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IGME 202 Section 1

Final Project

User Functionality:

Walk around, jump, be killed and respawn.

Reasons behind design choices:

I wanted to do something fun and different, so I pitched multiple ideas.

**Describe your world in terms of the terrain you create and the characters that inhabit it. Include a description of their appearance, behavior, and motivation. (2 points)**

My world is set in the corner of a unity terrain. It is bounded by mountains with a grass textured flat center. It has a scattering of grass, weeds, flowers, and trees. The area is intended to be a weird creepy amusement park with googly eye guys riding the rides and wandering around in pacts.

The park will have walkways for the pacts to walk down and open areas to wander around. There will be several types of guys with different models, one for rides and wandering, one pact leader type, and one creepy chase and kill type.

**Explain how your main characters relate to other characters (NPCs) in your world. (1 point)**

As the “main” character the player will control a first person type (undecided on a model for it) and be able to wander around watching the guys interact. Though if a kill type spots you, it will pursue and strike. The other guys will shy away, but not run.

**Explain how your main characters relate to features of their environment (How they deal with paths, walls, obstacles, etc.) (1 point)**

The groups will wander down pathways and through open areas using bounds, but will break them if they are being chased. They will avoid the obstacles in the park (rides, benches, trees, etc.)

**List each of the advanced steering behaviors you will code in your project. There is a minimum of 2, but you may implement more if you choose. (2 points)**

The two advanced behaviors I will implement are path and leader following. Also seek and flee will be expanded to include pursuit and evade. Obstacle avoidance will be modified to include code to make a character change direction if it is determined that they are stuck against and object and unable to move.

**For each steering behavior, explain how you anticipate implementing that behavior. (2 points)**

* **Path Following:** Using empty game objects as nodes placed along certain paths, characters will pick up on these nodes if they are in range and use them to follow a path in the direction they are headed.
* **Leader Following:** A type of guy will have the designation of leader and other guys will recognize this and give the leader’s direction priority while moving. Certain conditions may override this and cause guys to do other things and later they may find another leader type and follow it.
* **Pursue:** Certain types of guys will be marked as target types and will be “chased” using direction predicting algorithms to modify the “chasers” direction.
* **Evade:** Guys will attempt to run a direction away from where their pursuers are headed. This will override leader following and flocking as it will be given the highest weight.
* **Unstuck:** If a guy is stuck against an object unable to move, this will hijack its movement and move the guy away from the object, hopefully given sufficient room for the guy to then avoid the object as it moves again,

**Describe your avatar or other camera strategies to explore your world. (1 point)**

Currently I will be using various colored googly eye guys to represent each character type other than the main first person. I hope to reskin or replace the guys to better fit the environment and not sure as to what the main character will be yet.

The main character has a first person camera. There will be 1 or 2 sky cams looking down and various follow cams on the guy types.

**Why is your idea unique, neat, clever, and/or fantastic? (1 point)**

My idea is unique in the use of a skewed night/not quite night cycle, and a flash light for the main character. A type of guy will chase and kill other guys, including the main character, who will respawn at the original starting point. Guys will also respawn for a set number of random points.

Features Above and Beyond:

Extra aesthetic details such as park benches, vending machine, phone booth, and fencing.

Player is a first person with a flashlight.

Rides have googly eye guy riders.

There are scary googly guys that will eat the regular ones, evade the skeleton leader and kill the player.

Player respawns at start when dead.

Requirements not completed:

All requirements were met, but I did not get to all of the proposed ideas. The guys do not path follow the roller coaster car does, or evade the scary guy. They do flee the player, and scary guys evade the leader.

**Credits found in separate file.**