



## **CMPE 316 - Game Programming**

### **Interim Report**

### **Escape from the Office**

#### **Group 9**

**Egemen Engin**

**Barış Sinaplı**

**Eyüp Bahadır Başlı**

**Ilyas Nayle**

## Introduction

### What is Escape from the Office?

When you are going every day to work in your office and while working, suddenly you want to escape from there, but how will you do that? The “*Escape from the Office*” game will give you the opportunity to make your dreams come true but in an imaginary way. It is an interactive and fun game where players will interact with objects and the environment, and the player must escape from the office in a limited time. If you want to escape, you must solve puzzles to open doors and you must survive in the environment because there are various deadly traps. Also, don't forget the time! If your time is up, bombs will explode.

## Implemented Tasks and To-Do

Each of the following tasks has been implemented by each of us and has been merged into the main branch. The following are the implementation of tasks done by us.

### Bariş Sinaplı

- Inventory System (Item interactions, HUD, selection)
- Lever System (Modeling, interaction with player)

### Egemen Engin

- Basic Character Movements (Move around, rotate and jump)
- Traps
- Door System
- UI (Menus, panels and other elements)
- Game Flow (From beginning to End)
- Level Manager(Save & Load) -> One gameplay scene
- General Edit (Merge, branches etc.) and Bug Fixes of Current Version

## **Eyüp Bahadır Başlı**

- Pressure Plate Door System

## **Ilyas Nayle**

- Character movement (Jump, Sprint, Crunch and Ground check)
- Keypad password system for door (opening door).

## **The remaining tasks to be implemented:**

- Menu and UI backgrounds will be arranged.
- Some of the sounds are ready but music and other sound effects will be added.
- With our systems, we will prepare puzzles of levels. Also, with these puzzles and other models, we will design levels.
- While working on level designs we have to work on lightning
- We need to add a particle system.
- We should work on animations such as doors, levers etc.
- The portal system will be added.
- We adjust graphic quality changes.