1. Proof of concept – maze pieces were done in Blender. Challenge was material and texture – none of us were knowledgeable in Blender.
   Changed to use Unity primitives with material and texture.
2. Originally, the plan was to set the range for the size of the maze to be between 20 and 30.
   Observe as the environment got more complex, performance degraded after a maze of 20 x 20, specifically with WebGL.
   Changed to min 10x10 to a max of 20x20
3. Originally the intent was to have separate entrance and exits.
   It was easy to program the entrance but since the maze is procedural, programming the exit would be a bit of a challenge.
   We changed the storyline to where everything in the maze is trapped with the maze, like a time bubble and not permitted to exit.
   We included a 'force-field' that would be triggered when the player enters the maze, preventing him from exiting unless he acquires the key
4. Originally planned to be a first person.
   Added 3rd person as an alternative
5. A
6. A

Feedbacks

Nish 🔺 4 days ago
I tried clicking to shoot, but it doesn't work.
It looks great. The mouse sensitivity is a bit too low for my taste, and the character doesn't move fast enough for my taste. I think you can improve it with a brief tutorial or control instructions. The look of it is great though.

Nish 🔺 4 days ago
Also, the zombie looks a lot smaller from the perspective of avatar.

😮 1 😃

Nish 🔺 4 days ago
The zombies don't deal any damage, from the gameplay so far.

Sergei 🔻 4 days ago
1. Yellow text in main menu too fast for regular reader. And then it just stuck at the last line.
2. Running is nice.
3. How to shoot?
4. No pause menu?
5. Zombie attack with no damage makes them look like they are praying to the MC.
6. Rotating is hard.

Sergei 🐲 4 days ago

Graphics are great and animation is fairly smooth, though the textures for the hand and the gun collide during the movement. I think at some point they started flickering a little.

Sergei 🐲 4 days ago

Change to sliders and input field isn't linked to each other, so it's not clear what values it has and what are the limits. I put all negative values and it started the game (no crash which is nice) but it had a lot of nothing.

Sergei 🐲 3 days ago

Very nice. The game looks far better than my VR game from last semester.

Few things I've noticed (that you most likely already know, but just in case):

1. Doesn't load on my integrated GPU, but works on works on discrete one. IIRC, last build was working on integrated card as well, which is weird. Could be some optimisation techniques weren't used this time?
2. Instruction panel said that crouching was on key "c", but in game it was bound to Space. Also, instruction doesn't mention anything about how to run and "Esc" description sounds more like exiting the game instead of allowing cursor exit the window.
3. Minimap is cool and working, but doesn't it make the concept of a maze unnecessary?
4. Third-person view has camera somewhere to the left of a character instead of a traditional behind-above.
5. Gun sound works fine, so the AudioContext error doesn't actually impede it.
6. I guess the gun models are still in progress, because they have that infamous URP pink texture.
7. I guess ammo counter isn't configured yet? It didn't change at all during shooting.

Sergei 🐲 21 hours ago

Previous build stopped working on integrated card. This one barely loads on discrete. Did you add RTX in there? Do you now need the top GPU to play this game?

Nice sound work. For some reasons I get the DMC feel from the game just based on SFX.

On a side note, it would be nice if main and options menus' buttons had some feedback, e.g. text size change on button hover/click. Pause menu has some barely noticeable change in button background (not that any button actually do anything and it's kinda hard to aim at them when cursor is invisible).

Daniel Rodriguez 3 days ago

Hi everyone, I got this feedback when posting the WebGL on the games development channel:

image.png ▼

> **Greg** 14 hours ago
> How does one shoot?
> The npcs don't seem to do any damage. Also,
> there is no sound?
>
> **Daniel Rodriguez** 13 hours ago
> @Greg Thanks for this feedback, these are
> known issues and we're working on it.
> Appreciate it.
>
> **Chandresh** 1 hour ago
> Looks reallly good. Same issues I feel as Greg.
> Let us know once you have another release.
>
> **Daniel Rodriguez** < 1 minute ago
> @Chandresh Thank you for the feedback, I
> will keep you posted when we have another
> build.

Daniel Rodriguez 4 days ago
I've been playing the game build and have a few observations:
- The main menu:
  - The "options" screen:
    - When moving the sliders, the numbers don't change.
- The gameplay:
  - Movement seems quite slow when the character walks.
  - Aiming seems to be quite stiff, maybe increasing the sensitivity of the aiming might help (I had to lift my mouse constantly when trying to aim which may not feel right for players).
  - It is not possible to aim downward, which becomes an issue when a zombie is too close.
  - The zombies may be a bit too short for it to be practical (Increasing their height about 20% might help, or maybe decreasing the player's height). When they get too close its really difficult to aim at them.
- Animations:
  - They are quite good for the zombies.
  - The gun seems to jitter (vibrate) a lot when turning or walking.