GAME DESCRIPTION

The Atkinsons' ordinary day was ruined by the intruders in the bright daylight.

As the first born of the Atkinsons' find a way to escape the situation you are in. Search the mansion room by room for useful items while hiding from the intruders. Try to save your mother and your sister or escape by yourself. While trying to escape explore the secrets of the mansion.

ASSET RESEARCH

We started our work with asset research.
Our idea for the map was a mansion.
So, we searched for the assets which are compatible with the theme and each other.
When we could not find the asset that felt right, we created it from scratch.
As we do our research, we realized that the one-week time was not enough for this task.
We decided to extend this task to the 12th week and add or change the assets until we think it's best.
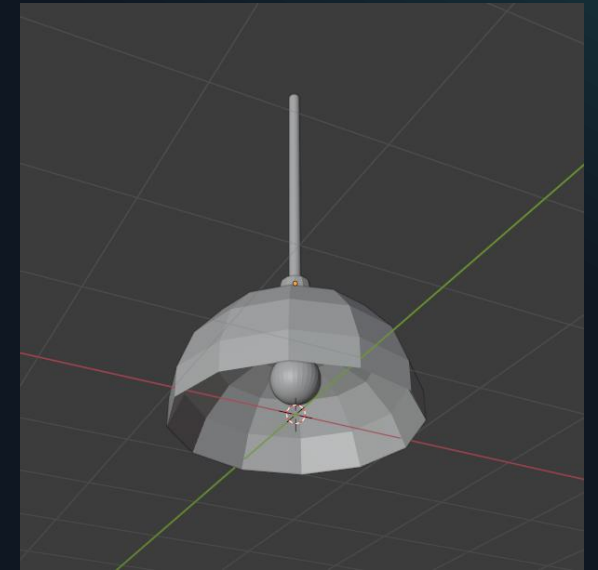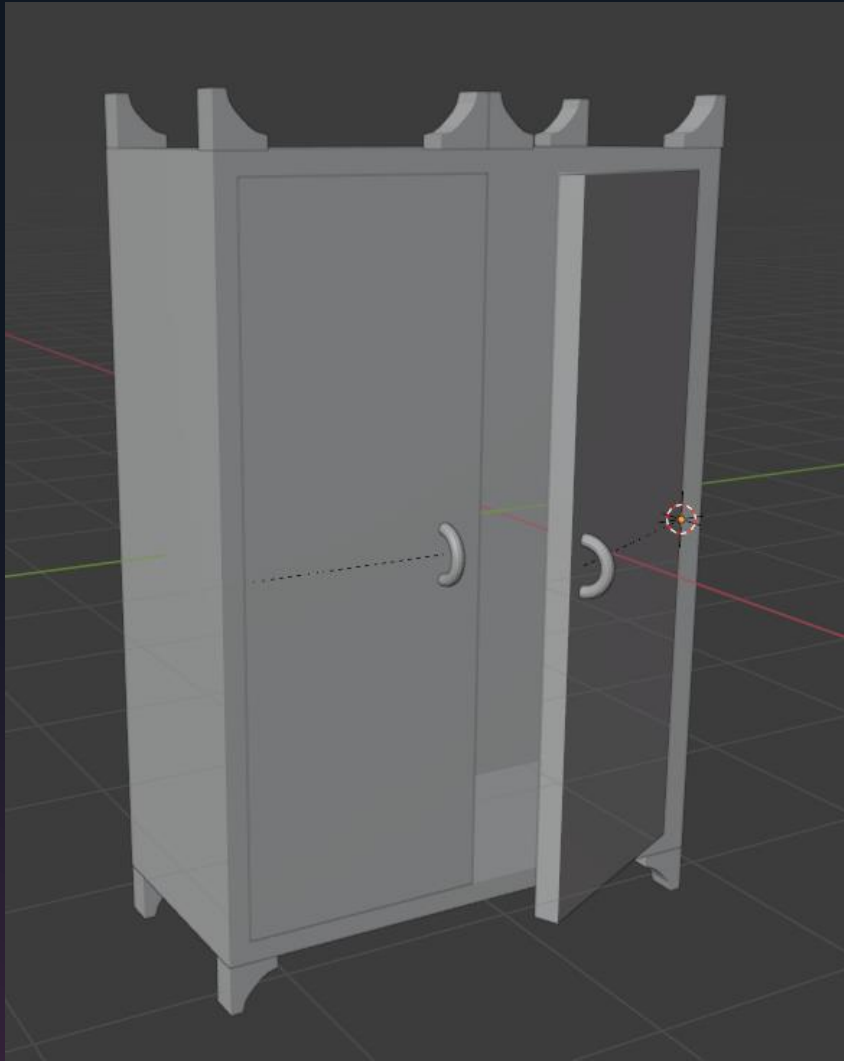
Asset research	All Members	

Asset research	All Members	

OUR OWN CREATED 3D MODELS

D-DAY OF THE
Atkinsons

MAP MODEL DESIGN

In the Map Model Design stage, we were aiming to design the outlines of our map.

And we designed a rough outline for our map which implies the idea on our minds.

And we decided to extend the time for this task to 12th week also.

Reason for this extension was that although we designed the map based on what we want now, we thought we can change the design in the future to add a new future to the game or for it to look more beautiful.

1st
Floor

Map Model Design	Nilay	

Map Model Design	Nilay	

20.4.2021

CHARACTER CONTROL SYSTEM

As for Character Control System, at first, we were planning to use a third person or stationary (for each room) camera for our game but we decided to go with a first person camera.

We implemented our own scripts at first but while testing these scripts it did not felt natural.
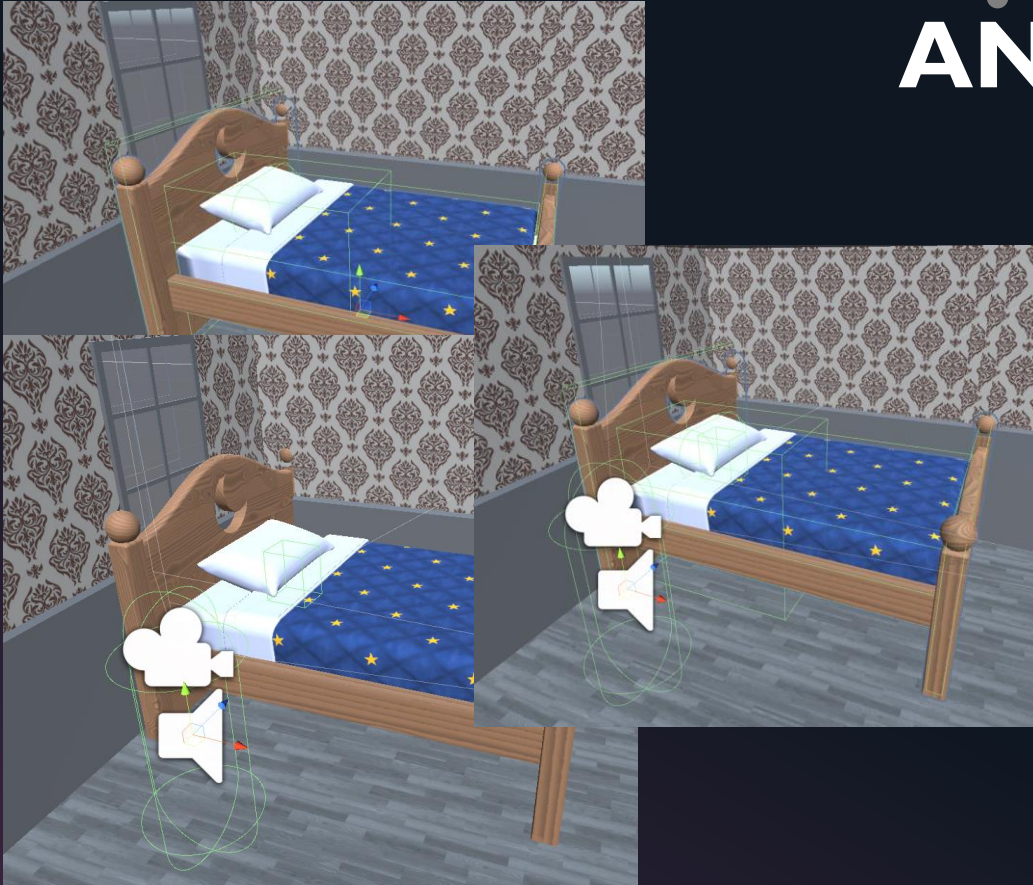
So, we decided to use the FPSController from Unity Standard Assets for now.

We will use our own controller in the future when we make it move more natural.
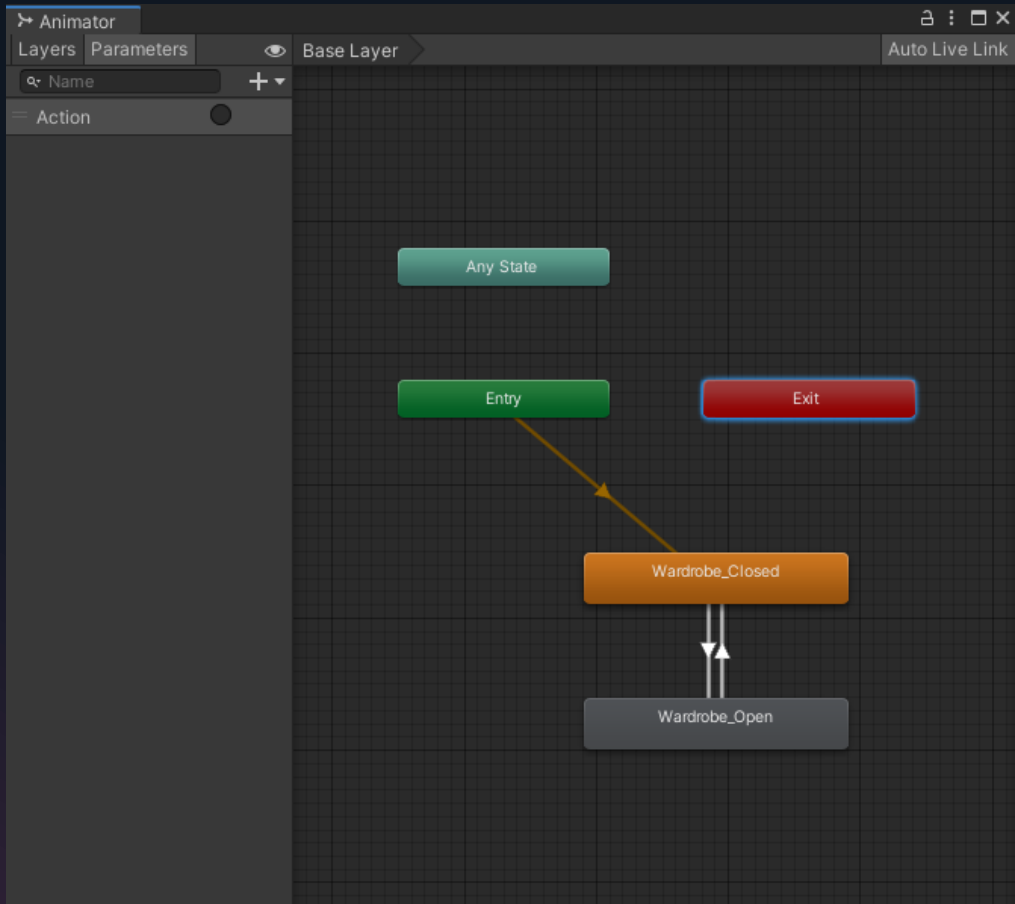
OBJECT INTERACTION AND ANIMATION

We created an interaction system for the interactable objects in our scene and implemented the basic animations.
But as we continue to add objects to our scenes, we might need to implement new animations.
So, we decided to extend the time for Object Interaction and Animations tasks to the tenth week.

```
// if TriggerObject is not null object

//      if Interaction key is pushed

//          if Character is not in an animation
//              if TriggerObject is X

//                  Animate X Action


//              else if Trigger Object is Y

//                  Character is in an animation
//                  Animate Y Action
//
//                  Make Player can't move
//                  Animate Player interact with Y
//                  Change Y 's tag to Activated version
//                  Wait for animation end so player can trigger again
```

```
//      OnTriggerStay

//      if Trigger's tag is X

//          Change UI Notification Text
//          Set TriggerObject to X

//      else if Trigger's tag is Y

//          Change UI Notification Text
//          Set TriggerObject to Y



//      OnTriggeExit

//          Reset UI Notification Text
//          Set TriggerObject to Null Object
```

DEVELOPMENT PLAN

BEFORE

AFTER

20.4.2021
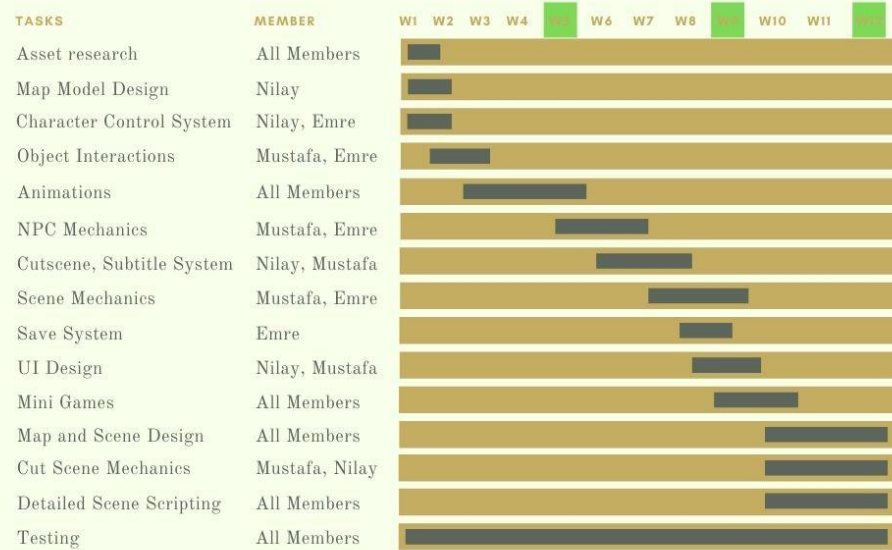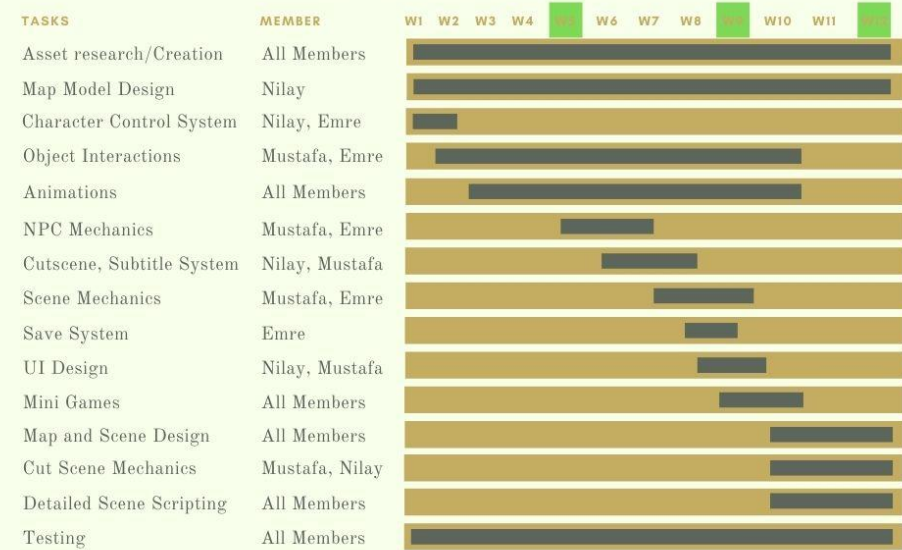
THANKS FOR LISTENING

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- Nilay Doğan   21685417
- Emre Yazıcı   21627816

D-DAY OF THE Atkinsons

DM GAMES