



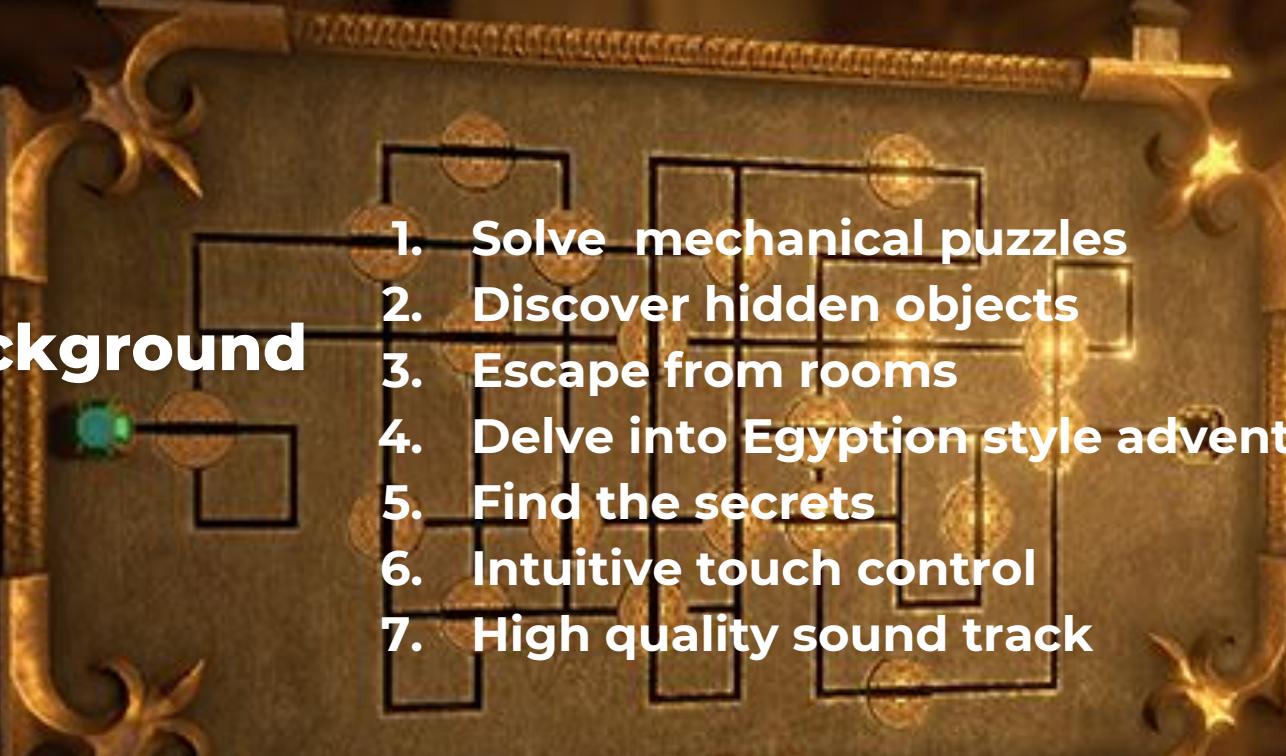
EIE 3360

Final Presentation

Group 11

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Background

- 
- 1. Solve mechanical puzzles
 - 2. Discover hidden objects
 - 3. Escape from rooms
 - 4. Delve into Egypton style adventure
 - 5. Find the secrets
 - 6. Intuitive touch control
 - 7. High quality sound track

Background

It is heard that there are a lot of wonderful things in the vicinity of the Nile, Egypt in the legend;

Story begins at the tomb of the Pharaoh, Ramesses II where the main character, Tari starts her adventure.....

Character

Tari is the protagonist. She has such animations: idle, walk, attack, defend.

Tari is a brave, strong and adventurous woman. She embarked on finding the secret of this adventure and accepts the summon of fate.

Play



Character

Mage He is the ancient Egypt goddess and the patron saint of the dead. He exists to thwart and defend the intruders

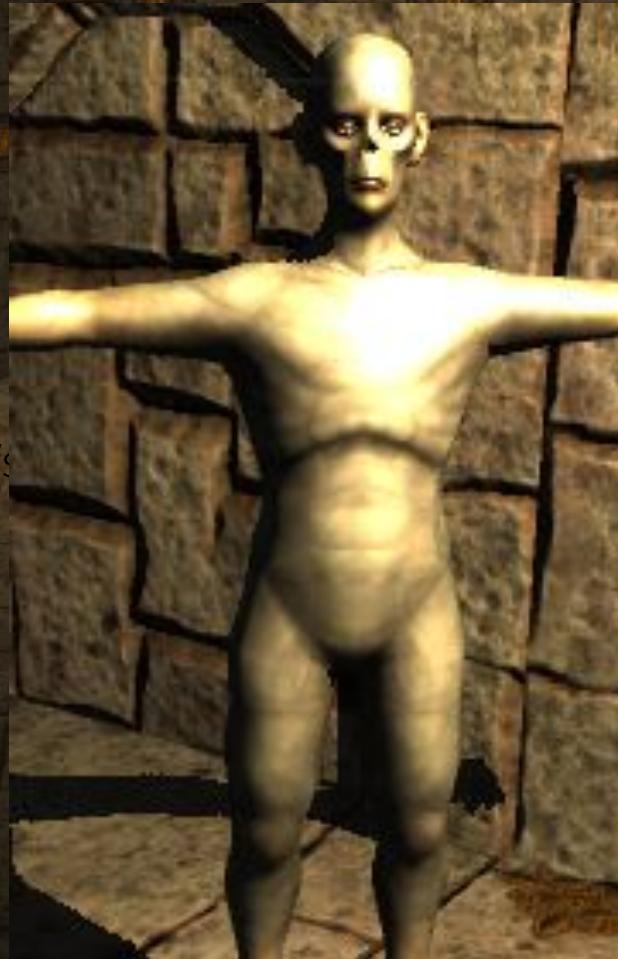


Character

Mummy

They are the burial objects of the Ramesses II, however being trapped in the dungeon, they have accumulated too much grievance.

Player Vs



Character

Ramesses II

He is the third pharaoh of the Nineteenth Dynasty of Egypt. He has a favorite queen, Nefertari. He has been waiting for the protagonist for thousands of years.

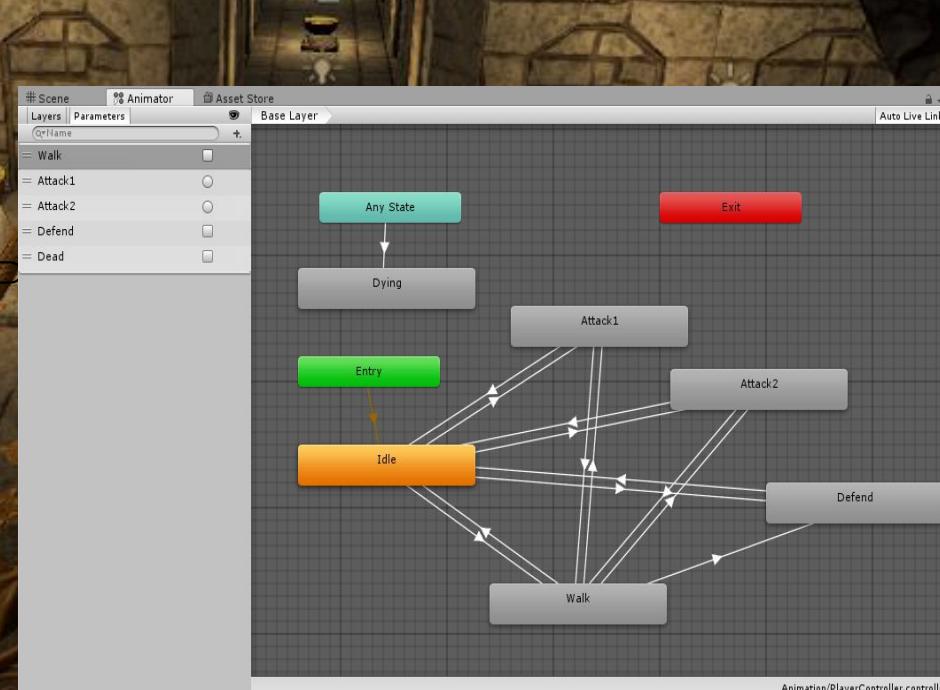
Tari will finally finds out that Tari is the reincarnation of princess, Nefertari, the wife of the Ramesses II.



Models and Animation design

The characters including Tari, Mage, Mummy and Ramesses II is acquired from the Internet source, among them, Tari is imported from the Unity Asset store with Built-in animations.

Mage, Mummy and Ramesses II is 3ds max models with builded- rigbones, they share the same animations with Tari.



Player Attack Movement

Attack1 and Attack2 movement will randomly appear once the player presses the attack button.

Player Vs Enemies



Player Battle with Mage

Attack1 and Attack2 movement will randomly appear once the player presses the attack button.



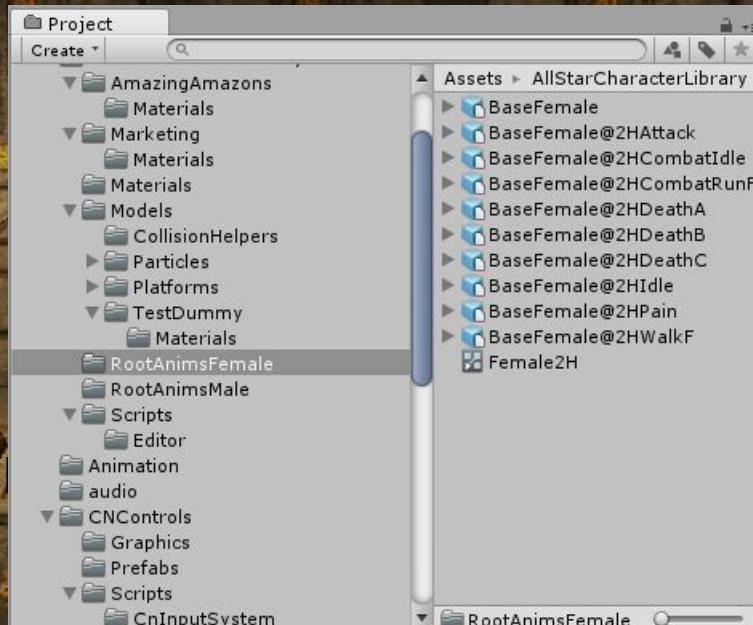
Player battle with mummy

Attack1 and Attack2 movement will randomly appear once the player presses the attack button.



Difficulties when importing 3D character models

1. It is hard to import the files with different formats, like Max, obj, mb, etc.
2. without rig bones and some are without materials.
3. adjust the material searching method, like 'from model and material folder'.
4. The player's animation are default
5. cannot be modified when I need to apply them in the animator state. So I have to duplicate it and rename it and move it to another folder, so it can be modifiable.



3D models building

1. Objects like coffin and magnifier are built by 3ds max.



Player Vs Enemies



3D models building

1. Other Objects like dungeon and pyramid are imported from the Internet Source
2. The map is re-built by us using the components imported from the sources.in order to be more compatible with our theme.



2D pictures Design

1. The hints are built by Photoshop.



Player

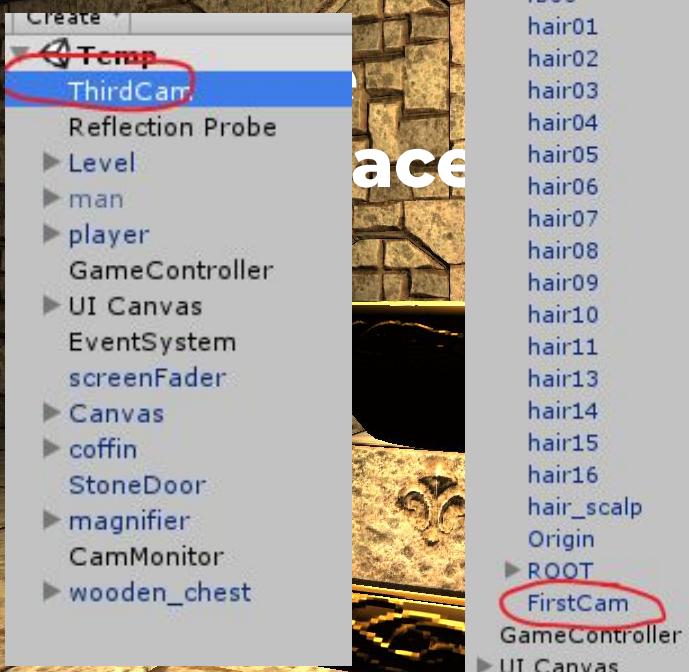
Restart

Pharaoh

Mummy1

Mummy2

Mummy3



fb03
fb04
fb05
fb06
hair01
hair02
hair03
hair04
hair05
hair06
hair07
hair08
hair09
hair10
hair11
hair13
hair14
hair15
hair16
hair_scalp
Origin
► ROOT
FirstCam

GameController
► UI Canvas

Eye: Switch 1st/3rd pov
Sword: Attack

ionmark. Interact



The Ramesses

Play
Credit
Quit

Game Scene: Main Menu

Difficulties and Solutions

1. Adjust the lighting:
The menu scene lighting would affect the first stage scene.
Solution: close auto-generate in the Window-Lighting
2. Adjust the transparency of the Button



Game Scene: Outdoor Scene



Game Scene: Main Scene - Room 1

Box Open and close Interaction

Player can open the box using the interact button



Game Scene: Main Scene - Room 1

Photo lock interaction

There will be one set of boxes and photos appear after interact with the box. One is the hints and another one is the real lock.



Game Scene: Main Scene - Room 1

Difficulties: Visibility of objects

Door Interaction

After player have the correct password for the first room. Player can trigger the door.

Has Magnifier	<input type="checkbox"/>
Has Last Room Key	<input checked="" type="checkbox"/>
Correct Order	1
Has Correct Password	<input checked="" type="checkbox"/>
Lock 1	7
Lock 2	2
Lock 3	5

Player

Restart

Pharaoh

Mummy1

Mummy2

Mummy3

Key:

W,S,A,D,

E: interact,

C: switch 1st/3rd person view

J: defend,

K: attack

Game Scene: Main Scene - Room 2



Player

Restart

Pharaoh

Mummy1

Mummy2

Mummy3

Play

WSAD.

E interact.

C: switch 1st/3rd person view

J: defend.

K: Attack.

Game Scene: Main Scene - Room 2

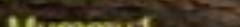


Player



Restart

Pharaoh



Mummy1

Mummy2

Mummy3



Key:

W,S,A,D,

E- interact,

C- switch 1st/3rd person view

U- defend.

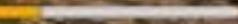
K- Attack



Game Scene: Main Scene - Room 2



Player



Restart

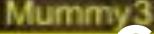
Pharaoh



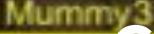
Mummy1



Mummy2



Mummy3



Game Scene: Main Scene - Room 2

Difficulties



Because the player controller and the enemy controller are more or less the same, I need a boolean parameter to differentiate them, 'IsPlayer',



```
void Update() {
    if (health <= 0f)
    {
        //print("The chatac died");
        if (!isPlayer)
        {
            Destroy(gameObject);
            lastRoomKey.SetActive(true);
            GetComponent<EnemyController>().enabled = false;
            GetComponent<NavMeshAgent>().enabled = false;
        }
        else
        {

            // ... and if the player is not yet dead...
            if (!playerDead)
                // ... call the PlayerDying function.
                PlayerDying();
            else
            {
                // Otherwise, if the player is dead, call the PlayerDead and LevelReset functions.
                PlayerDead();
            }
        }
        GameObject.FindGameObjectWithTag(Tags.ENEMY_TAG).GetComponent<EnemyController>().enabled = false;
    }
}
```

If the health point become zero, the player should perform dead animation and the scene will restart.

Key:
WASD
C interact.
C switch 1st/3rd person view.
U defend.
M attack.

Player

Pharaoh

Mummy1

Mummy2

Mummy3

Restart

KEY
WASD

C - switch 1st/3rd person view
L - defend

Game Scene: Main Scene - Room 2

Difficulties

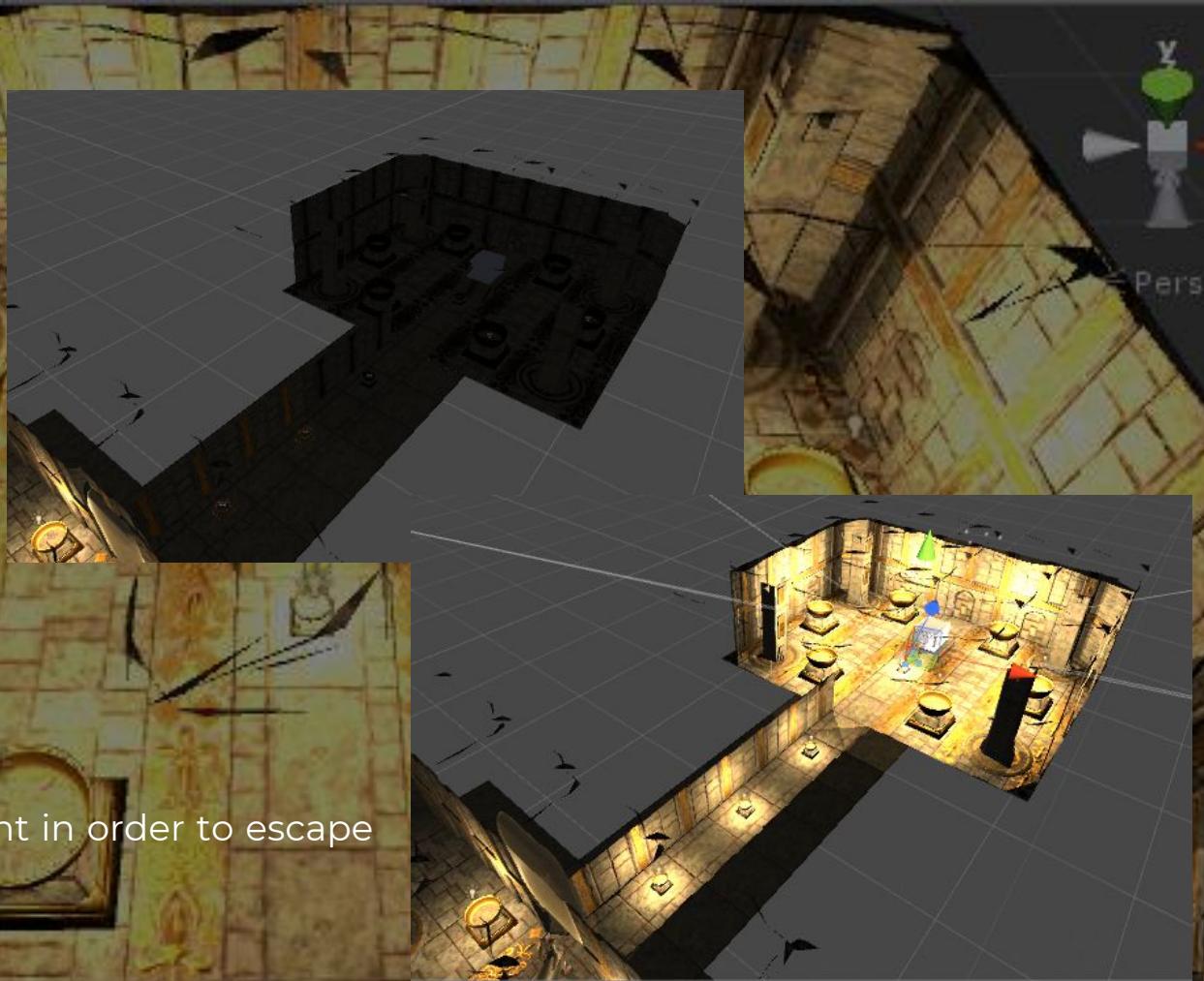
In a melee, it is difficult to define how to attack the enemy or player. There is also an attack point in the children object of each character. When the attack point overlaps with the character's sphere collider, the corresponding character will get hurt.



Game Scene: Main Scene - Room 3

Light interaction

Player need to open all the light in order to escape from the pyramid.



Game Scene: Main Scene - Room 3

Mummy interaction

When the final small is lighted, the timer will start.
After 30 seconds, the mummies will appear automatically.



Game Scene: Main Scene - Room 3

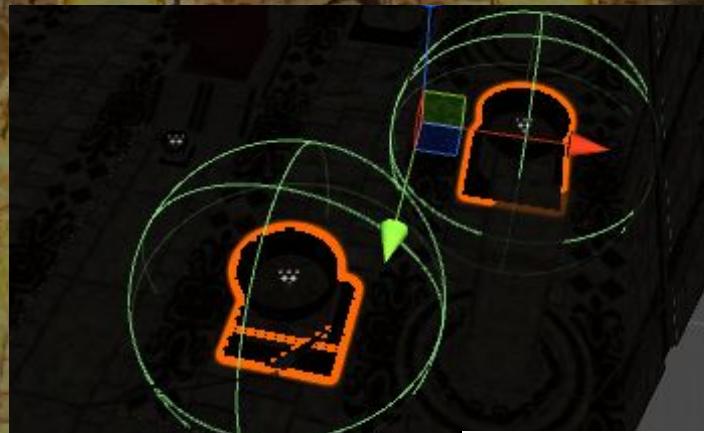
Coffin interaction

When trigger the coffin, the coffin will disappear
and a dead body comes out.
After 5 sec, player will teleport to the ending scene.



Game Scene: Main Scene - Room 3

Difficulties: Collider and Timer



StartCoroutine("mummyStart")

```
IEnumerator mummyStart () {
    yield return new WaitForSeconds(30f);
    Debug.Log ("mummy");
    mummy1.SetActive(true);
    mummy2.SetActive(true);
    mummy3.SetActive(true);
}
```

Improvement on Preliminary Demo

- A. Joystick Performance
- B. Camera Improvement
- C. Random Elements
- D. Task Improvement



Work Distribution & Resources

Tsang Chi Kin:
Environment and Game Task

Lin Han:
Character and Game Art

Tsang Chi Kin	Lin Han
Starting scene interaction	Menu scene design
First room lock	Background music and sound effect
Second room key control	Enemies system interaction and motion
Third room light control and timer control	Game interface design and resource finding
Player virtual control and button	First room door and box interaction
Main map building	Player control and animation

Game Demonstration



THANKS!

Any questions?