

Final Report

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1 Overview

Game Engine: Blender Game Engine
Genre: 3D Third-person Shooter Survival
Title: Narwhals of Good Sleep

2 Assets

- In-House: 2Ply the Penguin
- In-House: Balloon Mine
- In-House: Narwhals
- In-House: Gnarl the Narwhal King

- In-House: Tree Thing
- In-House: Ground Terrain
- In-House: Egg
- Outsourced: M16 Rifle
Location: <https://www.turbosquid.com/FullPreview/Index.cfm/ID/523322>
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- Outsourced: Rocket
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- Outsourced: Shotgun
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- Outsourced: Health pack
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- Outsourced: Warship
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- Outsourced: Corals
Location: <https://sketchfab.com/models/38c8e30796184242a232c443fb73b174>
License: <https://sketchfab.com/licenses>
- Outsourced: Sandbag
Location: <https://www.cgtrader.com/free-3d-models/military/other/sandbag-1> License: <https://www.cgtrader.com/pages/terms-and-conditions>
- Outsourced: Volcano
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- Outsourced: Jellyfish
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- Outsourced: Fish+Coral+Stone
Location: <https://www.cgtrader.com/free-3d-models/animals/fish/under-the-sea-animation>
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- Outsourced: Laser Sound Effect
Location: <https://freesound.org/people/chipfork/sounds/72639/>
License: <https://creativecommons.org/licenses/by/3.0/>
- Outsourced: Short Laser Sound Effect
Location: <https://freesound.org/people/tjcason/sounds/390474/>
License: <https://creativecommons.org/publicdomain/zero/1.0/>
- Outsourced: 2-ply Grunt Sound Effect
Location: <https://freesound.org/people/whisperbandnumber1/sounds/397276/>
License: <https://creativecommons.org/publicdomain/zero/1.0/>
- Outsourced: Underwater Ambience
Location: <https://freesound.org/people/scratchikken/sounds/115610/>
License: <https://creativecommons.org/licenses/by/3.0/>
- Outsourced: M-16 Gunfire Soundeffect
Location: http://www.freesfx.co.uk/rx2/mp3s/6/17950_1464205216.mp3
License: <http://www.freesfx.co.uk/info/eula/>
- Outsourced: Rocket Launcher Soundeffect
Location: http://www.freesfx.co.uk/rx2/mp3s/6/18023_1464273629.mp3
License: <http://www.freesfx.co.uk/info/eula/>
- Outsourced: Shotgun Soundeffect
Location: http://www.freesfx.co.uk/rx2/mp3s/4/16551_1460656891.mp3
License: <http://www.freesfx.co.uk/info/eula/>
- Outsourced: Background Music
Location: http://www.freesfx.co.uk/rx2/mp3s/6/17825_1462215987.mp3
License: <http://www.freesfx.co.uk/info/eula/>

- Outsourced: 2-ply damage
Location: http://www.freesfx.co.uk/rx2/mp3s/4/16643_1460665407.mp3
License: <http://www.freesfx.co.uk/info/eula/>

3 Objectives

3.1 Models and animation

- 2-ply
Model: Yes
Animations: Partial. Basic movement animations are there. Missing animations with items equipped.
- Egg
Model: Yes
Animations: Yes
Egg Attack: No
- Nightmare Narwhal
Model: Yes
Attack animation: Yes
Movement animation: Yes
- Ranged Narwhal
Model: Yes
Attack animation: Yes
Movement animation: Yes
- Speedy Narwhal:
- Gnar
Model: Yes
Attack animation: Yes
- Sunken Ship: Yes
- Volcano: Yes
- Underwater Vents: Yes
- Coral Reef: Yes
- Beach: Yes
- Sniper: Scrapped
We decided to take out zoom because our camera is third person. This makes the sniper rifle kind of useless. Also it wouldn't be unique enough from the rifle.

- Rifle: Yes
- Shotgun: Yes
- Grenade Launcher: Replaced with Rocket Launcher
- Health Packs: Yes
- Ammo Packs: Replaced with gun pickup. Picking up a gun of the same type gives the player more ammo.

3.2 AI

- Enemy LOS: No
- Enemy Targeting: Yes (Partial)
We didn't get enemies to target the egg. Just not enough time. We also couldn't get a navmesh to work with our terrain.
- Enemy Damage: Yes (Partial)
Not all enemy attacks do damage to the egg.
The orbital laser does damage to the egg.
- Gnar Attacks: One of two planned.
Orbital Laser works.
We didn't implement the laser that shoots from his horn. Just not enough time.
- Enemy Spawn: Yes

3.3 Player

- 2-Ply
Shoot Gun: Partial
Item Pickup: Yes
Item Drop: Yes
Movement: Yes
Aim: Yes
Look down sights: Scrapped
It doesn't really work with how we have the camera set up. We could move the camera closer looking down sights works however, 2Ply would take up too much screen space. If we wanted to get it to work we probably would have had to remodel 2Ply and we didn't want to do that. Spawn: Yes

3.4 Wave

- 1-4: Yes
- 5: Yes
- Start: Yes
- End Detection: Yes

3.5 Sound

- Sniper: Scrapped
- Rifle: Yes
- Grenade Launcher: Yes
- Shotgun: Yes
- Egg: N/A
- 2-Ply Damage: Yes
- Enemy Damage: Yes
- Egg Damage: No We didn't get AI to target the Egg.
The orbital laser can damage the Egg.
The Egg can not die.
- Background: Yes

3.6 Game

- Game Menu: Yes
- Game Start: Yes
- Game End: Yes

3.7 Extra

- 2Ply can jump
- Health bar at the top of the screen