Shipwreck

Introduction:

Welcome to our game "Shipwreck", a ship-based survival game set on the high seas! The game puts you in the shoes of a pirate captain, leading your ship and crew to battle against other ships and sharks, collecting treasure. This document provides information on how to install and play the game, as well as details on our development process, key highlights, and resources used.

Group Members Information:

Our team consisted of two members: Ricardo Ferreira and Julián Ferreira. Ricardo focused on the player movement, the weapons and the shooting, while Julián focused on the enemies, both ships and sharks, boosts and collectibles and most part of the UI.

Installation Instructions:

To play this game, just go to the repository in this link (https://github.com/Rickyfer305/shipwreck) and downlowd the DDJD-PP-G25-Shipwreck-game zip, extract it and run the executable Shipwreck.exe.

Playing Instructions:

Game Controls:

- Use the arrow keys or WASD keys to move the ship.

- Press mouse click button to fire your active weapon.

- Press space to use speed boost, when available.

- Press number 1 key to swap to cannon weapon.

- Press number 2 key to swap to missile weapon.

Objective and Goals:

- Survive hordes of enemies (ships and sharks);

- Collect coins

Key highlights of the Development Process:

We began the development process by brainstorming survivor game themes. We came up with spaceships, zombies and ships and decided to go for the ships.

One of the major challenges we faced was creating a realistic and dynamic ocean environment that would simulate the movement of the ship in the water. Although we didn't actually create waves to better simulate the sea, we think the player ship's movement in the sea is very realistic.

Another key decision we made during development was to create a multi-weapon system that would allow players to have and use different weapons in game time. We also planned to create a weapon-improvement system that would unlock and upgrade new weapons. This system would add some depth and strategy to the game, making it more engaging and challenging. Unfortunately, this wasn't accomplished. We do have two different weapons, sadly with the same sprite, shooting 2 different bullets, and it is set in a way that is very easy to add new weapons or to change those weapon stats. But as we had some problems with other important things, as the shooting and colliding, we had no time to implement the store where we would buy new weapons and improve the damage, the fire rate and the bullet speed of the weapons already possessed by the player.

Resources Used and Corresponding Sources:

Software Tools and Framework:

- Unity Engine
- Visual Studio Code

Code and Art Assets:

- Unity Asset Store
- Kenney Asset Packs