



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 to take decisions that can alter the end of the game.

The game happens on the year 287 D.M. The A.I, 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 A.I remembers is when the **engineer** has successfully built the **sphere**, the second playable character. In addition, the only thing the A.I'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	pause	Open in-game Menu
num 1	L shoulder	Cycle to left camera
num 2	R shoulder	Cycle to right camera
tab	select	Change between playable character
Q	X	Action 3: Engineer = pickup objects / Sphere = open
E	Y	Action 4: Engineer / Sphere = act on switches
Alt	B	Action 2: Engineer = punch / 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


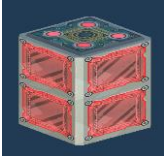
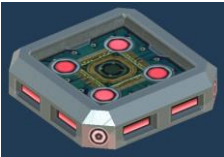

2.1.1 – Keyboard & Mouse:



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
	C.A.R07, the vehicle used to move through the planet
	P319-A.I, Engineer A.I helping system
	BoxSwitch: as they are very heavy, only the engineer can pick up and transport them.
	Floor switch: which are meant to have a boxswitch installed on it.
	Wall switch: if they are red, characters have to interact with them so something can happen.

Section 3: About the development process

UNDER CONSTRUCTION

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>

- Keyboard, mouse and joystick icons:

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>

- First level environmental assets:

3D Scifi Starter Kit, <https://assetstore.unity.com/packages/3d/environments/3d-scifi-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>

- 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>.