



# A NINJAS ADVENTURE

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## Level designs – the crypts

For the first level I just began with a simple get from point A to point B design. I added moving platforms and a liquid floor that would instantly destroy the character if it where to collide with it. A simple platformer. I added a stamina bar that allows you to sprint faster for a short while I also made a health bar but there was no function for it yet.



I'm going to be honest, the concept of the level progression just came as I would almost finish designing the level or once I ran out of creativity. Which allowed me to think of new ways to solve problems.

## Level designs – the backyard

After working in sort of a claustrophobic environment I decided to do more of an open concept. This allowed me to add more meshes from the store! It also allowed me to play with collectables (which I also went back and placed in the crypt level).



I got to play with the lighting as well. Also realized I would like to implement AI in the more open levels to add variety (which we will do later). I placed the collectables in a variety of locations as well as platforms the player may risk dying over. This one is emptier than the other levels since its bigger and I was testing the environmental tools here. I also have plans to improve it later.

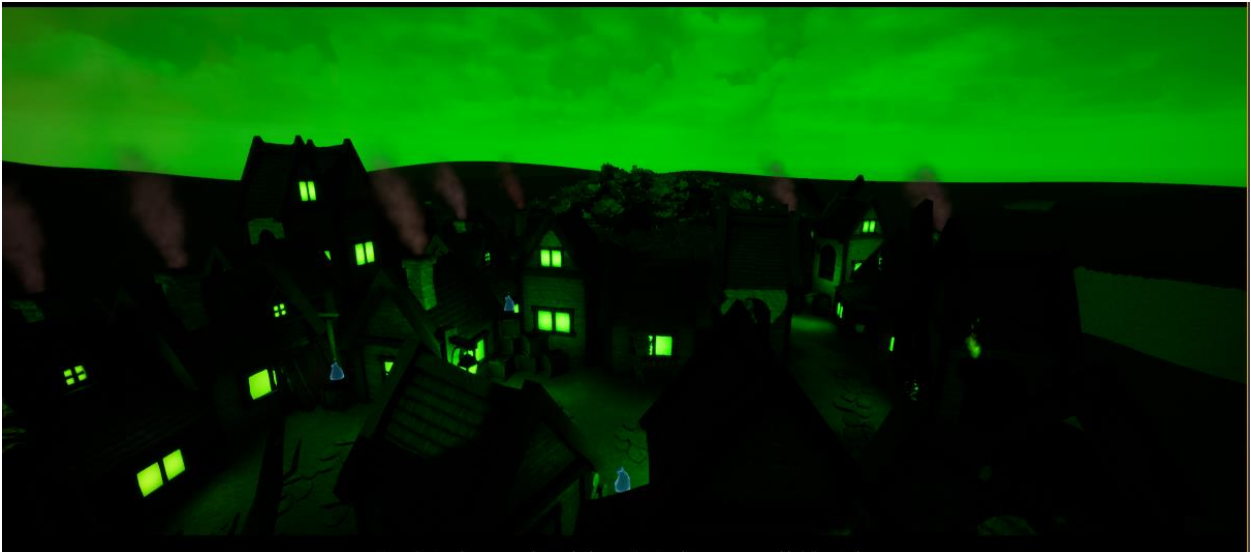


## Level designs – the Town

This one was a lot of fun to play with since there was a lot of stuff I could use with. I learned that I could create a wall that would only be able to be destroyed if you were to collect all 10 collectables on the map to continue to the next level.



This allowed me to learn how to add props and collectables together to move forward. Also placed the objects in more trickier spots to find.



## Level designs – the Bridge

I realized I haven't really made the levels challenging, but I also realized that I had 2 days to finish this so I kind of changed the pace and made it more linear. Realized that I could use the moving platforms as well as the traps together. I finally had a reason to use the health bar! At first the traps would instantly kill you but instead it chips at your health and once health reaches 0 the death animation plays and the actor is destroyed.



I ran into a problem here that I realized that once I also added a live system and the player died it wouldn't restart the level but just respawn me (which I don't find it a big deal). But at the same time, I found a bug where when I would switch between levels I would get stuck in a loop between switching from one to the other. So I kind of fixed that and left it as is for now.

## Level designs – the Bridge

For the final level I made a boss room where you have to fight an AI with multiple attacks that follows you around and uses ray tracing attacks in montages. He is the only enemy in the level as there are multiple AI NPCS else where in the levels and since I wanted to make something more complicated for AI. It ended up a little too complicated when having to add multiple attacks.



## The character

A Ninja. Couldn't find a gnome skin.

Has fully functioning key bindings a long with animations with transitions (the jump is a little iffy, but it will be fixed).

The camera also has a zoom in and out function.

A score system for collectables.

As well as a health and life system.

The health works flawlessly! All displayed in the user interface which will be getting a make over soon.

The player mesh.





The moving platform.



The floor trap.



The interactive enemy object.



#### 10. The AI

The enemy AI all have different patrols, paths ranges and abilities. The green dragon just has a normal patrol route to scare off the player. The red dragon has an attack that chunks the players health no matter what. The zombie collides with the player and the blue dragon shoots fire from its mouth. They all have full Animations Along with deaths 😊

