# Task 1

LO1: Conduct research about the use of game engines in real-world projects. Visualize the product you will be working on, both conceptually and functionally. A short scope document must be created following the given template containing at least:

1. Description

A hyper casual game in the art style of most Mobile .IO games, the player takes third person control of a cube and must slowly progress along a path while avoiding obstacles in red, in order to reach their goal.

1. Production Timeline

Player:

1. FPS controller (WASD + Controller)
   1. Get player to move around with WASD / Controller
2. Camera controller (system to follow the player around) <https://youtu.be/MFQhpwc6cKE>
   1. Make a script to follow the player.
   2. Add an offset to adjust and find the perfect angle.
3. Re-Spawn System
   1. Checkpoints <https://youtu.be/ofCLJsSUom0>
   2. Check if hit by red box
   3. Place player back at last checkpoint (reload scene with player at the last touched check point.)

Environment:

1. Platforms + world building
   1. Start with a simple platform.
   2. Add 5 objects:
      1. The floor
      2. The player
      3. Red box (Hurts player)
      4. Blue box (Does nothing)
      5. Green box (Sets player’s check point)
   3. Start adding in code for each of the boxes.
   4. Test each one.
2. Moving obstacles <https://youtu.be/rO19dA2jksk>
3. Moving platforms that player uses
4. Death pit under world just in case the player falls off.
5. Play testing
6. End goal check

UI + menus:

1. Start screen
2. How to play screen
3. Game it’s self
4. Win screen
5. CRC cards