Group : Not So Epic Games

The Untitled CGV game is a level-based survival world where the user needs to control the character and get to the end, while dodging enemies that will reset the user back to the starting platform and collecting both coins and rubies. The aim of the game is to get to the end with as many points as possible with the least deaths as possible.

The main Character’s (name here) animations and build is through blender.

Collisions detection is achieved through ray casting in 5 primitive directions namely (x , -x , z ,-z and -y directions). Collisions between standard walls and enemies differ in that collisions with walls just offset the character from the wall by a specified number, whereas collisions with enemies completely reset the character back to the start platform.

Coding Decisions:

Each map has its own JavaScript file’s such as the map building file and the game mechanics file. Each game mechanics file differs for each map through the starting position of the character.

Enemies also have their own JavaScript files where Each enemy is built from primitives such as cones and box meshes etc.

As a group we felt more comfortable using (Hierarchical modeling / …) as it allowed for less complexity and more lateral thinking.

Movement of the game:

From the start of the game you are met with a main menu. This main menu allows the user to select the level to play, The levels differ in difficulty and complexity in order. Movement between levels is only available in the main menu screen, thus inhibiting the user from not finishing the level that was chosen.

Inspiration for the game:

The inspiration for this game stems from both Crash Bandicoot as well as Spyro. This hybrid of game styles stems for an interesting yet comfortable play style which can be picked up easily.

Criticize:

Although the game has a nice feel to it, the model of the character in contrast to the textures used has to large a disparity. While the character is built to give a Low Polly art style were as the textures give a realistic sense to the game which decreases the aesthetic appearance to the game.

Often at times the code can get messy with so many classes and files interacting with one another.