Project B4: Unity: Interactive Narrative

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Rutgers University Spring 2019 Character Animation Group 10

Introduction:

In this assignment, we have created a non-linear, interactive and immersive narrative experience using Unity. We have built upon the scene from B3 and made the story line more engaging.
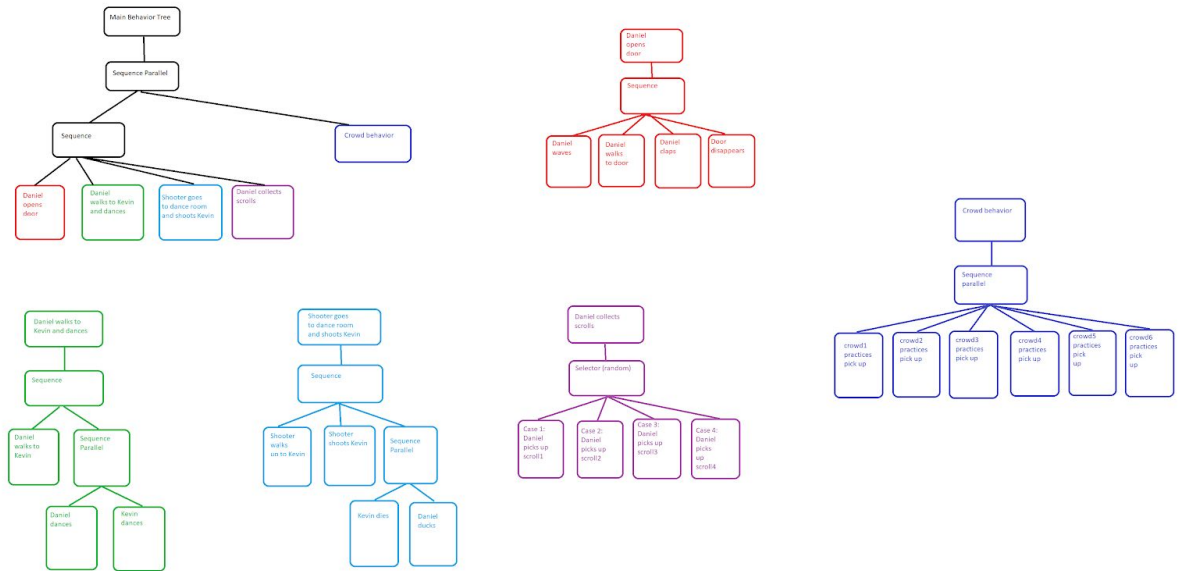
Synopsis:

There are 3 main characters in our game, Daniel, Kevin, and the shooter, in addition to a group of 6 dancing onlookers(crowd).The dancing group is engaged in practicing certain dance movements in one corner of the dancing maze. Daniel and Kevin are two friends set to have a dance battle in the park, but the unexpected presence of a mysterious gunman threatens to end their dancing ways. Daniel and Kevin have a mission to collect all the scrolls to build up their dancing abilities. While, this mysterious gunman tries to put impediments in their search expedition. However, the gunman has a curse. He cannot go near the scrolls, or his game would be over. It is upon you, the user, to decide whose mission succeeds and whose does not.

Part 1:

In part 1, after their dance battle, Daniel and Kevin set out to pick up some ancient dance scrolls in order to further their mastery of the ambulatory arts. However, they are interrupted by the sudden presence of the shooter (if he happens across them), who shoots Kevin, tragically ending his young life (maybe, probability actually pretty low).

Non- Linearity: There are four scrolls in the park. However, which scroll will Daniel and Kevin pursue changes every time. Also, it is not mandatory that Daniel and Kevin would look out for the same scroll. This also affects the shooter's behavior. Only when Daniel or Daniel and Kevin find the first scroll, the shooter will follow them in the respective maze to kill Kevin, after which Daniel ducks to save himself and the scene ends.

Behavior tree:

YouTube Links : In the following two videos, we are showing 2 of the 4 possible endings of Part 1.
https://www.youtube.com/watch?v=nb0ew894Pks&feature=youtu.be&hd=1
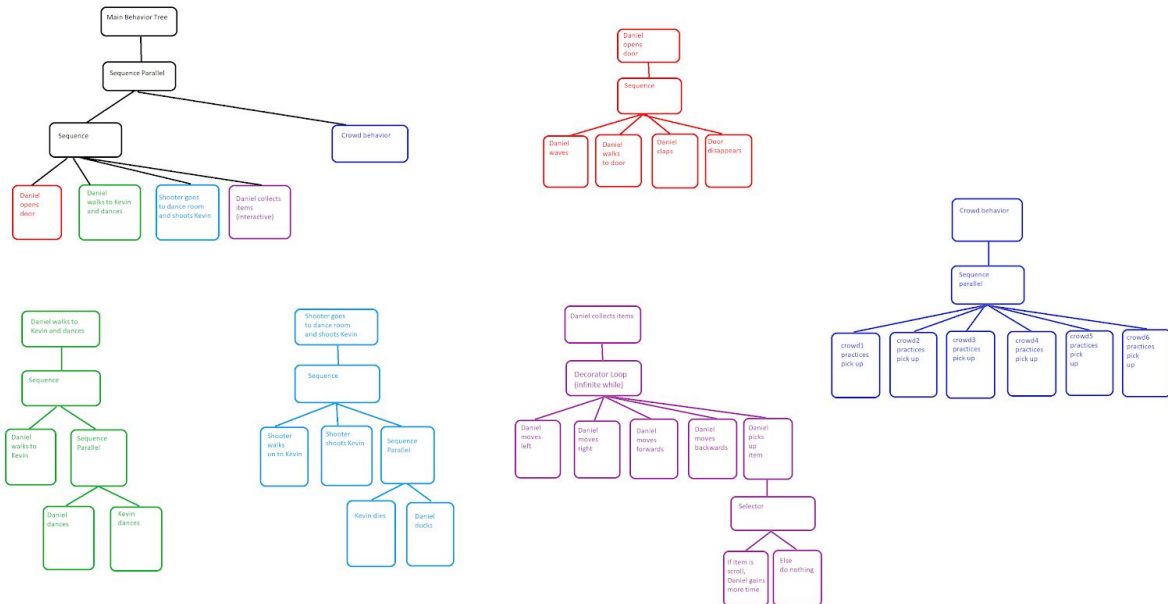https://www.youtube.com/watch?v=3lTJ3cw9dYU&feature=youtu.be&hd=1

Part 2:

In part 2, the player controls Daniel. Your task is to avoid the dark fate shown (or which took place off-screen or didn't happen, nonlinearity!) in part 1 and save your friend, which can only be done by truly mastering the way of dance. In order to do so, you must pick up all the dance scrolls scattered around the game environment. Additionally, as even an epic dance master can't make a living off of dance alone in today's economy, you'll also need to collect the various non-scroll objects in the game environment to pawn off so you can fund your passion. Collect all the scrolls and non-scroll objects before time runs out to win.

Daniel gets 120 seconds before he runs out of time.

Specifications:
- User Control: You can control Daniel's actions just after shooter shoots Kevin in the Dance Battle maze (Upto the dancing duel part, the story remains the same, The shooter comes in the dancing maze and shoots Kevin.). His movement could be guided by using the UpArrow, DownArrow, RightArrow and the LeftArrow key.
- In order to win:
  - Collect 4 scrolls and 8 other non-scroll objects scattered around the park
  - Each scroll gives 20 extra seconds to Daniel to carry on his pursuit.

Behavior Tree:

YouTube Link: These videos provide link to the two possible outcomes of Part 2:

- Daniel Wins:
  https://www.youtube.com/watch?v=i9JzCJ3dgvE&feature=youtu.be&hd=1
- Daniel Loses:
  https://www.youtube.com/watch?v=d8UhUf_fqK8&feature=youtu.be&hd=1

Part 3:

In part 3, you can get your locomotive learning on as either Daniel or Kevin, or, you can choose to jive step your way down a darker path, and play the role of the shooter. As Daniel or Kevin, your goal is to navigate your way around the game environment and collect all the scrolls and non-scroll objects before time runs out. As the shooter, your goal is to collect all non-scroll objects in the game and rob the two young two-steppers of their only source of income, crushing their chances at continuing in the way of dance. Be careful though, if you touch any of the ancient dance scrolls, the power of dance will overwhelm you and cause you to lose your mind, and the game.

Either of the three main characters you choose will get 120 seconds to complete their goal.
Specifications:

- The scene begins similarly to parts 1 and 2, with Daniel walking into the room with Kevin and the crowd, where they proceed to have their dance battle.
- To select a character, press and hold either 1, 2, or 3, when the shooter begins to walk towards the other two characters
  - AlphaNumeric 1 to control Daniel,
  - AlphaNumeric 2 to control Kevin,
  - AlphaNumeric 3 to control the shooter.

- ● Move with the arrow keys.
- ● Daniel, Kevin and Shooter, what separates their actions! :
  - ○ If you choose Daniel, the scene plays out similarly to Part 2.
  - ○ If you choose Kevin, the scene is similar, but picking up scrolls will no longer give you additional time, so your task is harder.
  - ○ As the shooter, if you touch any of the scrolls you automatically lose, if you otherwise pick up all the objects without touching the scrolls you win.

Special note about Kevin: Kevin is of Eastern European descent, and so often likes to adopt a squatting posture. This behavior is intentional and adds further characterization and uniqueness to Kevin.

Possible Error Troubleshooting: There is a small chance that for any given part Daniel may freeze after opening the door at the beginning of the scene (especially part 3). Refreshing the page should remove this error (may need to refresh multiple times).

Behavior Tree:
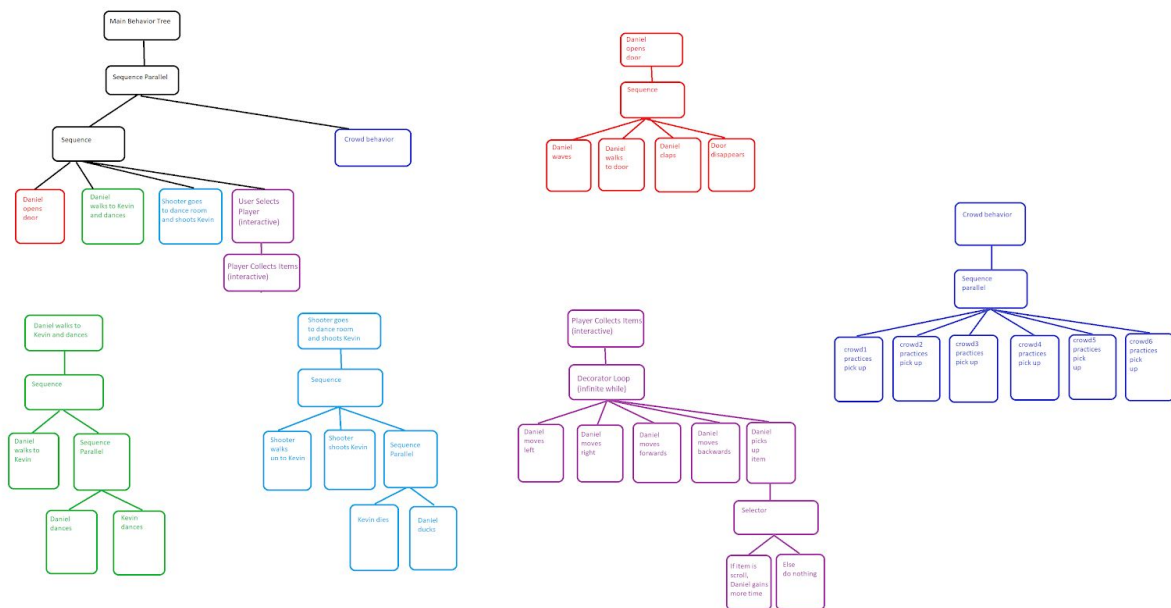
YouTube Link: Following are the links showing controlling different characters in each game:
- ● Shooter : He can either win or lose. In order to win, he has to pick up 8 collectable objects from the park and stay away from the scrolls. Here we are providing a link to a situation where Shooter loses.
  - ○ https://www.youtube.com/watch?v=-kctEFuOf9A&feature=youtu.be&hd=1
- ● Kevin: In order to win, he needs to collect 8 collectable objects and 4 scrolls. But, he doesn't get extra time for collecting scrolls. Following link leads to a video where Kevin loses.
  - ○ https://www.youtube.com/watch?v=z7bkjwY_kpc&feature=youtu.be&hd=1

- Daniel: His situation is same as Part 2.

GitHub Link: https://github.com/jjfuller/CA-Spring2019-10-B