



Anthem

Write down your devout confessions



Between the sixth and eighth centuries BC, an ancient tribe from the earliest human civilisations emerged from a world that had been explored to the limit, and the 'hero', one of the tribe's followers, discovered a secret world on his pilgrimage. It is inhabited by all kinds of wonderful creatures, sleeping with precious relics that no human being can make today. The uncanny gesture made people flock to it, and with it he discovered the tribe's most primitive and shadowy secrets...

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Scenes

Guided through the map, players will experience the fun of exploring and fighting enemy NPCs. The player's path of action is closely integrated with the game's backstory, and the player will also get a complete picture of the story behind the game.



Connections

A bubble located in the map will take the player to the next scene. As a link between two different chapters, the bubble acts as a transport for the player.

Mission

There is one important task to be completed by the player in the flow of the game, which is to 'find the altar and collect the pieces'. There are a total of three altars designed to be found in different locations throughout the map. The player needs to find their location and obtain the pieces from them. By completing the task of collecting the pieces, the player will further unlock new content for the game. *bitches!*



Characters

(main protagonist)

The protagonist and his shadow exist in a way in opposition to each other. In real life, the relationship between the sun and the moon has a strong resemblance to the relationship between the protagonist and his shadow. Therefore, the sun and the moon become an important source of inspiration for the design of the character, i.e. the sun as the subject and the moon as the shadow.

The main character will have multiple dynamics in the game. Multiple frames have been created for each state of movement to ensure that the main character is always in perfect dynamic form at all times.



Shadow



The NPC can be divided into two main categories: the enemy NPCs and the enemy NPCs, which can be further subdivided into conversational NPCs and decorative NPCs, all of which are interconnected and build up the vast story and worldview of the game.

Characters

(NPC)

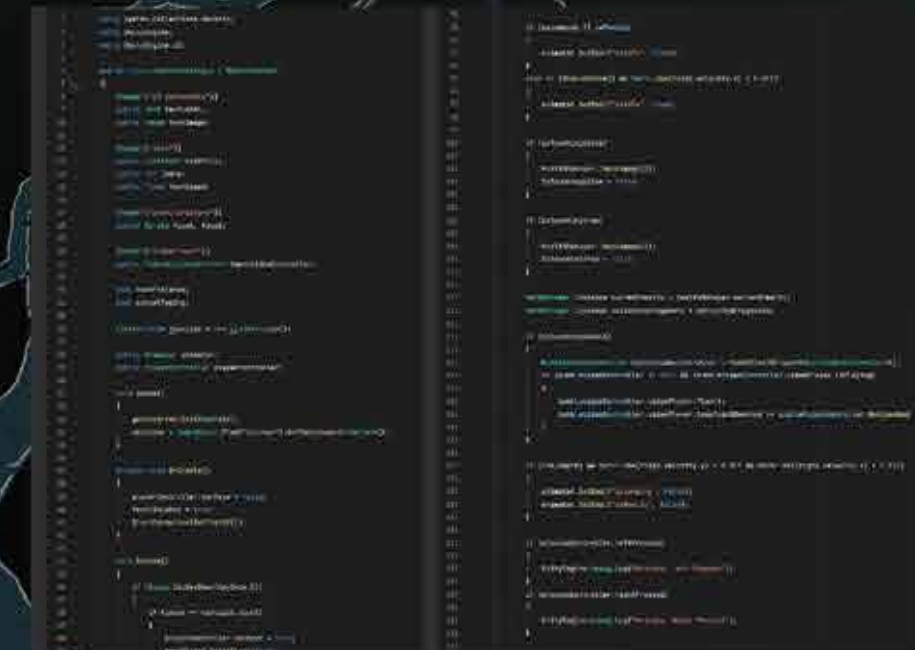


Coding (Unity)

Scene Management:
Unity's SceneManager is used to handle the transitions between different game scenes.

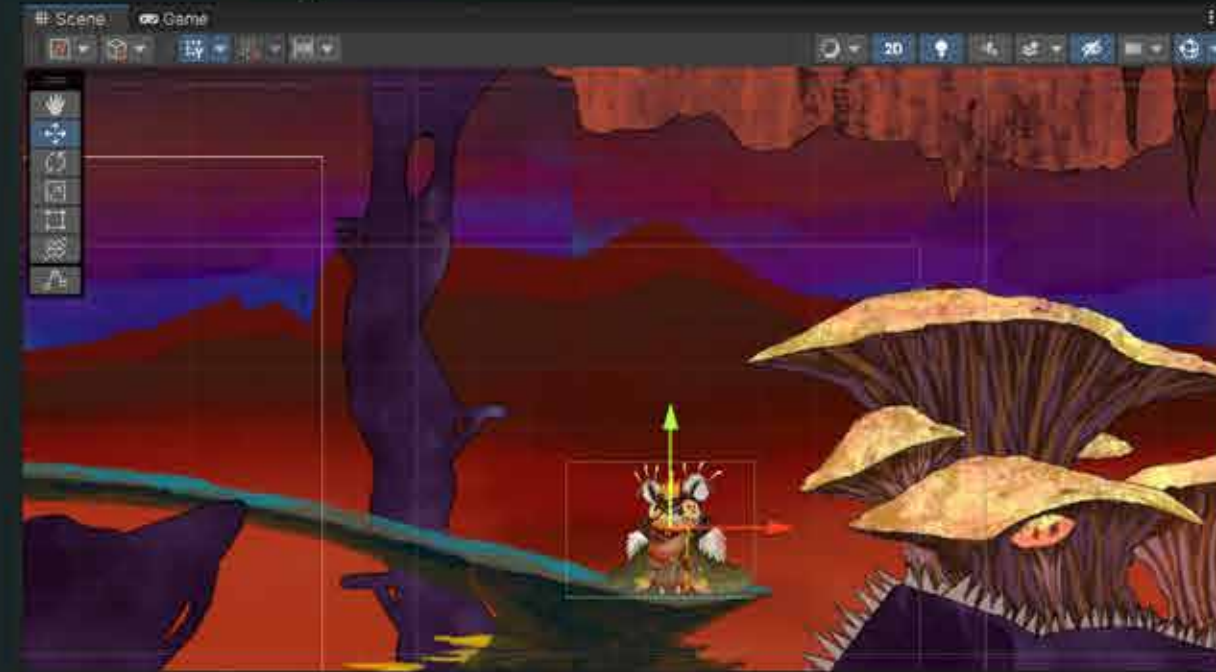


The BubbleVideoController class uses LoadSceneAsync method from the SceneManager to load the next scene asynchronously in the background while a video is playing. Once the video ends, the scene activation is allowed.

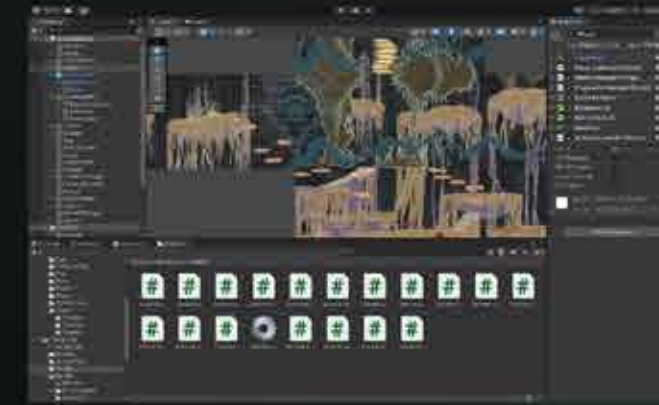
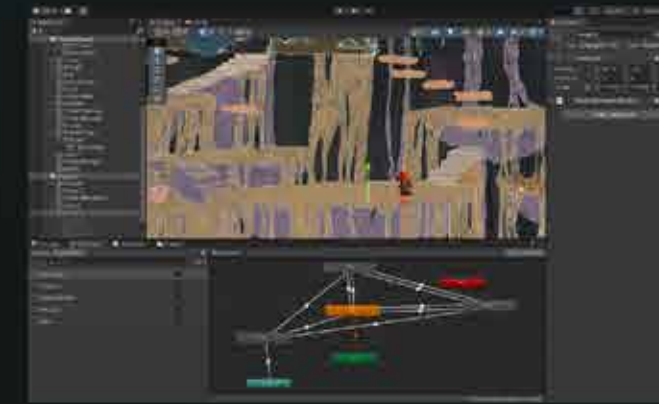


Coroutines:
Coroutines allow sequences of actions to be executed over time. They're extensively used in the game, especially in the ElderDialogue class for the dialogue system. For example, the SetTextUI function uses a Coroutine to control the speed of the text rendering in the dialogue boxes.

Singleton Pattern:
Singleton pattern is used for managing the game state throughout different scenes. It helps to maintain a single instance of a game object across multiple scenes.



Dialogue System:
A customized dialogue system is created, which leverages Unity's UI system for displaying dialogue boxes and uses a text file to retrieve the dialogues.



The ElderDialogue class reads from a TextAsset file, stores the dialogues in a list, and iterates over them during the conversation.

```
17 public bool leftPressed = false;
18 public bool rightPressed = false;
19 public bool jumpPressed = false;
20 public bool rPressed = false;
21
22
23
24
25
26 void Start()
27 {
28     sp = new SerialPort(COMPort, baudRate);
29     sp.Open();
30     sp.ReadTimeout = 10;
31     sp.Parity = Parity.None;
32     sp.StopBits = StopBits.One;
33     sp.DataBits = 8;
34     sp.Handshake = Handshake.None;
35     sp.RtsEnable = true;
36
37     Debug.Log("Serial port opened: " + sp.IsOpen);
38
39     if (sp.IsOpen)
40     {
41         isReading = true;
42         readThread = new Thread(() => ReadSerialData(sp));
43         readThread.Start();
44     }
45
46 void Update()
47 {
48     string command = string.Empty;
49     lock (lockObject)
50     {
51         command = receivedCommand;
52         receivedCommand = string.Empty;
53     }
54
55     // reset commands
56     leftPressed = false;
57     rightPressed = false;
58     jumpPressed = false;
59     rPressed = false;
60
61     switch (command)
62     {
63         case "LEFT":
64             leftPressed = true;
65             break;
66         case "RIGHT":
67             rightPressed = true;
68             break;
69         case "JUMP":
70             jumpPressed = true;
71             break;
72         case "R":
73             rPressed = true;
74             break;
75     }
76 }
```


Game Interface

The protagonist gets the decryption pieces by sacrificing to the tower



Dialogue System:

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Fragments



Death animation



Installation

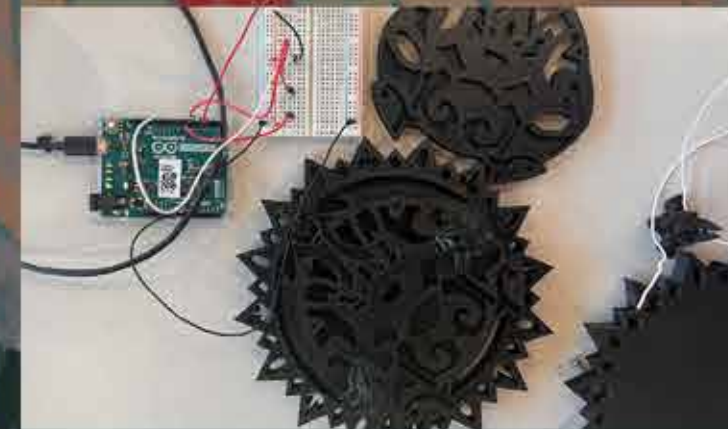
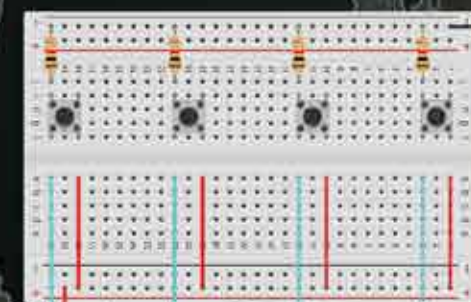
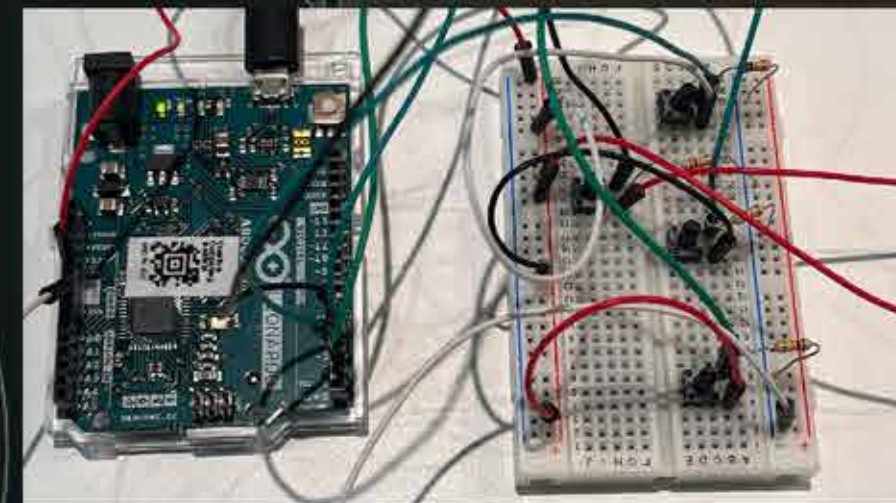
As the main medium of interaction in the installation, the player needs a terminal to operate the game character, for which a special gamepad has been designed.

The four buttons are located in different positions on the controller, with the two buttons for lateral movement grouped into a curved track. The jump and interaction buttons are located separately on the left and right sides.

The main structure of the gamepad consists of three parts, which are placed vertically in a cascade. The upper and middle sections are inspired by motifs that match the game's worldview elements. The main electronic components are concentrated in the lower section. There are also three joysticks running through the body of the handle.

Keystrokes

Connector
ardunio



Display



Pilot animation:
The protagonist and his "shadow" enter the Holy Mountain as the prophets of this generation to worship the gods, but an unknown journey awaits them.....



Display

Adding plot animations to complete the story



Ending animation:
Through his search, the protagonist gradually reveals that the god he has
always beliefs is only a scapegoat for the people of ancient times

