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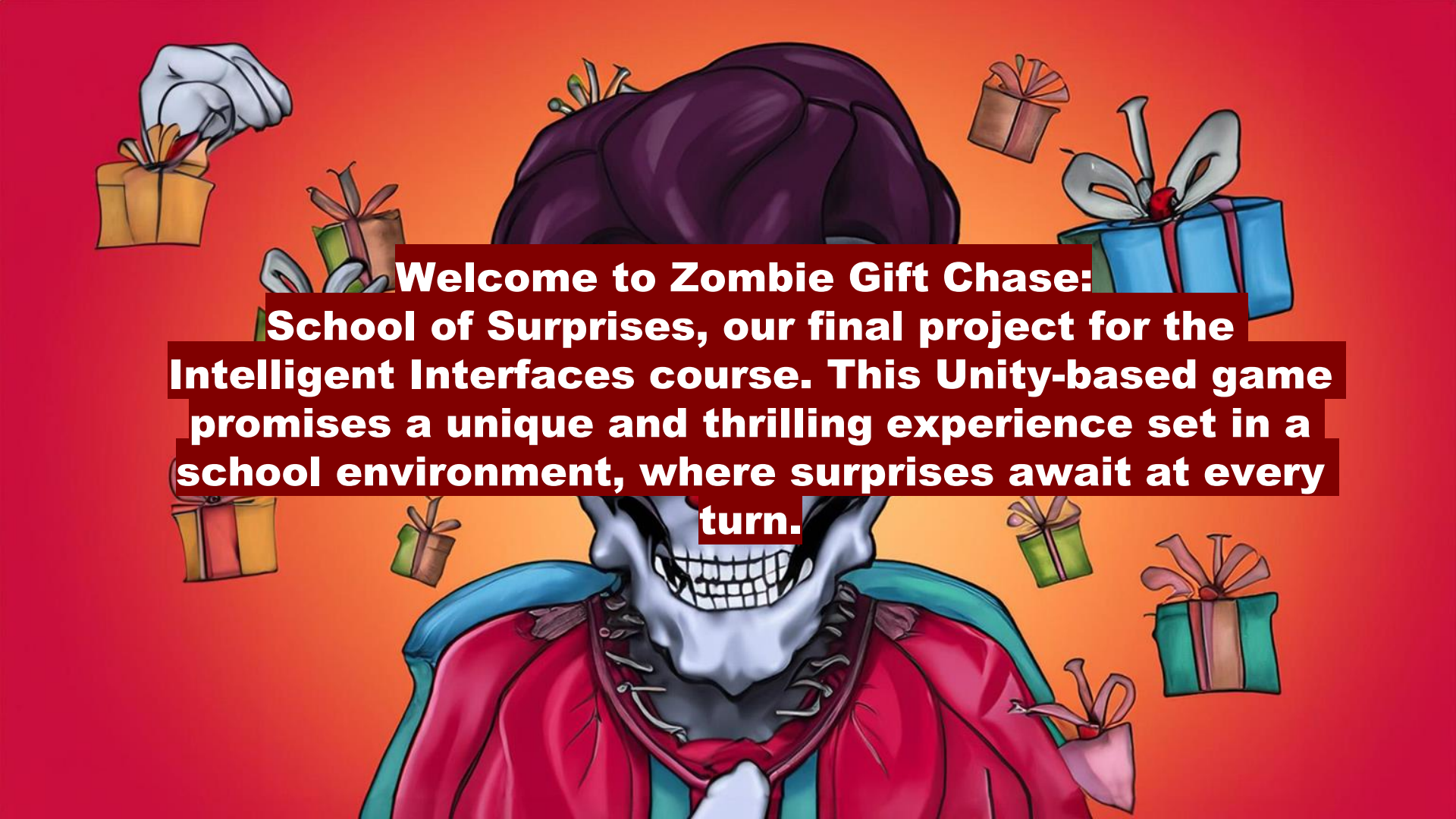
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# **Final project for the course Intelligent interfaces**

## **SKELETON GIFT CHASE: SCHOOL OF SUPRISES**

**Developed by Oleh Petrov and  
Valeriia Rudenko**

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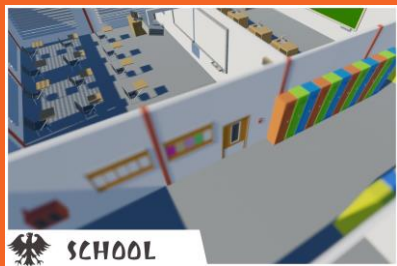


**Welcome to Zombie Gift Chase:  
School of Surprises, our final project for the  
Intelligent Interfaces course. This Unity-based game  
promises a unique and thrilling experience set in a  
school environment, where surprises await at every  
turn.**

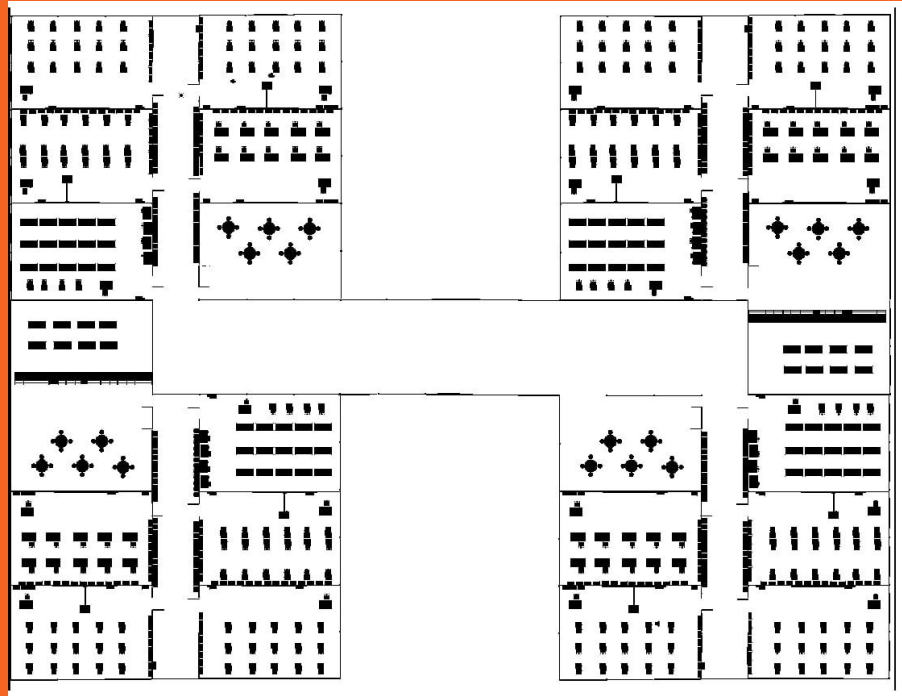


## TECHNICAL DETAILS

- **Unity version: [2022.3.15f1]**
- **Used assets:**
  - **Rocky Hills environment -Light pack**
  - **School assets**
  - **Skybox series Free**
  - **Modular First Person Controller**
  - **Skeleton Ghost**



# PRELIMINARY PROTOTYPE OF THE SCHOOL



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# MENU



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# MENU IF YOU LOSE



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# SCHOOL AND GIFTS





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# DAY AND NIGHT MODES

## Day Mode:

- **Collect presents scattered throughout the school.**
- **Presents dynamically generate, creating a continuous challenge for players.**
- **A counter keeps track of the collected presents.**

## Night Mode:

- **Brace yourself for a spine-chilling experience as a relentless skeleton hunts you down while you attempt to collect presents. You start with 100 lives, and the game ends if you lose them all.**





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## FEATURES P.1

### **Skeleton Animation and Sound:**

animations for idle and walking

When the skeleton approaches the player, an attack animation plays upon contact.

A distinct sound accompanies the skeleton's attack, intensifying the gaming experience.

### **Player Interactions:**

When the player collects gifts, a sound effect is triggered, providing audio feedback for successful interactions.

### **Audio Feedback:**

- Experience the game's intensity through immersive sound effects.
- Impactful sounds accompany the skeleton's attacks.

### **Timer:**

Keep track of your progress with a timer that records the time spent in both day and night modes.

**Cross-platforming:** Available for Android and Windows.

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# VIEW FROM A SCHOOL WINDOW



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## FEATURES P.2

### **Real-Time Camera Feed:**

Activate your in-game camera with the press of a button (O), allowing real-time self-view on interactive boards. Deactivate the camera with another button (P).

### **Voice Recording:**

Record your voice by pressing 'R' near the interactive boards, enabling message sharing and unique in-game experiences.

Hold down the 'L' key to activate voice recognition, adding an extra layer of interactivity.

### **Sensors:**

**FPS Sensor**

**Score Sensor**

**Time Sensor**

**HP Sensor**

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# VOICE-ACTIVATED SKELETON BEHAVIOR

## **Voice Command: "STOP":**

In response to the voice command "STOP," the skeleton stops pursuing the player.

The skeleton remains stationary, visibly frustrated, and taps its foot in place.

## **Voice Command: "MOVE":**

In response to the voice command "MOVE," the skeleton resumes its pursuit, following the player's movements.

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**Thank you for attention!**  
**Now we will show you**  
**execution of this game.**

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