

The Traveler

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Game Pitch

Link to game pitch slides: [Click Here](#)

Overview and Vision Statement

This is a single player game that utilizes puzzle solving as well as strategy to avoid enemies using time traveling.

Audience Platform Marketing

This game is mainly targeted towards a PC platform, mainly for 18+ audiences that are interested in science fiction and adventure.

Gameplay

This game prioritizes 3 different types of gameplay: chase, where you avoid or defend off enemies in an area, rescue/escape where you're traveling through various floors and timelines seeking out of a lab, and solution, solving different types of puzzles that are implemented into the levels. The player obtains a time traveling item that travels between two time periods, as well as using items that affect the overall gameplay. Every decision has a consequence in the time period. Items include health kits, armor, flash grenades, "noisy objects" such as bottles or bricks, and puzzle related items such as keys and keycards. The enemies can be defeated in various ways and the player should know how to use time traveling to get certain items or get out of situations to defeat the enemies.

Characters

Characters that are featured are extremely limited as the game is meant to be played as if the player does not know anything when he is found woken up in the lab. Enemies include time monsters, blind monsters, and deaf soldiers that try to defeat the player.

6.1 Character Design

- Underground lab survivor
 - This is who the player can control throughout the game. The player can do things such as move, grab objects, run, and time travel.
- Blind monsters
 - This character is a humanoid skeletal creature that has no sight and large arms in the shape of claws. Because the creature has no sight, it cannot see the player. The way the monster can detect the player is if he/she gets close enough for the creature to hear movement. Once the creature hears movement, it will chase and will attack.

Story

You wake up in a room and have no recollection of how you got there or why you're there in the first place. After some exploring you realize you're in a deep underground lab with a device that lets you travel to different timelines. With this new information, you decide to set forth and find a way out of the underground lab.

The main character known as Lazaro has to escape the underground lab and figure out how he got there and why. All he knows is that what remains of the lab is now an infested zone of monsters, while the previous timeline leaves him with more questions than answers. As he continues to ascend each floor he learns more and more about what the laboratory researched. As he pieces everything together he learns that he may have had larger part in what left the laboratory in shambles.

World

The world is set around an underground lab within a tall building, where the player can ascend.

8.10 Physics

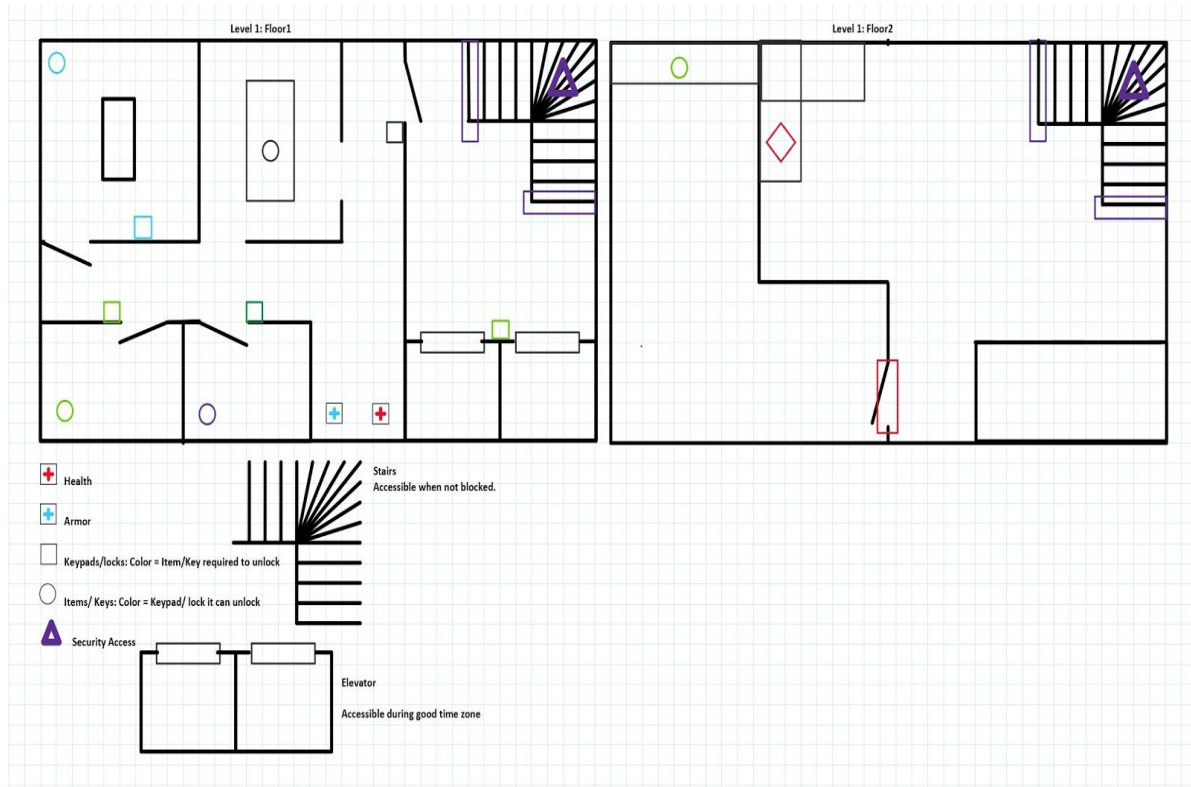
- Pressure Plates
 - These are plates that check if there was an object placed on it. These objects can range from grabbable objects to enemy AI. There are plates that will only open doors when specific objects are placed on it
- Opening Doors
 - These are doors that block the player's path and prevent them from exploring any further. If the right item is used, the doors will open allowing the player to continue exploring in an area that was previously blocked.
- Grabbable objects
 - These are items that the player can hold onto by pressing the "E" key on the keyboard. These objects can be used to stack on top of each other to reach previously unreachable surfaces or be used to unlock doors and open new paths to the map.

Media List

- 1) Player
 - a) Walking/Running SFX - PremiumBeat (Larry Ngo)
<https://www.youtube.com/watch?v=Yz8QPH3MhC0>
 - b) Jumping - All Sounds (Licensed by Creative Commons 0) (Larry Ngo)
https://www.youtube.com/watch?v=_eqKyzxa0dM
 - c) Death Sounds
 - i) Dying Sound Effects (Larry Ngo)
<https://www.youtube.com/watch?v=ol9QKeoVppY>
 - ii) Body Falling Sound Effects (Larry Ngo)
https://www.youtube.com/watch?v=IMIC_Ttf3NU
- 2) Objects
 - a) Door
 - i) Opening/closing - "6039" by Mike McDonough (Larry Ngo)
<https://www.youtube.com/watch?v=n9wrXTnEgPQ>
- 3) Music
 - a) Lab Ambience by qubodup from FreeSound (Larry Ngo)
<https://freesound.org/people/qubodup/sounds/212025/>

Level Design

Pictures of the level design (subject to change *maybe*):



Level Design Principles:

- We designed the level to give the player 2 different ways to finish the level.
- Long Corridors provide branching paths to different rooms.
- Corridor provides a linear path that helps the player move forward to eventually solve the puzzle

Level Components:

- Level Geometry
 - 2 floors that can be accessed by stairs.
 - Multiple rooms with tight corridors/open spaces in between.
- Characters and Topology for animation (what paths they will follow)
 - Follow corridors
- Character Animations necessary (e.g, idle, walk, run, pull-lever and death.)
 - Walk
 - Open doors
 - Shoot
 - Throw
- Animations necessary for Door, Puzzle & Artifact.

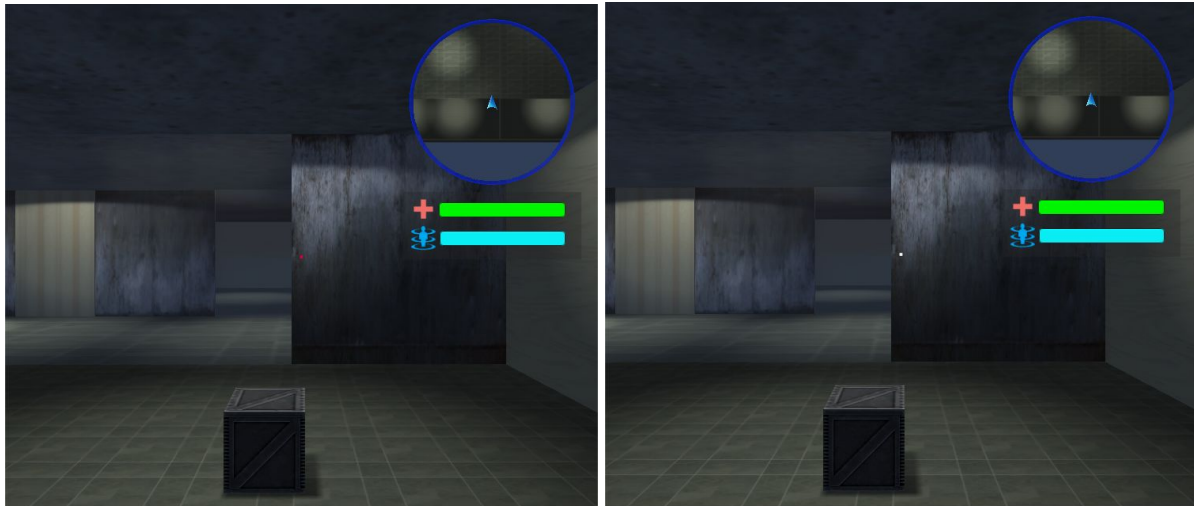
- Lock breaking
- Electronic doors unlocking/locking
- Elevator doors opening

Tools

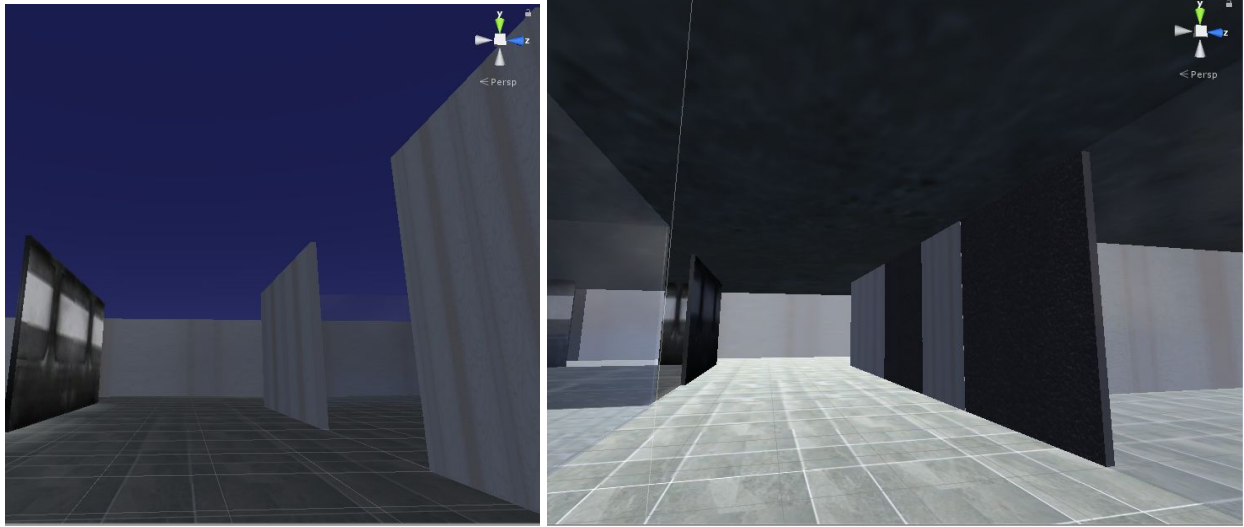
Link to the Github repo: [Click Here](#)

Link to bug tracker: [Click here](#)

UI Design



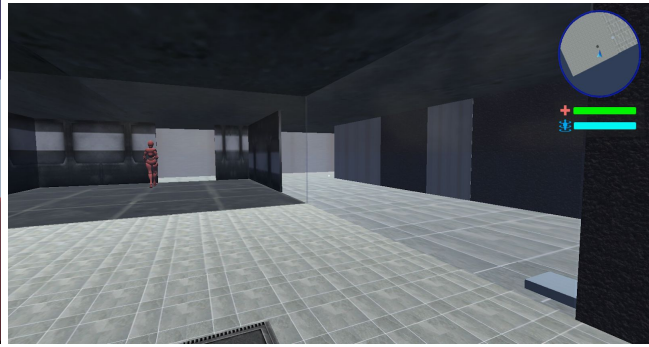
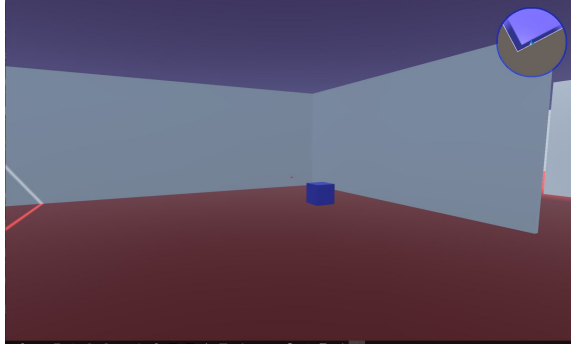
The crosshair was a saturated red color, which might distract the player rather than help them. The way this was fixed was by changing the color of the crosshair to white, which is a less saturated color. (Alexis Urquiza)



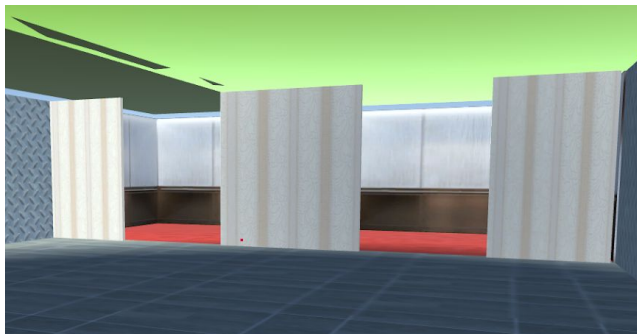
The ceiling did not stay consistent/similar between levels, which would confuse player. This would've likely broken immersion as well because of how different it was compared to other textures. This was fixed by replacing the texture with something that fit the scene a lot better. (Alexis Urquiza)



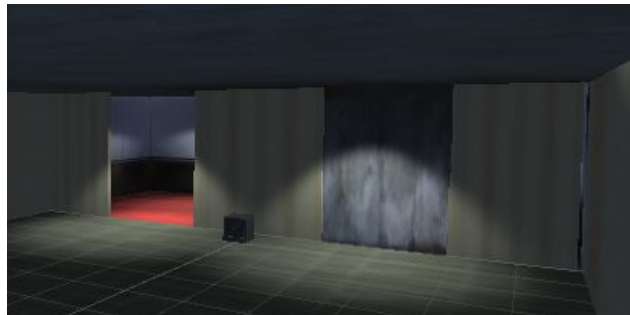
The texture of the door did not match the textures around it, which would likely confuse the player. Also, The pressure plate was placed on the right on the door, which would make it slightly more difficult for the player to place down the object on. The door was fixed by changing the texture of the door. The pressure plate problem was fixed by positioning it to the left of the door to make it easier for the player to place down objects on it. (Alexis Urquiza)



The textures of the walls were inconsistent between the two timezone, which could confuse the player when switching between time zones. We fixed this by agreeing on standard layout on each wall in the level will look like. (Alfonso Arias)



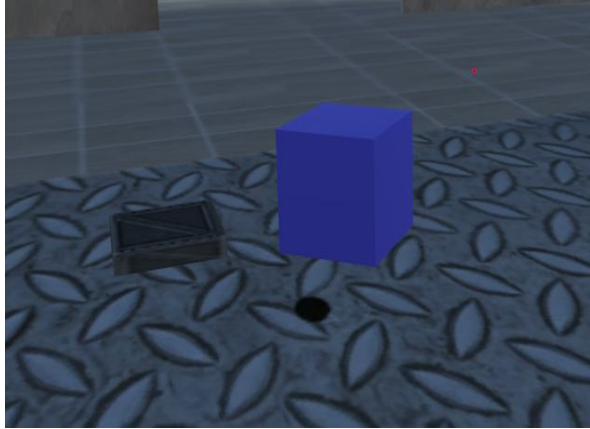
(no lighting)



(flashing)

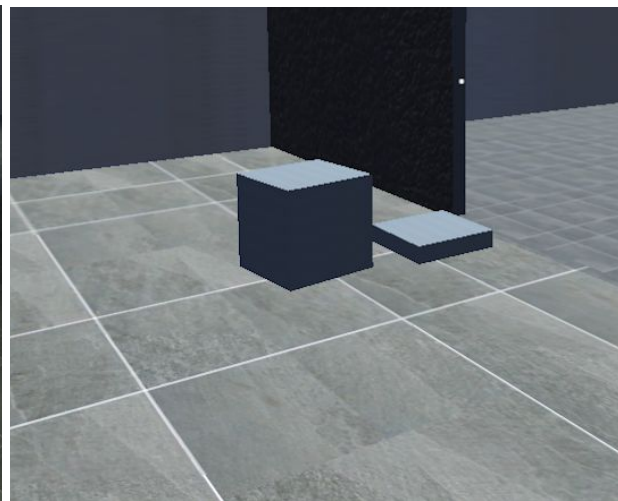
Before, the goal wasn't clear that the player had to go to the elevator to complete the level leaving the player lost when trying to complete it. Now we've added a light that flashes indicating that the player has successfully open the elevator and they can switch to the good timezone to complete the level.

(Alfonso Arias)



(Before)

(After)



The textures of the cubes weren't consistent with the pressure plates that opened the corresponding door, making it difficult for the player to know which cube opens which door. Now we've fixed this issue by correlating the pressure plate with its cube with the same texture. Thus allowing the player know which cube can unlock which door.(Alfonso Arias)

Before, the minimap display was only focused on top of the player from a really far distance, so a player that was on the first floor would have the minimap displaying the second floor, confusing the player on where they were. This breaks the principle of consistency and clarity. Now, the minimap displays the correct floor while still maintaining that wide look for player to understand what is going on within their surroundings (Larry Ngo)



Before, the icon for the travel icon didn't match what we intended for. The previous icon looked more like a "stamina" bar and so players would think that it was used for how far you can run before you stopped. This breaks the principle of minimizing error possibilities. Now, it is more "teleport-travel" like to indicate that when the bar is full, that's when you can time travel (Larry Ngo)



At first, the health bar (and travel bar) had only one color for every percentage of health the player had. This didn't give enough feedback to the player on how they should switch up their playstyle because of how it stayed the same color. This breaks the principle of feedback. They need to be able to differentiate the different states of health to ultimately decide on their next actions. So we made it update the health bar for every percentage of health ranging from red to green (health) and gray to cyan (time travel). Having different scales of red and green might be able to aid those whom have troubles differentiating between the two colors, since the shades of color are scaled depending on the bar. This is ultimately used to let players know how they should adapt their gameplay with respect to their resources. (Larry Ngo)



Sound Design

Part 1:

- Commercial Game:
 - Time Shift
 - Sentry movement (Alexis Urquiza)
 - The sound takes place inside a broken down building. The sound impacts the visuals in a way to accompany the shaking of the camera and building. The impact in this case is very strong. This is taking place to let the player know there is something very large in their perimeter. The sound is very repetitive. The designers may have been able to reduce this by adding the different sounds it creates through crushing it with its weight. The sound may have been created through percussion instruments for the stomp of the sentry. The gears may have been created by scratching metal guitar strings to imitate its legs moving. The sound for the most part stays balanced with the rest of the sounds until the sentry breaks through the building.
 - Rain/Thunder sound (Alexis Urquiza)
 - The sound is taking place outside as the player is dazed and confused. This impacts the visuals in a way to show how strong the rainstorm is. It

impacts the visuals in a strong way. This sound adds more to the feeling of confusion the player should be feeling. The sound is repetitive. This could have been reduced by possibly adding the different sounds thunder can make as well as rain. These sounds were most likely created by recording raindrops falling and thunder through percussion instruments. The sound is not balanced with the others. It is much stronger and drowns out any other sounds that you may hear

- Warp/Timeshift (Larry Ngo)
 - This sound takes place whenever the player enters the timeshift mode where all the sounds become muffled and fuzzy. In addition to having the screen's FOV being increased, it tells the player that they are in this mode. During this mode, the sounds being muffled takes all the background noises like thunder and rain and allows the player to focus on the actions rather than sounds. They do not sound repetitive as it takes in ALL the incoming sounds from the background and foreground and muffles it, making it new every time the player uses it, which probably indicates that they created this by taking in all of the sounds and recreated it using software done in real time.
- Underground Interactions (Larry Ngo)
 - This type of sound happens when the player is out of rainy areas and rather indoors in deep levels. It allows the ambience of the level feel realistic and different than everyday noises that happen in the game. Although it's not very repetitive, it's a lot more vibrant in noise which can be annoying to the player. This could easily be created in real life but it could also be made using softwares.
- Help/Tip Feedback (Alfonso Arias)
 - This type of sound takes place when entering a new area once an objective is completed. The sound isn't as powerful as if a person or android is whispering information in your ear because the the tip is also displayed as text on the screen and you can see the exactly what the message is saying. They designers probably added this just to confirm the situation to the player. The sound isn't as repetitive even though the text is, because each new Objective/ Area is new to the player. The probably used voice actors or a computer software to generate a voice. This sound is not balanced with the other, it's too faint and you can barely hear it when playing it.
- Enemy Grunts/Vocals (Alfonso Arias)
 - This type of sound occurs when the player engages an enemy soldier. This allows the player to know that they are in combat and they must defeat the enemy to proceed to next objective. Not only that the player can confirm that they eliminated the target by how it's getting shot at with various weapons, creating a strong impact in the game. These sounds do get repetitive between each enemy you eliminate whether

from hitting them with a melee weapon or shooting them. These types of sounds are hard not to be repetitive, but they could add different vocals on how someone gets hurt. These sounds could be easily be made by voice actors acting out on ways of getting hurt by particular objects by listening on how each weapon sounds like and how they impact certain objects. These sounds is not balanced with the others, it's stronger makes it difficult to hear other sounds that might help the player throughout the game.

Part 2:

- Sounds Created in the game:
 - Walking
 - When moving in the game, the player is able to hear themselves giving them instant feedback that they are moving in the game.
 - Running
 - When holding down the Left Shift key as the player is moving the player is able to move faster, with this sound of the foot steps moving quicker they are able to tell that they are indeed running in the game.
 - Jumping
 - When pressing the Spacebar, this will allowing the player to jump creating the sound of someone jumping.
 - Time Travel
 - When the player presses the “Q” key, he/she will teleport to the different timeline and will play a sound to indicate they just time traveled. (Alexis Urquiza)
 - Door Opening / Door Closing
 - These sounds are created when the player unlocks the door with the cube or locks the door when removing the cube from the pressure plate. Give the player feedback that they have successfully opened/closed the door. (Alfonso Arias)
 - Lab Music Good
 - This music we selected to ensure the player that they are in the good time zone, giving this time zone a sense that it is still in use. (Alexis Urquiza)
 - Lab Music Bad
 - This music we selected to ensure the player that they are in the bad time zone, giving this time zone an abandoned feel too it. (Alfonso Arias)
- Sounds Rejected:
 - Footsteps (Larry Ngo)
 - Some footsteps sounds were removed because they had background noise and were a little bit fuzzy from mic issues so that could impact on how players feel about the game being poorly made.

Alpha Release

Tester #1

Finish Time: 8 minutes

Crashes: 2

Notes:

For our first tester, he found it enjoyable time traveling between time zones. The tester was really into our game and thought that he was clever when avoiding the monster. The tester soon started to get annoyed by how loose the cube would slip out from the players hand. Lost interest when the second floor of the map was empty. Felt lost after a while and did not know how to win the level. The game “crashed” while inplay and had to be restarted manually by us, total of 2 times. Over all the tester had fun playing our game.

Comments:

Suggested fixing the clipping issues and how the doors functions in the game. He commented that he found the Travel Bar meter and the mini map to be useful when exploring the game. The tester also commented on our sounds effects and enjoyed how it sounded when switching between time zones.

Tester #2

Finish Time: 5 minutes 30 seconds

Crashes: 3

Notes:

For our second tester, he also found it enjoyable to time travel between time zones. The tester also had trouble with the doors, the doors wouldn't close all the way and which would leave the player stuck and had to manually restart the game, a total of 3 times.

Comments:

The tester suggested that we should fix the issue with picking up objects and how the doors functioned. One improvement was suggested to make the load time faster for time traveling and to add elements to the second floor.

Tester #3

Finish Time: incomplete/ did not finish the demo

Crashes: 6

Notes:

For the first 4 minutes of playing through, the tester found it difficult to find the door and to open it. As a result we had to restart the game 6 times. Due to the fact that the tester clipped the cube through walls and the doors not opening and closing correctly. At the end he was not able to finish our Alpha demo, yet he still found it enjoyable to play.

Comments:

Some comments he had mentioned was that the enemy was not challenging enough, and that the sensitivity of the mouse was too strong, which made the tester loose the cube too much and break the doors. Overall he had issues with solving the puzzle and suggested to add hints/ clues to help others out.

Tester #4

Finish Time: 7 minutes 30 seconds

Crashes: 1

Notes:

For our last tester, he was focussed and found the cheat-sheet that was provided to be useful. Yet the tester had issues with picking up the cubes and how the doors opened/ closed. After learning this issue he was careful enough not to repeat the same mistake, as a result the tester only crashed the game once. Yet the tester was still puzzled/ frustrated how you handled the cubes and felt lost while trying to figure out on how to finish the puzzle.

Comments:

Some comments the tester had was to explain the current task to the player, he understands that the objective to to escape but any hints/ clues would of been helpful. He also suggested to pick the objects up with the mouse and not a 'E' key, because it would feel more natural that way like in most games. Adding sound effects when getting hurt by the monster. When the monster caught him, he didn't realise that his health went down. Yet he did find the mini map to be useful, because he was able to tell were to go.

Beta Release

Changes done for the beta release were based on the feedback given by our alpha testers. One of the testers gave feedback on how sensitive the camera movement was. What we did to fix this issue was we decreased the sensitivity of the camera movement. Another piece of feedback we took into consideration from the playtesting sessions was how the grabbing mechanic made it difficult to pick up items. This was fixed by increasing the size of the grabbable objects. One important key issue we noticed with many of our playtesters was that the placements of our pressure plates were not intuitive and led to some confusion. We fixed this by placing the pressure plates closer to the door that it would open.

We created a main menu with 3 buttons along with the title of the game. The 3 options for the menu are to see the credits, start a new game or quit the game. If the player decides to start a new game, they are shown some backstory and then are prompted to continue.

We also added shaders to improve the look of the game. Some of these shaders include the the reflections of our grabbable objects, adding distinct shadows to our metal doors and making our glass panes a little reflective.

Reference Links to Assets Used

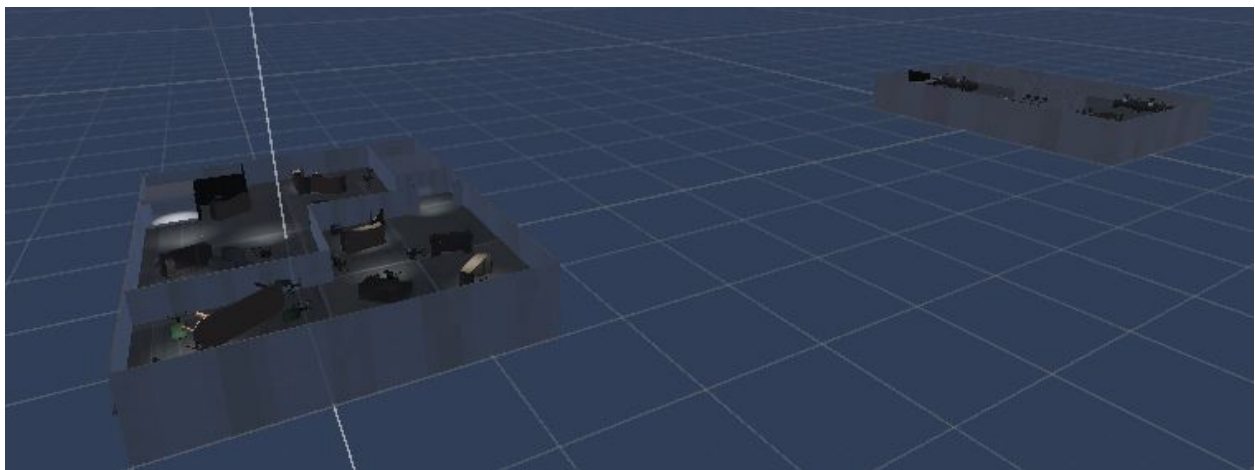
- Night Skybox: <https://assetstore.unity.com/publishers/22883>
- Metal door texture: <https://assetstore.unity.com/packages/2d/textures-materials/metals/>
- Time Travel sound: <https://freesound.org/people/GameAudio/sounds/220162/>
- Lab Music Bad: <https://freesound.org/people/HonorHunter/sounds/271671/>

- Pathfinding Algorithm - [Unity-Technologies](#)
- Low Poly Office Props - LITE <https://assetstore.unity.com/packages/3d>
- Sound - <https://freesound.org/people/IPaddeh/sounds/422852/>
- Sound - <https://freesound.org/people/Jagadamba/sounds/387713/>
- Textures - Free Assets For Game FX From DucVu FX - https://drive.google.com/file/d/1cZY1cCazAM2r_8E7aopt7URgDtqngrlm/view?usp=sharing

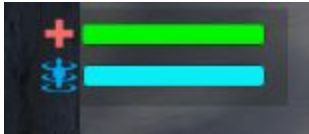
Final Thoughts and Lessons Learned

From our beta release, we learned a lot about how important it was to have a positive user experience because at the end of the day, the only thing that matters is whether the players (testers) had fun playing our game. Because of this, it was very important for us to fix bugs that were present in the beta and alpha release. Whenever a bug happened, they were usually gamebreaking and would not allow the player to progress any further, and we saw a considerable amount of negative reactions off of that.

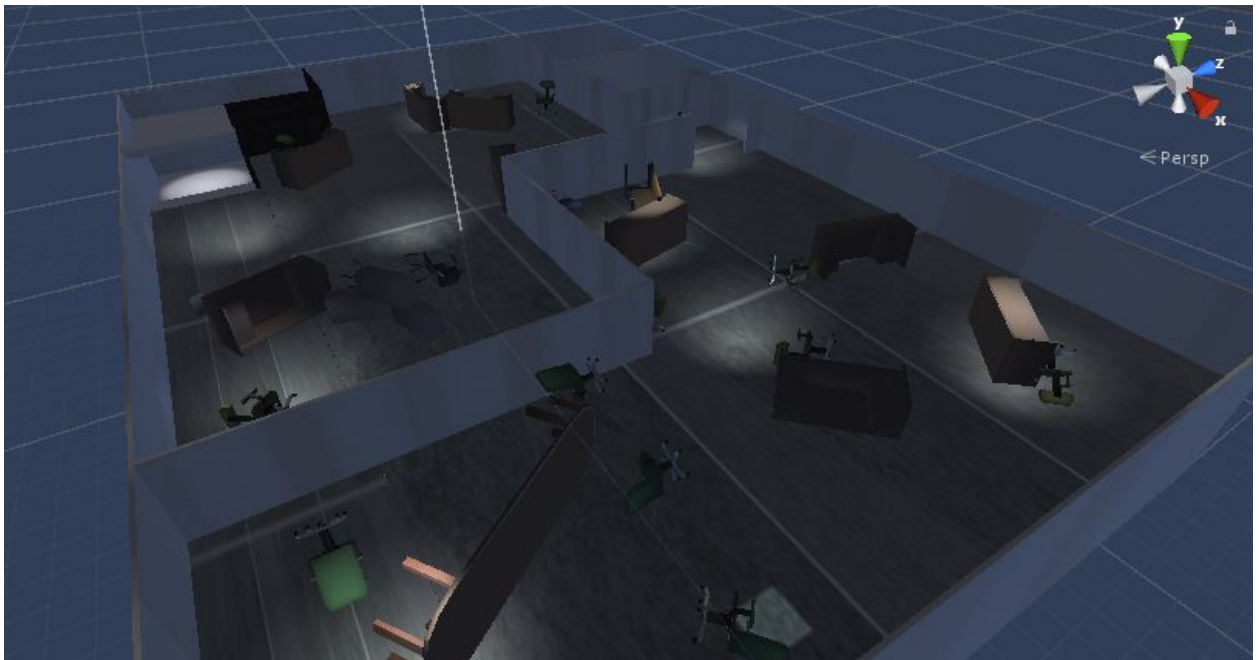
For technical reasons, we had to change some of our plans to meet with time. This included switching our time travel design from loading one scene to another to having 2 separate scenes but transfer player positions in the same scene. This allowed for more efficiency and fewer bugs.



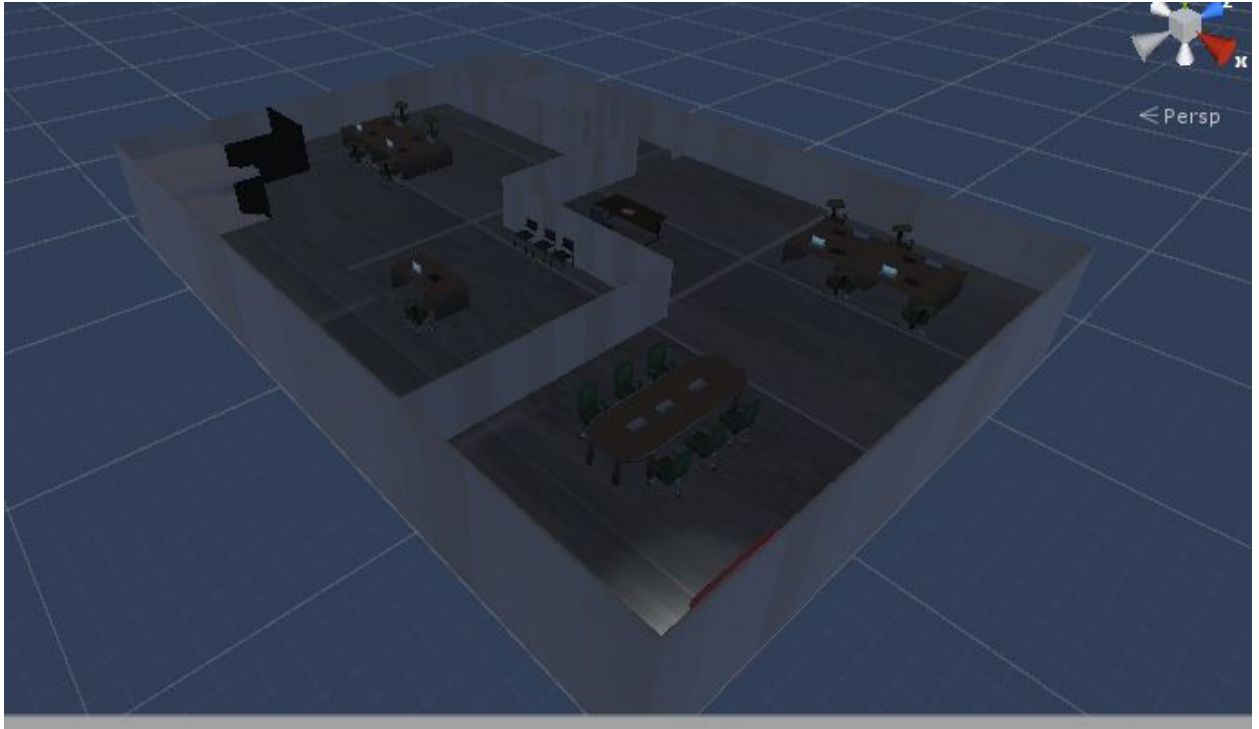
In terms of playability, because the player could “time-travel” all they wanted to, it gave multiple frames the same input because there were no restrictions, causing the player to warp around many times in one press. To solve this, we had a 3 second cooldown on time traveling, the tradeoff being there would be fewer bugs and a game mechanic where the player has to carefully use time travel better. This also meant we had to include a time travel bar.



From our playtesters, we received a lot of feedback regarding bugs and “game-breaking” mechanics which did not meet what we expected to happen. Aside from that, we were told our game looked empty and there were really no other objects than cubes. So, we decorated the whole building as if it was an office, which we used to set up a story because we did not have one implemented at the time.



(Bad timeline, demonstrating a messy office)



(Good timeline, demonstrating a clean and organized office)

If we had time, we would have definitely added more to our level design instead of having only 2 floors. Players should have the freedom to go around and explore. Things we would do differently would be scheduling who does what. Mainly we messaged each other about what we were going to do and we just went with that. Because of this, it caused many merge conflicts and we had to spend a considerable amount of time fixing these merges to continue our work. Sometimes the conflicts caused the entire files to be corrupted or go missing, which we had to use a backup to restore our work (losing any unsaved work in the progress). Another aspect we could have worked on is adding more gameplay elements rather than just time traveling and puzzle solving, as it only occupies the player to play for only so long.