

Instructions (anything to modify/procedures)

Main menu/hub –

- You'll start at the menu where there will be a 'play' button below the title of the game.
- Click on it to then enter the Hub.
- When in the hub, there will be a console with a black screen, go close to it and hold down the 'E' Key to interact with it. This will then trigger dialogue.
- After the dialogue is finished, go to the other console – the one with a pack of cigarettes and a crab-like character beside it – and hold down the 'E' key to 'teleport'.
- An orb will now spawn at the center of the hub. Walk into it to then trigger the scene transition into the procedural-generated level.

Objective –

- Your objective is to "extract data" from the cabinets and terminals by holding down the 'E' key on them.
 - There are green cans throughout the level you can find.
 - Interact with them by holding down the 'E' key on it to trigger a drinking audio effect and a "reduced extraction time duration" effect that lasts for 30 seconds.

There will be enemy AI heading towards you. You must avoid them at all costs; physical contact with them will result in a game over screen.

- To assist the player in avoiding the enemy, the player can interact with...
 - A blue can: triggers an effect that temporarily boosts the player's movement speed for 30 seconds.
- After collecting all the data – or as much as you feel you can – return to the room you started in - there is an arrow in the HUD that will direct you - and walk into the teleportation orb to return to the hub.
- You'll notice an increase in your count of 'days.' Each time you go from the level back to the hub, your days will increase.
- Continue the process until you reach 'Day 5.' On day 5, if you try to enter back to the hub from the main level through the orb, you will be directed to a screen that will display your high score.
- Your high score will always save each run.

Any known, unfixed bugs

- One issue with the AI is that some places on the NavMesh cause them to glitch out when they walk, so our quick-fix to this is to make them choose a new location after x amount of seconds if they do not reach their chosen destination.
- If you click the jump button while the game is paused, the player will jump after unpausing.
- Sometimes, a deadend spawns at one of the spawn room openings, which overlaps the door.

A list of 3rd Party Items used in project, including but not limited to

- **Models, textures, art:**

- a. Room 2/3 scp: <https://sketchfab.com/3d-models/scp-cb-room-2-3-3b13e1b511a74af5a40b5dd11c5a82ad>
 - This is a 3D model of a room from the SCP series, shared under a Creative Commons license.
- b. Containment chamber scp (creative commons): <https://sketchfab.com/3d-models/scp-173-containment-chamber-04eab236f179431da89613942c8cac7c>
 - A detailed 3D model of SCP-173's containment chamber, available under Creative Commons.
- c. Control room: [Megapoly.Art Vintage Control Room | 3D Sci-Fi | Unity Asset Store](#)
 - A 3D model pack for a vintage control room environment, listed under Creative Commons on Unity's Asset Store. (Standard Unity Asset Store EULA) (License type: Extension Asset)
- d. Hazmat suit: <https://sketchfab.com/3d-models/lowpoly-hazmat-suit-ps1-style-8bca43dbd7ca4df9a17b8c84ae7ed3fe>
 - A low-poly model of a hazmat suit in the style of PlayStation 1 graphics, under Creative Commons license.
- e. Main hub models and assets:
- f. playerarm: [Alien Arm Animated + Bonus Texture \(Sketchfab\) - 3D model by POLYTRICITY \(@PolytricityLtd\) \[e9268a0\]](#)
 - Model of alien arm. Under "Standard" license (likely CC) on Sketchfab.com
- g. Agent model: <https://sketchfab.com/3d-models/low-poly-fox-mulder-xfiles-ps1-style-789838d3231a49039037eb530da05f18><https://sketchfab.com/3d-models/low-poly-fox-mulder-xfiles-ps1-style-789838d3231a49039037eb530da05f18>
 - license: CC Attribution
- h. Soda cans: <https://sketchfab.com/3d-models/cred-energy-5-different-flavours-gameready-d20ff183aa0744a6b55146803e7fe026MOd>
 - license: CC Attribution
- i. nuke room/doorways/room1 scp: [models-pack-4.zip \(dropbox.com\)](#)
 - This model pack (models-pack-4.zip from Dropbox) mentions being under Creative Commons but the exact link to Dropbox isn't provided. The pack likely includes various environments related to SCP themes.
- j. Main Hub: <https://sketchfab.com/3d-models/control-center-unlit-version-188bbc346d714f2e9539dae4e0b42bdf>
 - CC Attribution
- k. Items/console systems in the Main Hub:
 - <https://sketchfab.com/3d-models/command-center-control-panel-low-poly-e1fec6fac1984004b323e179f36341f0>

- <https://sketchfab.com/3d-models/sci-fi-monitor-f50da4994c394a92b11656e917cf4e74#download>
 - <https://sketchfab.com/3d-models/presentation-screen-low-poly-empale-ensenate-bc6fbbf61aba4f8a9ae4652e9f0ab6fa#download>
 - <https://sketchfab.com/3d-models/earth-hologram-7ddc0901ec514465b85379f0483da820>
 - <https://sketchfab.com/3d-models/control-desk-7b7576610d264a278f887a84279ad7c5>
 - <https://sketchfab.com/3d-models/hologram-projector-905823a25aa1457ba4087c09b0f312aa>
 - <https://sketchfab.com/3d-models/ashtray-with-cigarettes-6e9bfb5e4b1e42b791a51c40cb993306#download>
 - <https://sketchfab.com/3d-models/prop-cigarette-pack-b00217a150a84a06aa2eaea89be7ae88#download>
 - <https://sketchfab.com/3d-models/ashtray-with-cigarettes-6e9bfb5e4b1e42b791a51c40cb993306>
 - <https://sketchfab.com/3d-models/sci-fi-modular-terminal-toolkit-6f515945b5db4118a8a57c734145d8f1>
 - <https://sketchfab.com/3d-models/navigation-table-dc1a2e3bac3943db9b68d080e25a0aa8>
 - CC Attribution (all)
- l. Spawn room:
- <https://sketchfab.com/3d-models/half-life-holo-lab-56b52c5bd7f14eaa817379867a90336>
 - CC Attribution
- m. Corridor:
- <https://sketchfab.com/3d-models/scp-lockroom-89d7c49f86bc41329e1494b34d23e783>
 - CC Attribution
- n. Corridor with rooms:
- <https://sketchfab.com/3d-models/scp-small-room-755cb4d65bb345daa1394972b8a49756>
 - CC Attribution
- o. Server room
- <https://sketchfab.com/3d-models/scp-096-room-400d506b06134b3dae29cd426e8b94fc>
 - CC Attribution
- p. Cafeteria:
- <https://sketchfab.com/3d-models/scp-cafeteria-c008f5847d19464bbd12e6928a35cc05>
 - CC Attribution
- q. Computer room:
- <https://sketchfab.com/3d-models/scp-room-e673f4ea3bcc4c90a77dc708ce78864e>

- CC Attribution
- r. 4-way corridor:
 - <https://sketchfab.com/3d-models/scp-4-ways-7cf58d2345ef4402ac235131ac33fa41>
 - CC Attribution
- s. 3-way corridor:
 - <https://sketchfab.com/3d-models/scp-3-hallways-c122155cc3854c22b49c3450fb570ae2>
 - CC Attribution
- t. Hallway with vent:
 - <https://sketchfab.com/3d-models/scp-fan-room-fe5c6e591c74488a99be19460563498c>
 - CC Attribution
- u. Filing Cabinet
 - <https://sketchfab.com/3d-models/low-poly-filing-cabinet-a24f2b0748b34e83baf0c6b7361c4b72>
 - CC Attribution
- v. Computer terminal
 - <https://sketchfab.com/3d-models/fallout-style-wall-terminal-4a9bb6bc04d74a8e9948ba01eda65bbd>
 - CC Attribution
- **Sound, music, audio:**
 - a. Alarm sound (unlicensed): <https://freesound.org/people/Mozfoo/sounds/699248/>
 - An unlicensed alarm sound effect available on Freesound.
 - b. Call of Duty Zombies Perk Bottle Drinking Gobblegum Chewing Sounds- [AudioTrimmer.com] (unlicensed/unreleasable): <https://m.youtube.com/watch?v=3UKaf86iaYI>
 - A YouTube video containing specific sound effects from Call of Duty, unlicensed for further use.
 - c. Roblox drinking sound (unlicensed/unreleasable): <https://www.youtube.com/watch?v=hEHsMXPzNwA>
 - A sound effect from Roblox, presented on YouTube without a specific license for reuse.
 - d. Yipee sound effect (unlicensed/unreleasable): <https://www.youtube.com/watch?v=R59YTFgl4XE>
 - sound effect posted on YouTube, also unlicensed for redistribution.
 - e. Off screen target indicator: <https://assetstore.unity.com/packages/3d/characters/creatures/zombie-creature-194674>
 - (Standard Unity Asset Store EULA) (License type: Extension Asset)
 - f. Alien video in main hub: <https://www.youtube.com/watch?v=ybd1KCx6ODQ&pp=ygUQYWxpZW4gbWVtZSB2aWRlbw%3D%3D>

- Video that plays along with dialogue in the main hub. Unlicensed for redistribution.
- g. Voice generator: <https://elevenlabs.io/>
 - AI-Voice generator site that produces text-to-speech. Used to create dialogue for the game.
- **Programming libraries (unity assets (non-models)):**
 - a. A tool for generating levels procedurally in Unity on the Unity Asset Store: <https://assetstore.unity.com/packages/tools/behavior-ai/procedural-level-generator-136626#content> (Standard Unity Asset Store EULA) (License type: Extension Asset)
 - b. first-person controller asset on the Unity Asset Store: [Modular First Person Controller | 3D Characters | Unity Asset Store](#) (Standard Unity Asset Store EULA) (License type: Extension Asset)
 - c. Simple Fade Scene transition system: <https://assetstore.unity.com/packages/tools/particles-effects/simple-fade-scene-transition-system-81753> (Standard Unity Asset Store EULA) (License type: Extension Asset)
- **Tutorials**
 - a. Pause menu: <https://www.youtube.com/watch?v=JivuXdrlHK0&pp=ygUTYnJhY2tleXMgcGF1c2UgbWVudQ%3D%3D>
 - b. Interaction System: https://www.youtube.com/watch?v=3ff_EwE1IDo&list=PLG5Njy_Tug4VJDn8xTSmh_lw0yssh7hUx
 - c. Swap scene: <https://www.youtube.com/watch?v=H69PfxOr6bk>
 - d. Patrolling: <https://www.youtube.com/watch?v=-lwsz4gdgyQ>
 - e. Chasing: <https://www.youtube.com/watch?v=xtJgi8Sbllk>
 - f. FOV: <https://www.youtube.com/watch?v=xtJgi8Sbllk>
 - g. Kill/Swap scene: <https://www.youtube.com/watch?v=H69PfxOr6bk>
 - h. How to kill/respawn player: <https://www.youtube.com/watch?v=H69PfxOr6bk>
 - i. Make randomly walking AI in unity: <https://www.youtube.com/watch?v=-lwsz4gdgyQ>
 - j. How to make chasing enemy in unity: <https://www.youtube.com/watch?v=xtJgi8Sbllk>