



Computer Graphics Project “PED”

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01

BACKGROUND





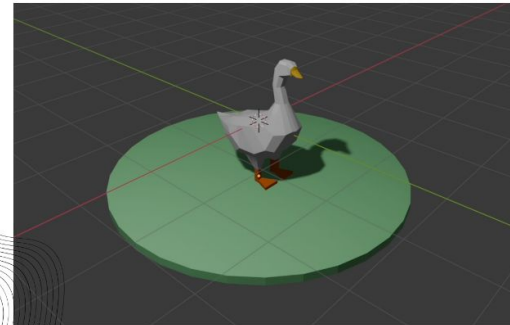
...STORY



MOTIVATION



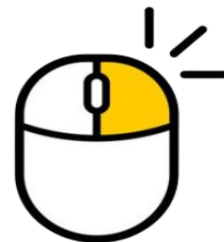
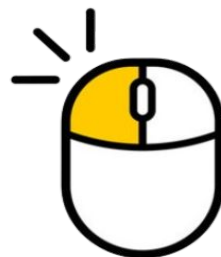
LOW POLY GOOSE





MANUAL

Control



02

GAME WALK-THROUGH






SCENE 01



SCENE 02



Store

	Marshmallow Seed	5 CC
	ChocolateSeed	20 CC
	CookieSeed	10 CC

Marshmallow Seed

Plant this on a wet soil to grow marshmallow

CC 0

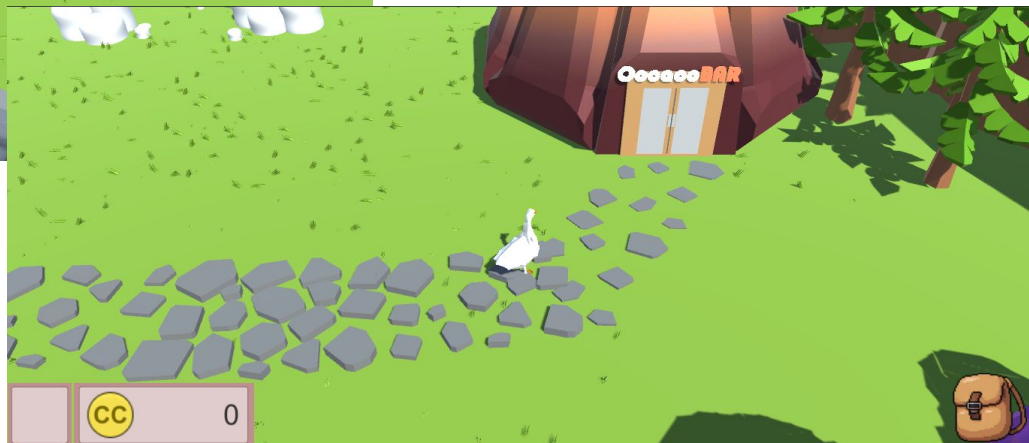
SCENE 03



SCENE 04



SCENE 05



03

METHODOLOGY





BLENDER MODELS

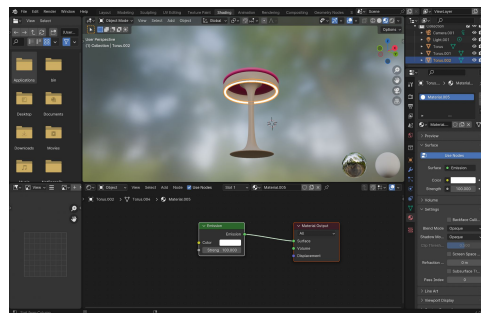
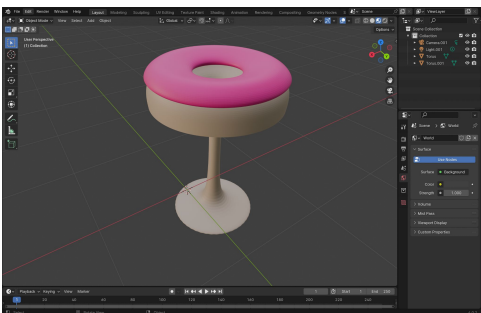
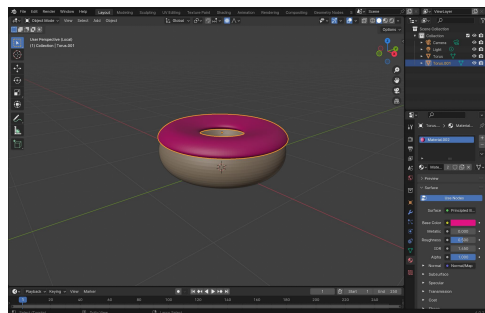
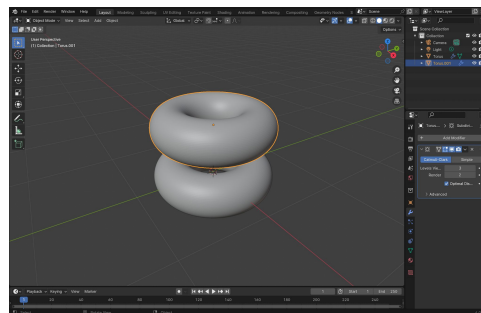
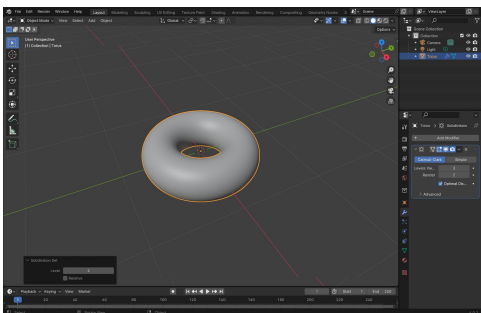
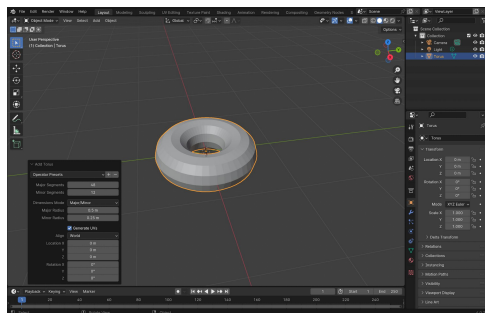
Low poly model

Model List

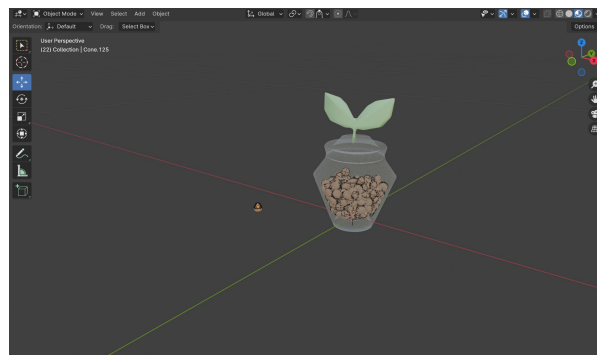
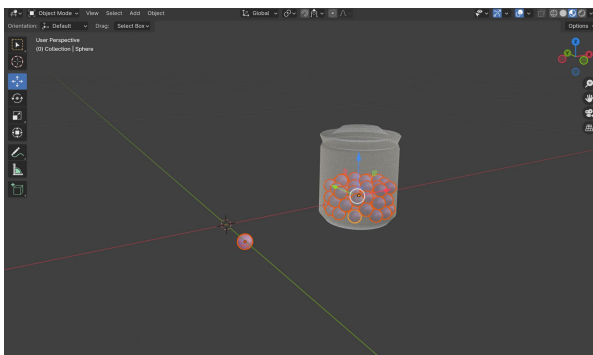
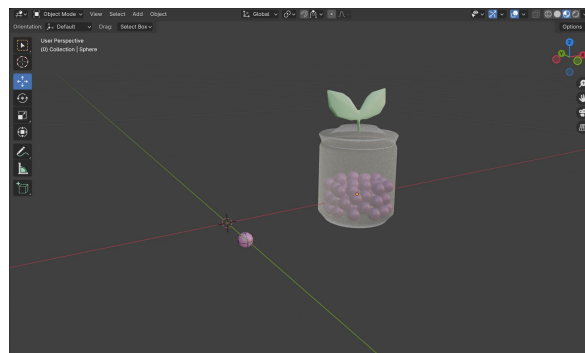
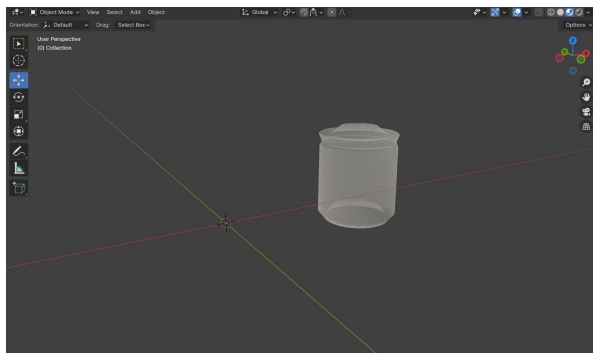
45 in total

- Bar
- Bar table
- Bed
- Bucket
- Cashier
- Chair (Bar)
- Chair (House)
- Chocolate
- Chocolate Seed Jar
- Chocolate Tree
- Cookie
- Cookie Seed Jar
- Cookie Tree
- Couch
- Fence
- Fence (Corner)
- Fertilizer
- Glass 1, 2
- Hoe
- House
- Jukebox
- Lamp
- Liquor 1, 2, 3, 4, 5
- Marshmallow
- Marshmallow Seed Jar
- Marshmallow Tree
- Mat
- Record Player
- Seedbag
- Shelf (Bar)
- Shelf (Shop)
- Shop
- Shovel
- Sofa
- Table (Bar)
- Table (House)
- Tank
- Television
- Vending Machine

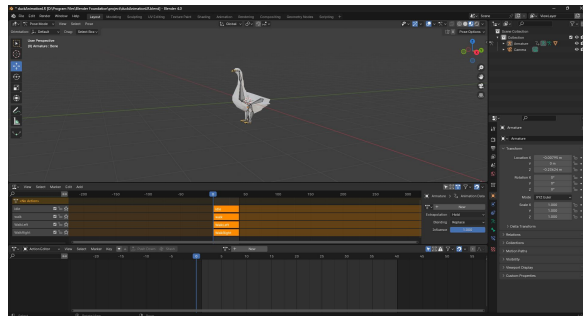
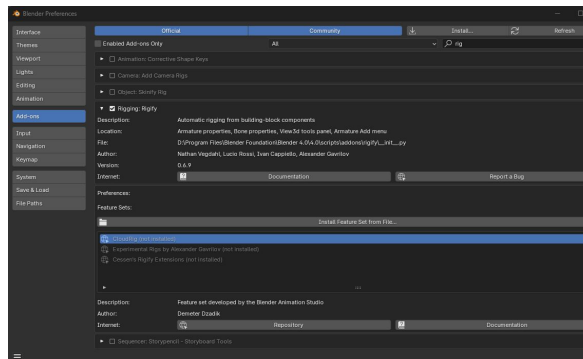
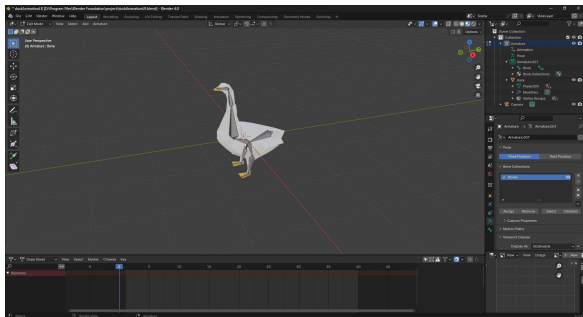
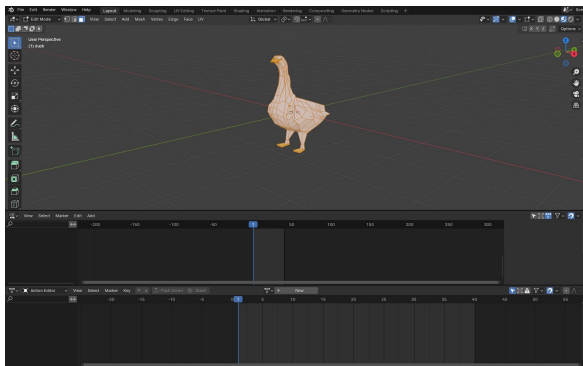
Example



Example



Animation





- Main Character
 - The player is portrayed as a duck, living in a small town consisting of its home, neighbors' houses, a shop, and a bar. The player could go to the shop to buy farming necessities, grow plants at their farm, and sell them for gold.
 - Player can collect items, tools and can manage items in inventory
- Teleportation
 - When the character walks into a scene changing zone, teleportation will be triggered to bring the character into the new scene.
- Time System
 - This gameplay has a time system which affects the farming. Plants will grow and soil will be dry over time.
- Buying-Selling System
 - Gold is a currency in this game. Amount of gold will always be displayed on the screen. Users can trade between crops, farming tools, and gold.



UNITY SCRIPTS

Player control

- `playerController.cs`
- `playerInteraction.cs`
- `cameraScript.cs`

Inventory&Item

- `seedData.cs`
- `SellBox.cs`
- `Shop.cs`
- `ItemData.cs`
- `ItemSlotData.cs`
- `EquipmentData.cs`
- `InteractableObjects.cs`
- `InventoryManager.cs`

UI

- `UIManager.cs`
- `InventorySlot.cs`
- `HandInverntorySlot`
- `ShopListing`
- `ShopListingManager`
- `YesNoPrompt`
- `PlayerStats`
- `Teleport`
- `InteractableObjects.cs`
- `InventoryManager.cs`

Farming system

- `Land.cs`
- `CropBehaviour.cs`

Time

- `GameTimeStamp.cs`
- `ITimeTracker.cs`
- `TimeManager.cs`

04

Q/A

