/view/75153>.
- Sphere Character Design:
by 3DHaupt, <https://www.blendswap.com/blend/21770>
- Car Vehicle Design:
by Mikel007, <http://www.blendswap.com/blends/view/77885>
- Mech Robot Design:
by Triplebrick, <https://assetstore.unity.com/packages/3d/characters/robots/the-assault-mech-90395>
- Keyboard icon:
by hxtremechaos, <https://www.deviantart.com/hxtremechaos/art/Hexagon-Keyboard-494072667>
- Joystick icons:
by SihanLiu, https://www.iconfinder.com/icons/1536922/controller_elite_gamer_xbox_one_icon
- In-Game Fonts:
Earth 2072 by Lukas Krakora, <http://www.typewriterfonts.net>
- Environmental assets:
3D Sci-fi Starter Kit, <https://assetstore.unity.com/packages/3d/environments/3d-sci-fi-kit-starter-kit-92152>
Sci-Fi Modular Pack, <https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-modular-pack-free-39538>
3D Free modular kit, <https://assetstore.unity.com/packages/3d/environments/3d-free-modular-kit-85732>
Modular Sci-Fi Corridor, <https://assetstore.unity.com/packages/3d/environments/sci-fi/modular-sci-fi-corridor-142811>
Sci-Fi Styled Modular Pack, <https://assetstore.unity.com/packages/3d/environments/sci-fi/sci-fi-styled-modular-pack-82913>
Sci-Fi TopDown view Pack, <https://assetstore.unity.com/packages/3d/environments/sci-fi/top-down-sci-fi-modular-environment-100524>
Terrain Tools, by MGEAR, <https://assetstore.unity.com/packages/tools/terrain/terrain-tools-64852>
Hi-Rez Spaceships Creator Free Sample, by Ebal Studios,
<https://assetstore.unity.com/packages/3d/vehicles/space/hi-rez-spaceships-creator-free-sample-153363>
SpaceShip Free Model, by thomasmattia, <https://free3d.com/ko/3d-model/spacecraft-54534.html>
Space Station Scene, by 3dhaupt, <https://free3d.com/ko/3d-model/spacestation-scene-520279.html>
- Minimap:
<https://oc.unity3d.com/index.php/s/92Kp4gCKd2XLamw/download>
- Door Keypad:
<https://www.cbgames.co/2017/12/27/unity3d-keypad-door-unlock-script-c-ui-system/>

- Skybox for space:
SpaceSkies Free, by PUSAR BYTES, <https://assetstore.unity.com/packages/2d/textures-materials/sky/spaceskies-free-80503>
- Bomb design:
by Yughues Free Bomb, by Nobiax / Yughues,
<https://assetstore.unity.com/packages/3d/props/weapons/yughues-free-bombs-13147>
Particle Systems:
Explosion - by Unity Particle Pack, by Unity Technologies,
<https://assetstore.unity.com/packages/essentials/tutorial-projects/unity-particle-pack-127325>
- Spider Design:
By Kalamona, <https://assetstore.unity.com/packages/3d/characters/creatures/free-fantasy-spider-10104>
- Spider Web Design:
by Vul Gerstal, UNITY 3D - SPIDER WEBS IN CORNERS & PLANTS [TUTORIAL],
<https://www.youtube.com/watch?v=kMM9q0l8mFE>
By Vul Gerstal, UNITY 3D - SPIDER WEB, PLANT AND BLOOD,
<https://www.youtube.com/watch?v=4cQoSpV0-MQ>
- Door Design:
By Highground Assets, <https://assetstore.unity.com/packages/3d/environments/sci-fi-environment-84496>
- In-Game UI:
SlimUI, <https://assetstore.unity.com/packages/tools/gui/slimui-tech-menu-133049>
- Engineer Robot Background:
by Papa_Dragon, <http://www.blendswap.com/blends/view/75153>.
- Scripting:
Main Menu Settings: <https://www.youtube.com/watch?v=YOaYQrN1oYQ>
Bomb explosion:
Throwing and exploding bomb: 'BreakCoco' script from In- class FPS Project from Game Engine I
Throwing and add particle system to the bomb: GRENADES / BOMBS
(Tutorial) by Brackeys <https://www.youtube.com/watch?v=BYL6JtUdEY0>
- Sounds:
 - Background Main Menu Music
by Sound Engineer Champollion, @champs
 - Background Stages Music Pack
by Robson Cozendey, <https://www.cozendey.com>
Planet by marcelofg55, <https://opengameart.org/content/sci-fi-textures>
 - SFX package I
by Sound Engineer Champollion, @champs
 - SFX package II
by Game Epic Media, <http://epicstockmedia.com>
 - Explosion sound:
9 explosion sounds, by Unnamed <https://opengameart.org/content/9-explosion-sounds>

- Spider Dead sound

Ghost by marcelofg55, <https://opengameart.org/content/ghost>