

Game Engines

1

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

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

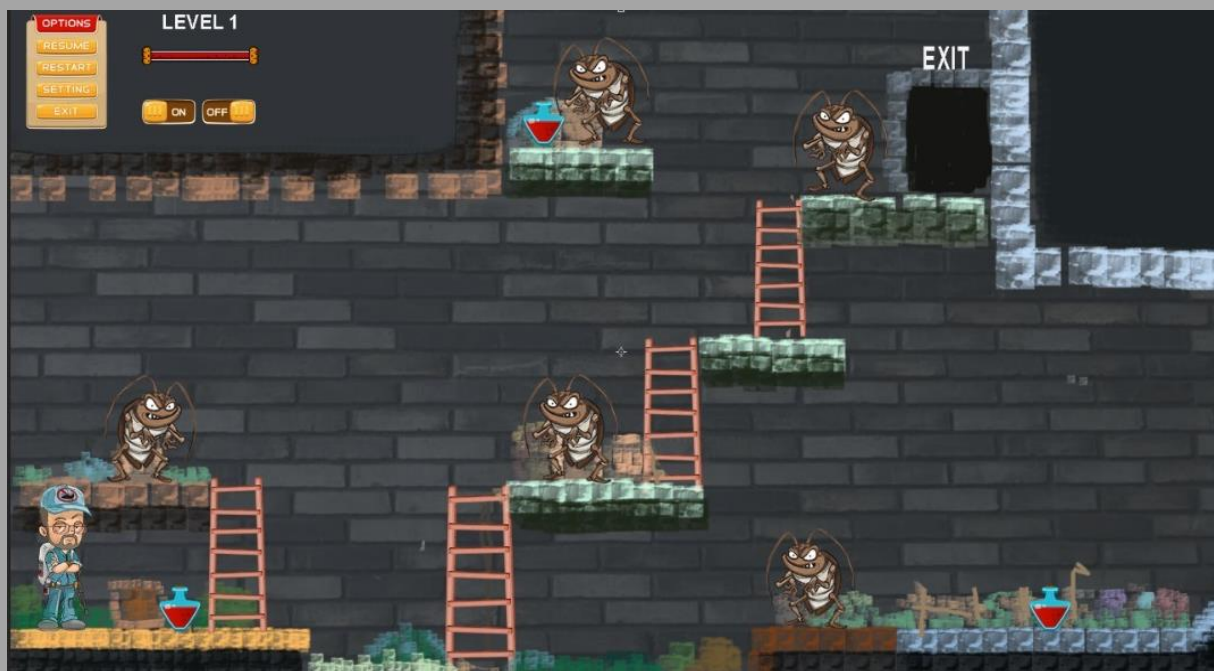
Williana Blundell

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

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.

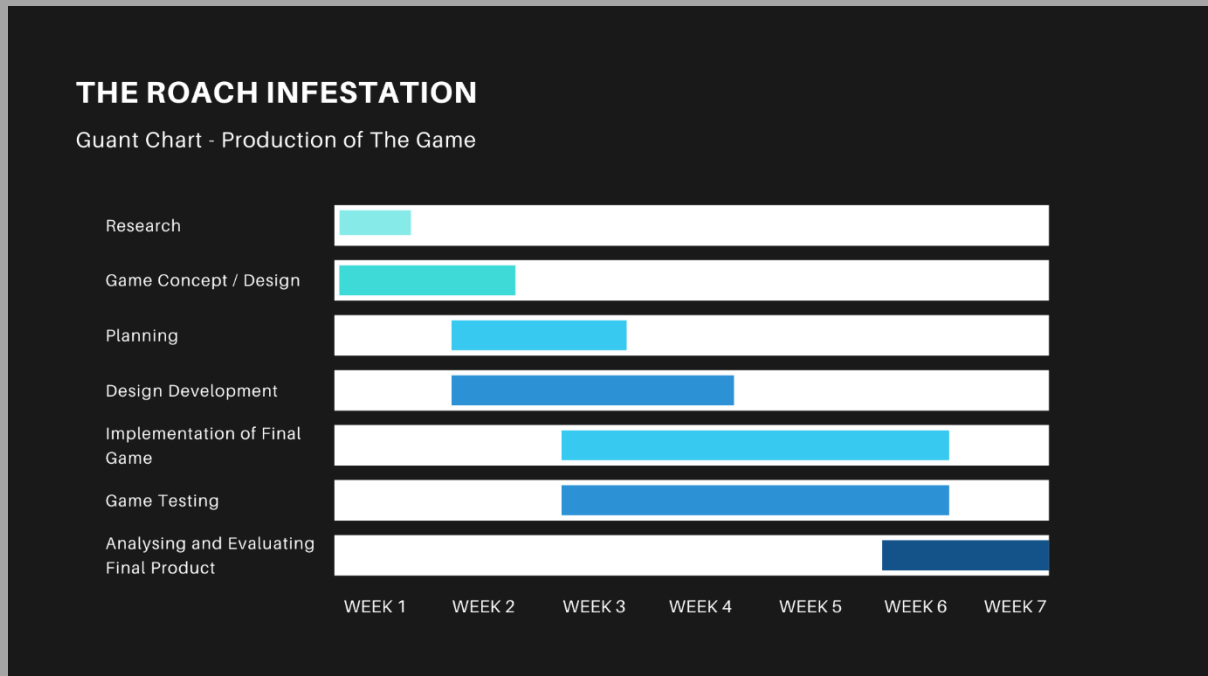


Game Synopsis

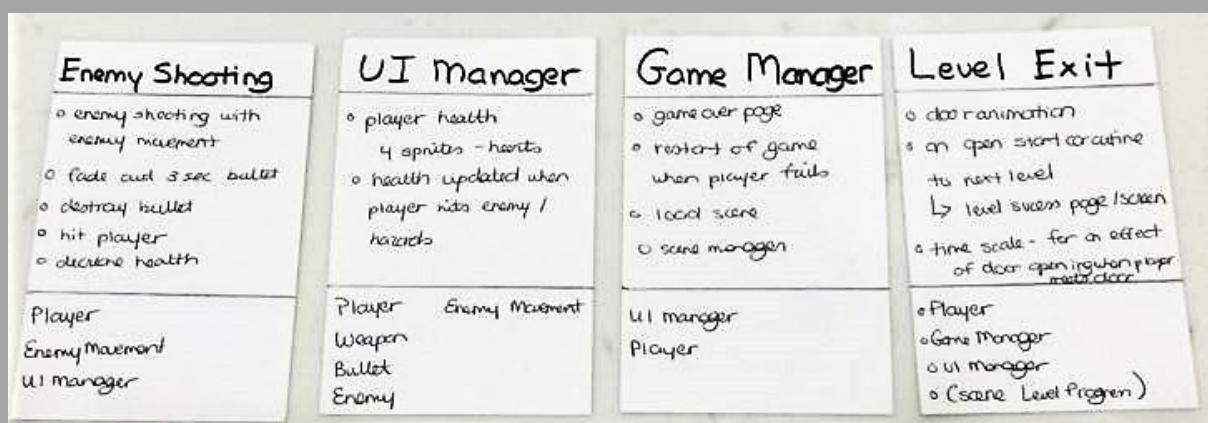
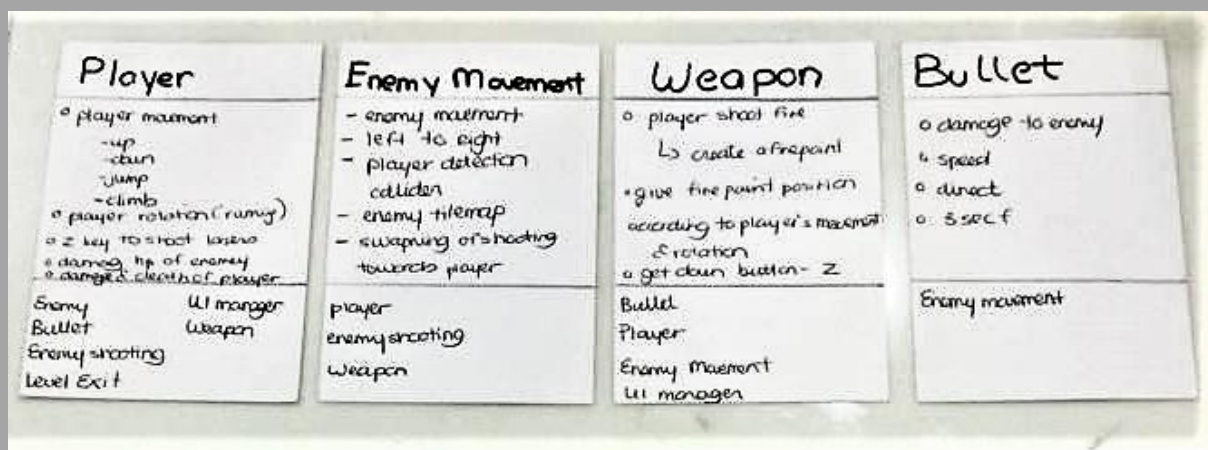
The main objective of the game is that the player plays as Jo, the Pestinator character because he is the protagonist of the game. Furthermore, his role is to make sure to survive

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



Enemy

Main Menu

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

UI manager
Game manager

Audio

background music

UI manager
Game Manager