

Void

Project Github Page: <https://github.com/Solaris-Verill/Void>

To start, Void is a movement-based 3D platformer. The goal of the game is to collect all coins on the map without running out of health. The original plan for Void was to make it more of a mix between a 3D platformer and a metroidvania, taking inspiration from games like Hollow Knight, and Scooby Doo Night of 100 Frights for gameplay and atmosphere. However, over the semester the idea of mixing the two was quickly changed to just a 3D platformer with combat after the first month as I had fallen far behind and needed to adjust to accommodate the remaining time I had left.

Progression after that first month started slowly as I was attempting to learn how to do physics-based movement over using a character controller. With this slow progression, I was only able to get some janky movement and a bad cinemamachine made. However, I found a good tutorial series that had a lot of fluid movement during the latter half of this stretch leaving a good starting point to continue. However, the slow start did lead me to make one last plan change and focus on just doing a 3D movement platformer as adding combat would require more time.

From here, I was able to pick up some speed completing the basic movement and the cinemamechine working smoothly by the third deadline. This momentum continued into the fourth, where I was able to make a mockup level, implement a ledge grab, which turned out to work more as a wall grab, and an attempted dash along with some mocked up menus. The dash did end up getting scratched as there were too many issues with transitioning out of the dash. For the final stretch, the momentum I had fizzled out as I had gotten sick, leaving me with just 2 weeks to finish implementing what was left. With what time was left, the mocked-up menus were programmed allowing them to transition between interfaces. A UI for the actual game was then implemented along with coins, HP, and a death plane surrounding the level. The rest of the remaining goals, like audio, particles, and an enemy that would chase the player, sadly had to be cut as time did not permit. Instead, obstacles were made that would move between set point that would either push the player off the map into the death plane or would damage the player and send them back to the center of the level.

All Tasks

Iteration 1

- Character Model and Rigging
- First Level Concept
 - o First Level Mockup

- Character Movement
 - Basic movement
- HUD
 - Main Menus

Iteration 2

- 3rd person Cinemamachine
- Implement 3D assets from opengameart

Iteration 3

- Character Movement
 - Ledge grab
 - Dash

Iteration 4

- HUD
 - Coins
 - HP

Final iteration

- Audio
 - Music
 - Damage sound
- Particles
 - Collect coin
 - Death smoke
 - Cosmetic water and fire

Completed Tasks

Iteration 3

- Character Movement
 - Basic movement
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Iteration 4

- First Level Concept

- First Level Mockup
- Character Movement
 - Ledge grab
- 3rd person Cinemamachine

Final Iteration

- HUD
 - Coins
 - HP
- Main Menus

Incomplete Tasks

- Implement 3D assets from opengameart
- Audio
 - Music
 - Damage sound
- Particles
 - Collect coin
 - Death smoke
 - Cosmetic water and fire
- Character Movement
 - Dash
- Character Model and Rigging

There are many things I have learned over this semester making this game. The single biggest thing I have learned from this semester is how difficult doing a 3D game is when trying to meet a deadline on top of having other work. It gives me greater appreciation for the games made by indies and solo developers who make their games in their free time outside of what they do for their day job. For skills that I've learned though, all the skills I have learned have been solely programming. Physics based movement is something I did not anticipate being as difficult to work with as it turned out to be. From how to apply forces for jumps, to making clinging to walls possible, to just the basics of just moving the character forward based on the direction of the camera was an entire learning experience. Without the many resources Unity has amassed over the years, I do not believe I would have even gotten half as much as I did complete. Moreover, the limited time definitely has helped me learn what I am capable of currently and the scope of stuff I am capable of creating at this current point in time.

With how much I have learned over this semester from this project, there is still a lot I have left to learn, but there is also plenty more that I can do with his project with these foundations. While the scope has dwindled over the course of the project, I see this as a great first step to the actual idea that I started out with. I plan to continue this project, working towards the original plan I had set. However, one change I had planned at the beginning of the semester is to port this project to Godot. While I still plan to continue using Unity with it being commonly used in the industry, many of the games I make personally I had planned to make in Godot with it being a free and open source software so I am not worrying about royalties, or sketchy retroactive changes to the payment model. Moreover, I have found the engine more fun to use in past projects and with more support backing the engine I see getting a start in learning the engine to be beneficial as well. Moving on though, I have seen this project as a great learning experience and will use what I have learned to continue improving my programming capabilities.

(and maybe actually learn how to do game art so that the game looks decent...)