

Link

<https://spudoku.github.io/Hide-Demo-Unity/>

Controls

- Left click to shoot
- WASD to move
- Look with mouse

AI (hider prop) behaviors

- If can see player, and is less than 10 units away, attempt to hide behind the nearest obstacle
- If hit by the player's gun or touched by the player, the Prop is removed
- If all 10 props are removed, the player wins

Player behavior

- Can shoot once every second
- If the player shoots all 10 props, they win
- Each time they miss, they gain a 5 second penalty on their time

Time to Complete, challenges

Time spent on Prop Hunt specifically: about 8 hours

Since this is a revised version of a hiding tech demo, the total time to complete was about 15 hours.

Challenges:

- Accidentally creating abnormal behavior and spending hours debugging it
 - Hiders were pushing terrain props around
 - All terrain props would sometimes slide in one direction
 - Hiders were using themselves as their own hiding spot
 - Inadvertent infinite loop
- Drawing lines to represent raycasting using LineRenderer
- Trying to balance AI to make it just right
 - Trying to make them move only when not seen by the player