Game Engines

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Conduct research about the use of game engines in real-world projects.

B.A. (Hons) in Game Art and Visual Design

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<u>Task 1: Conduct Research About the Use of Game Engines in Real-World</u> <u>Projects</u>

Game Description

Game Narrative

In the city of Grimville, all citizens carelessly threw all their hazardous and toxic waste out, that was drained off into the city's underground sewer system. However, the citizens were not aware that the cockroaches, that lived underground, started to consume all the chemicals that were present in the water. This caused a chemical reaction with their DNA structure, and made them bigger, powerful, smarter and into Roaches! All having the same objective, to conquer the city of Grimville. The only person is capable to stop the Roach Infestation, the one who poses the potion that kills all cockroaches underground, and that is Joe the Pestinator.

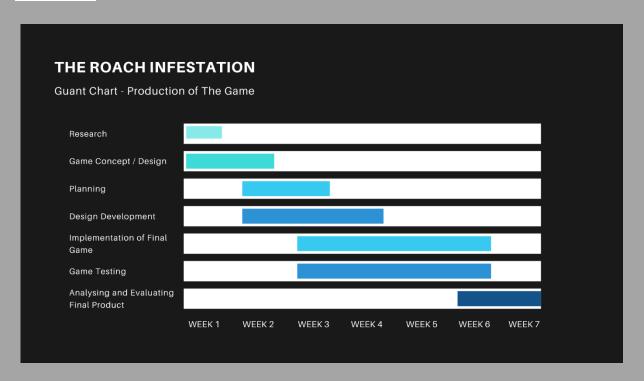


Game Synopsis

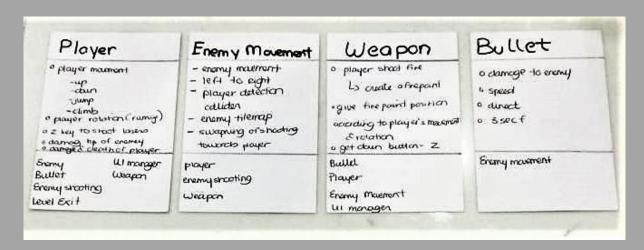
The main objective of the game is that the player plays as Jo, the Pestinator character because he is the protagonist of the game. Furthermore, his role is to make sure to survive

during the fixed level, by not getting hit by the slime of the Roaches. To go up a level, Jo needs to eliminate all the Roaches present in the level and reaches the exit for the next level.

Guant Chart



CRC Cards



Game Manager Level Exit UI Manager Enemy Shooting o game over page o docranimation a enemy shooting with · player health s on open start coratine enemy muement 4 apriles - herits o restart of game when player fails o health updated when to next level 0 fade and 3 sec bullet Ly level sucers page Ischen player rids every / o destray builted s local scene a time scale - for an effect o hit player hazado o scene manager o decrene health of door openingwon proper Player Enemy Movement · Player Player 11 manager · Game Monager Weapon Enemy Maremont Player o us marager Bullet ul manager o (scene Level frogrem) Enony

Main Menu

o scene manager - load
to the next scene
(+1 - build settings)
o scenes in order
o exit game

U I manager

Game manager

Game manager