

ASSIGNMENT 3: ENVIRONMENTAL STORYTELLING & NARRATIVE INTEGRATION

NARRATIVE SUMMARY:

My level is based on a Sci-Fi room with mirrors and light beams projected. The player can rotate the mirror to help the light beam by guiding it to the trigger which activates the door. The player can proceed by unlocking door and reach the end. I made the end a bit simple like when the player walks over a hidden collider which activate to revert back to the Main Menu.

AUDIO IMPLEMENTATION:

I have implemented audio in.,

Main Menu

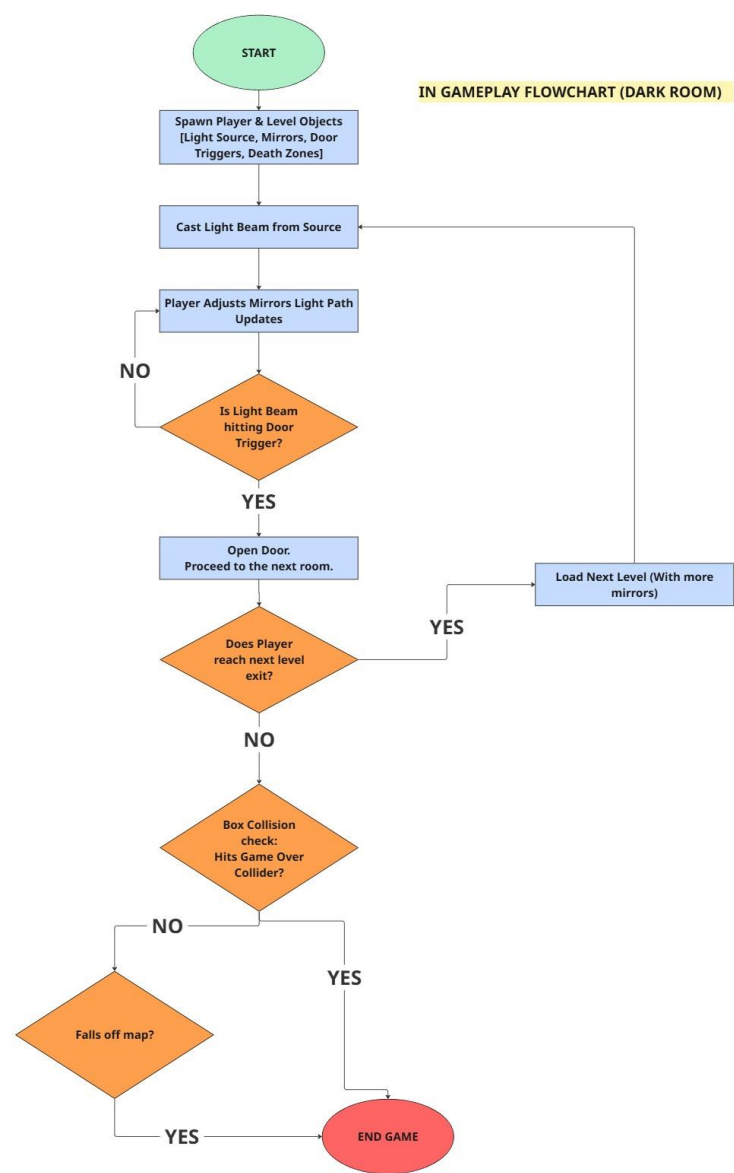
For now, I have added only two buttons for my game.

Start button and Exit Button— When the player hovers over the button an audio plays and when the player clicks a button (either of the button) another audio plays. I also set a different audio for the Exit Button.

Dark Room (Level Scene)

Inside this level I added a 'Background Music' which I set it in loop to play over and over. For the door I made a door open click sound so that when the light beam falls on the door trigger before that I didn't add any audio clip and player does not realise whether the door is opened or not.

FLOWCHART



PLAYTEST REPORT

Couple people play tested my game. They felt some changes should be made like adjusting the lightings in each room which would be a problem when it comes to building the game which gives a clear optimized scene. The length of the game was a bit longer than 5 minutes where I could some dialogues making it an escape room in a space station. I made changes to my game adding some more adjustments to the lighting, adding my cinematic sequences for certain rooms and i also added a Space Pod in the end of the level to indicate the player has escaped from the space station and reached the space pod to escape.

