Rising Star Project

Game plan

After looking at the provided files I have decided I want to use the environment to create a randomly generated maze for the player to navigate through. Using the pathfinding to guaranty there will be a path from the start of the maze to the end of the maze. With the little time that I have I would like to make this a VR project as I have never done anything like that before and it will be a fun thing to learn about alongside learning the unity engine for the future.

Having little to no experience with any of this I want to keep things simple and add more depending on the speed of my progress and the time available to work on the project. With that in mind here is what I want to add in order:

- Generate a random maze.
- Make sure the maze has a garneted path to the exit.
- Have the map reset and generate a new maze with the completion of the previous maze.
- Make this work with VR.
- Make the game look better. I want the maze to be dark and moody with little light making the player constantly be looking around for any potential danger unseen in the dark.
- Add an enemy monster to the maze.
- Make the monster use the given pathfinding to go to random places on in the maze.
- Make the monster chase the player if spotted.
- have the player get a game over if caught by the monster.
- Make the monster look better. I want it to have no discernible features just a dark shadow that could be seen moving in the corner of the players eye and never seen even after killing the player.
- Add tiles to the maze that allow the player to hide from the monster after being seen.
- Add tiles to the maze that allow the player to run away without the monster being able to follow down the same route.
- Add locked doors the player needs to open in order to escape.
- At this point the maze will most likely need to be bigger to accommodate all the different types of tiles in the maze and make it harder for the player to simply escape.

That's all I can think of off the top of my head but if I make it thought all this then I'll come back and add more to improve on.

Assets

The assets used in my final submitted entry are:

- Cartoon Temple Building Kit Lite
- VIVE Input Utility
- Prototyping Pack (Free)
- SteamVR Plugin

Reflection

Going into this competition I knew I would most likely struggle as I had other assignments that needed to be done before I could fully commit to finishing the project but wow, I was not prepared for the reckoning that was Christmas. With the amount of work I did at home and all the visiting family and the drama to follow I could run my own hotel business. But with that aside I knew this was going to be difficult having never used unity before but that's what made it fun. If it wasn't difficult and I didn't get anything wrong then I would never be learning anything new making the whole experience boring. In the end I only managed to get the basics of my project finished which is a little sad but with all the new knowledge I have from getting that to work I feel I could certainly go on to finish everything I set out to do. I may not have it all done for the deadline now but that's not going to stop me from coming back to these in-between assignments and someday finishing all these features and then some. What ever feedback I can get for this is much appreciated as I can only help make it better.

Thanks for letting me take part even if I didn't make much to show off.

And I am looking forward to getting some time off to finish this game later.