

Stage 1

Concept

- The Concept for my 3D game is a third person platform
- The hero is an Alien who needs to collect items in order to progress through the game
- The Alien starts with 3 lives and a 4 stage energy bar
- If the alien doesn't eat the food items in the world he will lose energy
- If his energy drops below the last bar he loses a life
- There is a score from 0-4 which represents the spaceship parts the alien needs to collect

Stage 2

Level Design

- In Level 1 the alien only needs to stay alive and eat all the food items
- After eating all the food items the alien can run quicker and jump higher
- The entrance to level 2 is up on a box only accessible by full energy jumps
- In Level 2 the alien must also find the spaceship parts as well as eat the food items
- Food items are regenerated after a certain amount of time
- In Level 3 the alien must find the last spaceship parts and the key
- With the key the alien can enter the ship and win the game

Stage 3

Implementation

- After showing my concept and design to my lecturer I began work on the game
- There would be a menu screen added to the game at this stage
- Scene0 is menu
- Scene1 is level 1
- Scene2 is level 2
- Scene3 is level 3
- I created a class diagram and a layout for my code
- Creating all the classes, attributes and potential methods I predicted I needed

Alien Hunt

Timeline

Player Character

1-Alien – 3rd person controller

Energy/Lives

- 1-Static lives displayed on screen
- 2-Dynamic lives changing as player dies
- 3-Energy bar added with 4 stage health bar, no energy in bar results in lose life
- 4-If player is on last life and no energy in bar then the player dies
- 5-Notify user of low energy
- 6-Sound added when player dies

Food

- 1-When food is hit it destroys itself
- 2-Add a notice that user gained energy
- 3-Change the food items available in the HUD
- 4-Generate new food items randomly

Key

- 1-When key is hit it destroys itself
- 2-Notify user they have a key
- 3-Key can open spaceship door notice
- 4-Add key to HUD

Spaceship Parts

- 1-When part is hit it destroys itself
- 2-When a part is hit it add 1 to parts collected
- 3-Show parts collected in HUD
- 4-show icon for all parts needed

Door

- 1-When player walks up to door, open door
- 2-Only when player has key door will open

Sounds

- 1-Good sound plays when player eats food
- 2-Bad sound plays when player loses life
- 3-Good sound plays when player collects part
- 4-Badsound plays when player is on last bar of energy
- 5-Good sound plays when player gets key
- 6-Good sound plays when player finishes level

Feb 28th Concept First Draft

Feb 29th Concept Second Draft

March 7th Rough Sketches

March 14th Design Levels

March 18th Class Diagram

March 19th Doxygen Notation

March 28th Complete Class Code

April 4th Final Revision

April 7th Game Complete