

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

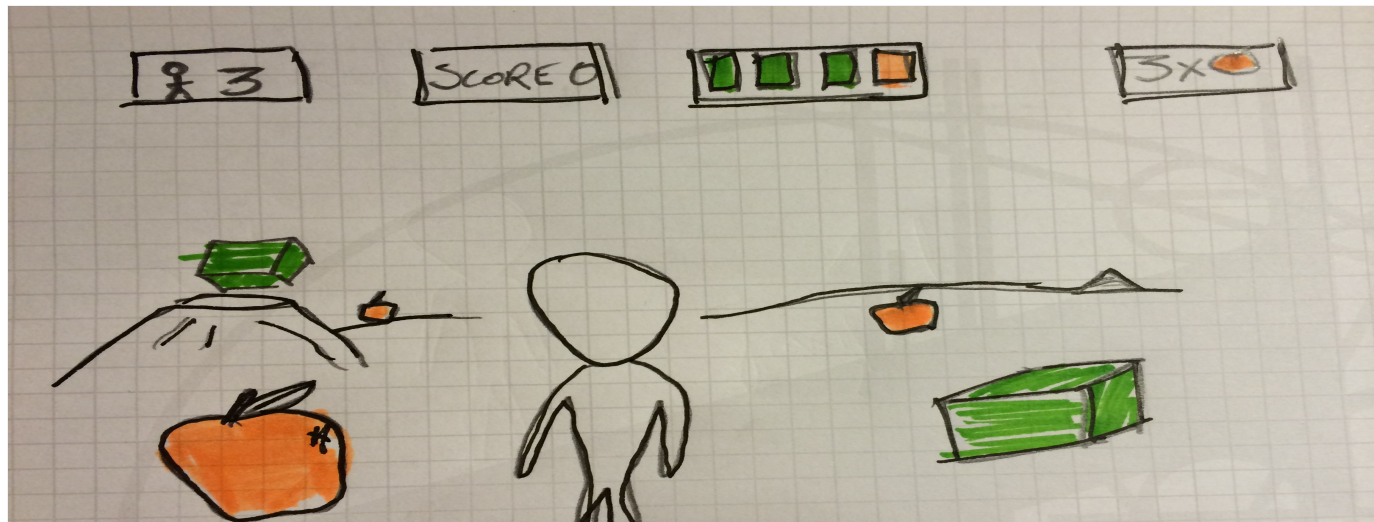
Level Design

- 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

The Concept of Alien hunt is simple and following the examples and code given in the weekly lectures should allow me to create and finish the game in the allocated time.

Alien Hunt applies a lot of the same code found in Gravity Guy which is collecting items and adding values to player scores, lives and time.

Adding the sprites and icons to represent lives, score, energy and food should be one of the more difficult sections. I will spend time trying to design and create a well thought out layout. Although I have no real input in to the alien character I will try find a free 3d unity model on turbosquid. I have as

of yet been able to find an alien suitable for the game.

The coding will be the final stages of this project as of now I have laid out and designed the vast majority of the project and with reference to the timeline on the side I hope to have the project completed in early April.

So far the project has gone with out hiccups and fairly seamlessly. I'm sure that problems will arise in the coding half of this project. I will allow time for these almost unavoidable scenarios.

Timeline

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