# Final Project of course VideoGames 2023/24 Made by Anastasiia Holubieva

#### General overview

Name of the Game: Final Point

Main genre: adventures

Audience: kids from 7 to 12 years old

Casual Game

Main idea: main goal is to find the final point that looks like stump, near this final point, you will see mushroom and stick. When you are searching the right way, you can see the well, it means that final point is near. Main character is the boy, who try to go out from this loop of stop word with enemies and killer broom, that hang in place in the air.

#### **Characters**

Main character:

Story: boy, that stack in his dreams and need to find the final point of 3 levels of the game to end this game and wake up.

Goals: find the stump and not be death while playing.

Movements: He can jump, run and rotate.

Features: He can kill enemies by clicking the left button of mouse, but he can't do anything against the broom, it static obstacles, that can kill him.



#### Broom:

Static obstacle that can kill main character just because of touch. Nothing can move out this obstacle. It generates automatically and can hang in the air or lay down in the grass, so you need to be careful.



#### **Enemies:**

Story: defenders of the villages. They stay near the houses, wills and stumps. If they fell that stranger appears in world, they start stalking and can appear from top or bottom.

Goals: their mission is to kill the stranger.

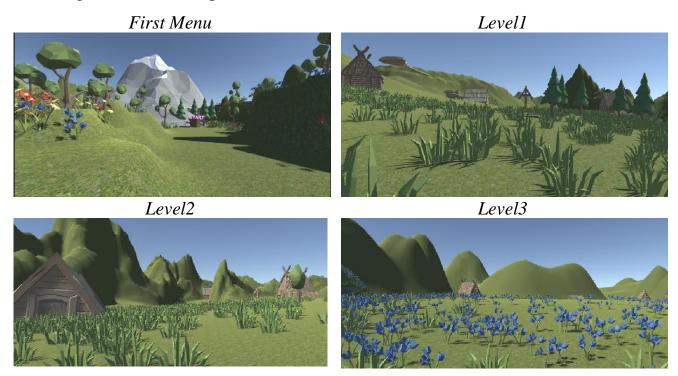
Movements: they stalking player, and all time, while player running, they are running to touch him.

Features: when player touch enemy, player die.



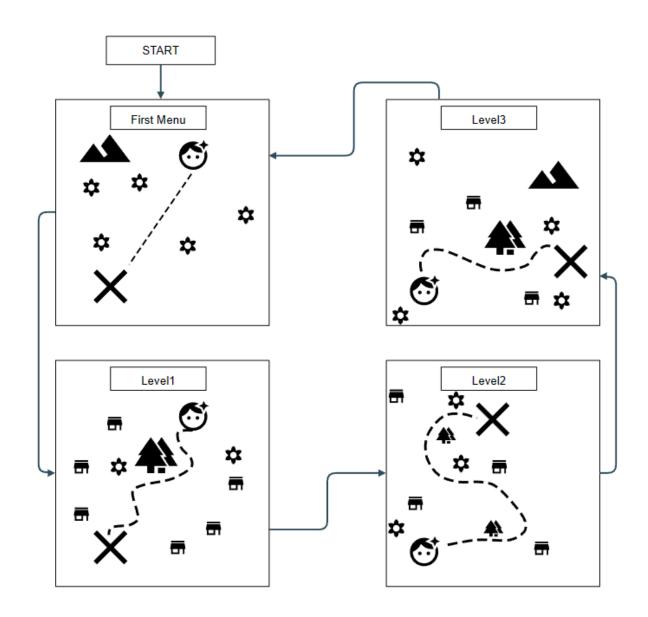
#### World

Everything is going inside low-poly villages, that is based on small houses, wills, flowers fields etc. Every level of the game begins in different village, so it is more interesting to find the final point.



Audio sources in each level contains inside canvas to play the music while playing, and inside Player to turn on music, when enemies detached near with player.

#### **Flowboard**



## **User interface**

# First Menu:

Here is only one mode for camera from first person. Here is one Audio Source within Player to play music while gaming.

This level is included low-poly objects like trees,

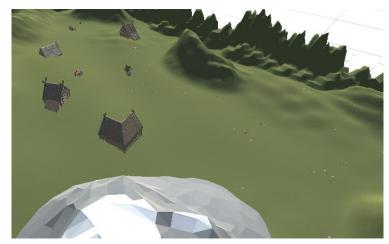


flowers, mountain and stump (final position to start the game).

#### Level1:

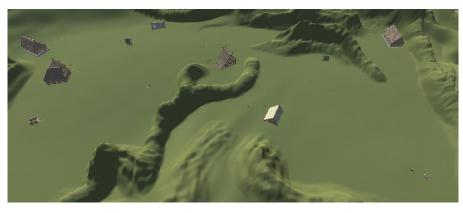
Here is only one audio resource within canvas to play the music while playing and change the music when you lose or win.

In this level you can't touch the brooms, because of you will be dead. Your main goal is to touch the final stump.



#### Level2:

Here are two audio resources within canvas to play the music while playing and change the music when you lose or win and within player to play the sound when enemies are near.



In this level you only

have enemies, that stalking you all the level. You can kill them, if you click the left button on your mouse. When they start to be not so far away, the strange sound is on and you give the text in bottom of your screen. If they touch you, you are dead.

#### Level3:

Here are two audio resources within canvas to play the music while playing and change the music when you lose or win and within player to play the sound when enemies are near.

In this level you either enemy, that stalking you all the level and brooms, that if you touch it, you are dead. You can kill enemies, if you click the left button on your mouse.



When enemy starts to be not so far away, the strange sound is on and you give the text in bottom of your screen. If they touch you, you are dead.

With broom you need to be careful. It is static, but can hide within grass and you can't move it.

When you finish the 3<sup>rd</sup> level, it is the last level in game, you get 2 buttons to restart the level, and to launch the first Menu to go throw the game again.



In each level you can change the view of camera.

Third Person camera



First Person camera



Button "Restart" relaunched the level every time user needs.

When you lose the game only choice that you have is restart the level:





When you finish the 1<sup>st</sup> or 2<sup>nd</sup> levels you get the screen when you can restart the level or go to next one:

#### On-screen texts and sounds

While the gaming is starting till the end time is counting. When you finish the game time automatically stopped.

When the enemy is not so far away from you, the warning text with the sound is launched in bottom of the screen.



While user is in the game the default relax music is playing. When user lose, music changes to another, mor sad one. When user win the level, music changes into congratulations once, and it continues until user launch next level or restart that one.

## The game script

A set of rules and game mechanics:

User can't touch the brooms or enemies, because it will be the reason why user die. User doesn't fall inside the textures etc. but if yes, the button "Restart" is always working. Textures are: trees, houses, wills, ground, mountain.

Goals and abilities of a player:

The main goal of a player is to find and touch the stump. While user running, he can kill the enemies to make safer environment. But player can do nothing with brooms, so it necessary to be careful. Player can jump. Run and rotate, plus kill the enemies.

Exit or failure criteria:

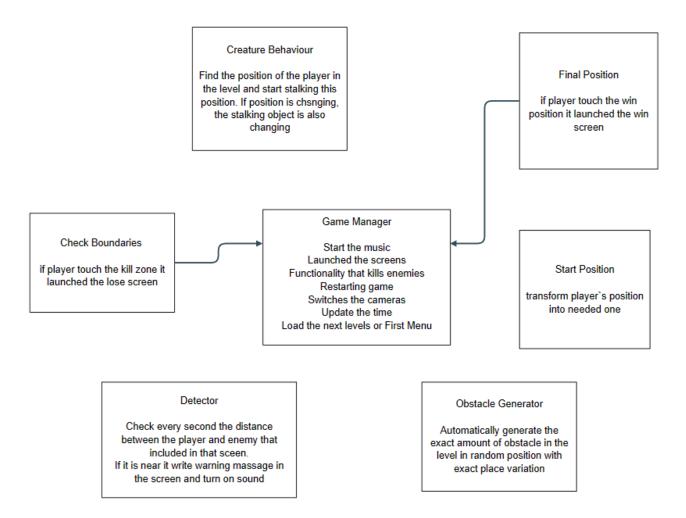
If player touch the broom or the enemy, which stalking him all the game is touching player, player loses this level.

# **Visual effects / Rendering**

I use default models of lightning, but for this simple game it is enough. The only visual effect that is included in this game is shown while enemies is destroyed (player kills enemy).



### Architecture and software design



In this diagram is included all information about scripts and their functions. How we connect it:

Start Position: to empty game object, that located in start.

Final position: to stump with triggered collider, that is out Final point.

Check Boundaries: to all objects that mustn't be touched, like, underground, in case player run of out the game plane, brooms, enemies.

Detector: to Player.

Creature Behavior: to enemy prefab, or to each enemy inside the scene.

Obstacle Generator: to empty game object in the center of the scenes (it is center of our obstacles generation).

Game Manager: to Canvas or Screen.

# **Bibliography**

- 1. https://www.mixamo.com/#/?page=1&query=walk
- $2.\ https://docs.unity3d.com/Manual/Coroutines.html$
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- 4. Stack Overflow Where Developers Learn, Share, & Build Careers