

GAME PROJECT FINAL REPORT

THE GRIM ESCAPE

Alec Guilin, Austin Banks, David Pham, Juan Moraleja-Garcia, Trina Wetzel



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PROJECT ROLES

Alec Guilin

☐ Programmer

☐ Level Design

Austin Banks

☐ Programmer

☐ Enemy Design

David Pham

☐ Programmer

☐ Tester

Juan Moraleja-Garcia

☐ Core Mechanics Programmer

☐ Game Play Design

Trina Wetzel

☐ 2D Artwork

☐ Animations

☐ Sound Engineering

INTRODUCTION TO GAME

GENRE

- Rogue-like
- Bullet Hell
- Action-Adventure

BACK STORY

Given orders for his next reaping, Grim decides he's tired of killing and wishes to retire; expressing his desire, a spy listens in and snitches to their boss. The boss is infuriated by his defiance and locks Grim up. In hopes to escape, Grim must venture and fight through the monsters of the underworld in order to obtain solace.

OBJECTIVE

- Play and clear through 8 different rooms in any order that is possible within the map layout.
- In each room the player will encounter multiple enemies which they will need to defeat to move on to the next room.
- When one room is completed, it leads to 8 other rooms where the player can choose the direction they want to go.
- Find the path to the boss after clearing the 8 rooms and once the boss is eliminated, the player has beat the game.

GAMEPLAY

- Players will start off with a gun that contains 5 bullets. Everytime the 5 bullets are used, players will have to rely on their melee weapon (scythe) until the gun can be used again through a short cooldown.

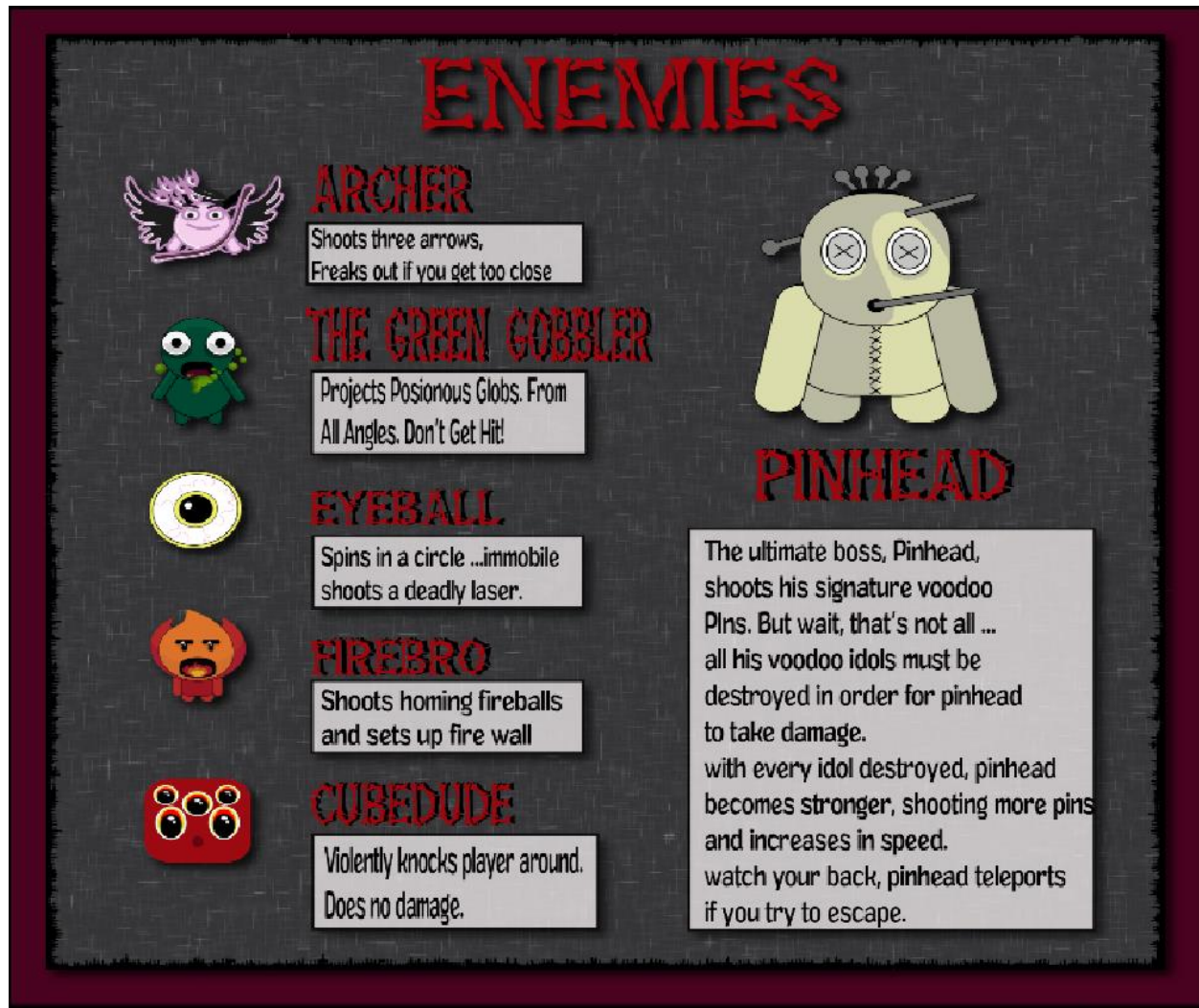


- Players will have a total of 5 hit points/health. Each hit by an enemy/projectile would reduce one point of health. Every time a player clears a room, the game will restore one health. The health bar cannot exceed 5 ticks/hits.



- Players will have to clear 8 rooms in any available order in order to be able to access the 9th and final room which holds the boss.
- When a player dies, they will have to restart the whole game over from the beginning room.

INSTRUCTIONS



- The player would move with the WASD keys in the respective directions
- Left mouse button would be to shoot/melee when the gun is on cooldown.
- Right mouse button or SHIFT would be used to dash which gives players a brief invulnerability frame to dodge projectiles with.
- The mouse or cursor will be used to aim the weapons in the desired direction.
- Clear every room from the starting room by defeating all of the enemies and eventually the boss in the final room.

REFERENCES/INSPIRATIONS

INFLUENCED BY

- The main inspirations for this game were: *Enter the Gungeon*, a bullet-hell shooter with dynamic movement, programmed in Unity to give the 3D environment a 2D feel; and *The Binding of Isaac*, a more grid-like movement bullet-hell which exists in a completely 2D environment.

ART

- Every single piece of art in the game was created by Trina, who is our lead artist and designer.



ART CONCEPTS



MUSIC

- The music in the game was created using Bosca Ceoil which enabled us to create unique background music for the game.

REFLECTION

UNITY

- Getting used to the Unity engine and how it operates.
- Use of Unity's collaboration feature which allows for a push/pull feature similar to GIT for team cooperation.
- Lots of tutorials on how to create specific features or produce specific mechanics in gameplay.
- Other mechanics not learned from class such as rotating weapon directions to align with the mouse/cursor.

THE GAME ITSELF

- From letting other people play our game during the class hours, we realized that the difficulty might be too hard for new players. However, this is acceptable as the learning curve was there and it took only time and practice to be able to slowly adapt and beat more rooms. As the play testers, this is probably good in the long run as it allows for a challenging aspect of the game and motivates players to improve in order to beat the game.
- Unforeseeable bugs such as one that allows the player or enemies to dash through the doors/walls came up often but we learned that it was normal for these things to come up during the development process and learned how to fix them.

MESA 8 (THE GROUP)

- Learning to work as a group and allocate tasks was not a difficult thing to do for our group. All members fell into their respective roles and assisted each other as needed.
- All members had a baseline level of knowledge required for various aspects of creation for the game, and regular meetups were coordinated throughout development.