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WINE TIME

Project submission for the courses

“Introduction to Unity” and “Advanced Experiment Design and Programming in Unity”

Link to Project-video:

https://www.youtube.com/watch?v=EbBny-5l-pA&feature=youtu.be&ab_channel=Manicx

Project Description

We created a 3D game that we called “Wine Time”. As the name already suggests, the game’s purpose is to drink (large amounts of) wine. With this game, we did not, obviously, intend to be serious but explore the facets of the engine in a funny and somewhat silly way. A player is in the middle of a forest and has to pick up wine bottles as fast as possible. There are 20 wine bottles distributed around the forest, whereas the goal is to pick up at least 10 bottles. If the player does so, a message appears on the screen, saying that the player is drunk enough and should go to the cab waiting at the forest’s exit.

The player can walk, run, and lift wooden blocks, which can and should be used to climb to the roof of buildings to get to the wine bottle. Whenever the player clicks on a bottle, the object disappears, and a drinking sound is played. If the player is in the taxi's direct vicinity, honking can be heard, together with a reggae song in the background.

We increased the tint in the post-processing profile so that the forest looks dreamier, which should underline the player's drunkenness. We tried to make the terrain as realistic as possible by using different ground and grass textures, adding fog, lowering the terrain at some points, as well as realistic conifers we got from the asset store. Furthermore, we spent a lot of time adding all kinds of prefabs to the forest that should make it more realistic: logs, mushrooms, a lake, remains of a bonfire, two old pick-up trucks, a lot of stones, three abandoned and ruined buildings and a birdhouse. Although we made excessive use of the asset store, we programmed the main logic by ourselves.

There are two possible perspectives in this game: first person and different variations of a third person view, and something in between. We also added bird chirping to complete the impression of being in a forest. We included a bar on top of the screen that counts the bottles of wine that are successively picked up. On the top right corner of the screen, the time in milliseconds is captured.

Challenges

Issue 1: In Stack Overflow we trust

A huge challenge was to achieve that the player always runs to where the camera is pointed. After days of trying and searching for helpful posts on the internet, we finally made it. We believe that this was not an issue per se, but rather naturally the case when learning a new programming language. There were a lot of things to consider and put a lot of effort to. However, after a while, finding answers on the internet and actually understanding them was much faster.

Issue 2: “No, it’s not the game that lags!”

To make the game funnier and also more complicated, we wanted to add a “drunk effect” that appears after the player has drunk five bottles. However, after implementing the effect, we noticed that it does not work as wished. It did not look as if the player was drunk, but the game itself is laggy and has terrible quality. Additionally, increasing the motion blur in the post-processing profile did not make the view dizzier as hoped, which is why we decided on short notice to not include the effect in the game at all.

Issue 3: 7GB back and forth

We also encountered problems by using the collab function. Although we all had access to the project, two of us could not see anything of the game after opening it. That was really frustrating, which is why we ultimately switched to GitKraken. However, we also had issues with that. As we all were not too confident with git, we sometimes forgot to pull the latest commits before working on our local project, which led us to a myriad of merge conflicts and confusion. At some point, we started to create local copies of the project and pushed them in case we messed up (which honestly happened quite a few times). We know that this is probably not the most efficient way of doing version control, but it at least gave us reassurance in knowing that we did not have to start all over. Ultimately, we understood the root of the issues and managed to work on the same project quite well, not least because of the visualization of the commits and branches GitKraken offers. We guess we just needed practice.

Issue 4: Farewell, effort!

Another frustrating experience was when we decided to add a small lake to the forest after we already had a lot of assets assembled on the terrain. As we did not think of it at the beginning, the center of our terrain was at the position 0,0,0. Therefore, we needed to lift the position of the terrain to lower it at the points we wanted to have a lake in. Ultimately, we raised and rotated all the assets in the scene back to its initial position, which cost us much time.

Feedback

What we really liked about the course was that you provided videos that everyone could watch whenever they wanted. It was nice that there were no zoom meetings or similar we had to attend because with recorded videos, everybody could learn at their own pace. We found the duration of the videos of about 20-30 minutes really good because it was the right amount of time we could entirely focus on the new content. By watching the videos, we noticed that you guys are very passionate about what you are doing. Your good mood and teaching skills had us having fun too :-). We also liked the course because there were two paths for getting to know the unity game engine so that everyone could decide for herself which difficulty is best suited. Last but not least, we liked that you answer very fast on emails and posts in the forum.

As we encountered problems with the collab function, it would have been nice to get some info on that. Maybe for the next course, you could mention the collab function, GitKraken as an alternative, and give some tips for setting up the project (e.g., adding a .gitignore for all the unnecessary files).

All in all, it was a great experience, and we had a lot of fun watching the videos and programming our own game! Keep up the good work :-)