“Escaping from Wildness”

Project Proposal

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**Introduction**

The project is a 3D PC standalone escaping game called “Escaping from Wildness” based on the Unity game engine for people who are above 19 years old. The background of the game is around an love story between knight and princess under the chase of the king during the medieval period, and the game starts on the wildness. Players will control the knight character by using the keyboard, mouse and their wisdom to escape from wildness. During the escaping process, the player will not only encounter the danger from the wildness but also fight with the assassins in the shadow. The novel point of the game are multiple systems which are designed in the game, and we desire to design the fight system, collection system, NPC system and maze template for the game.

### **Outline of game play**

The game world would be the classic medieval wildness environment. When the game starts, it will begin with the animation combined with an audio source, and tell the background story to players. The character will spawn at a village, where a NPC will give the player some basic information about the game world. Players will also get some basic weapons from the NPC. The game world will be divided into three sections. Player need to find the fragments of the map in order to open the next section. Multiple paths are designed in the world. However, there is only one path that players can arrive at the destination. Different paths will lead player to experience different aspects of the game such as fighting with enemies, going through the maze, going through poison fog, dodging falling rocks and collecting fragments of map. At the final destination, player will encounter the boss of the game, which requires player to use different weapons that collected to fight with him. Last but not least, the game will be ended with another animation.

**Game Feature**

**-** Third person perspective game

- Multiple audio sources will be applied in different situation

- Players will fight with Enemy AI by using keyboard and mouse.

- Collecting items in the world will give players positive buff

- NPC in the game will give clues to help player make the wight choice

- Players will travel through a maze forest and figure out to to get out from it

- Nature danger zones will be located around the game world such as falling rocks, swamp etc

- Equipment system will reduce the difficulty of the game

### **Development tools to be used**

We choice the game engine Unity3d  because Unity is a cross platform engine. When developing a game by using unity, the same code can work on many different platforms such as Mac, Android, IOS, Web and game consoles. We are only developing PC version for now, later on it can be run on different platforms with minimal modifications. We also choose to use C shape as our program language.

C# is a high-level programming language and unlike any other game engines based on C++, it has many elements and techniques that have already been introduced.