

# Devlog

## Preliminary design:

We decided to build a 3D game that a player can move around in a maze. The player wins if he/she enters the exit of the maze with a health value larger than 0. The player will lose if he/she does not find the exit of the maze with a health value equals to 0.

We decided to put monsters in the maze to increase the playability of the game.

## Aesthetic Goals:

**Sensation:** Game as an art object. Failing to do this, because it is very hard to do it in two months.

Success if the player thinks it is an art object.

**Fantasy:** Game as make-believe. It could be, because there are no monsters in the real world. But it is hard to tell if this game satisfies this goal.

So actually we think we failed in this goal.

**Narrative:** Telling a story.

Success if the game is telling a story.

Fail if the game is not telling a story. Hard to write a story.

**Fellowship:** Involving friends to play.

Success if there is more than one player.

Fail if there is only one player. (It should be only one player)

**Expression:** Game as a soap box.

Failing to do this, because we did not do this aesthetic goal and it is very hard to do.

**Challenge:** Game as obstacle course.

Success if the player thinks it is a challenge to win the game. We put the monsters in the game to make the game more difficult.

Failure if the player does not think it is a challenge to win the game.

**Discovery:** Game as uncharted territory.

We put some objects on the ground such as food or bullet boxes. Food could increase the health value of the player and bullet boxes could increase the bullet number.

Success if the player wants to explore the objects on the ground and interact with them.

Fail if the player thinks they do not want to explore the objects and ignores them.

**Submission:** Game as a mindless pastime.

Kind of. This game could not keep the player playing it non-stop, but the player could play it during his/her spare time.

Fail if the player thinks he/she does not want to play it to kill time.

**Core Loop:**

Move around, move away from the monsters, find food to eat, find a bullet box to refill the bullets, and find the exit of the maze.

**How it serve our aesthetic goals:**

Killing monsters and finding the exit of the maze could serve the goal of **Challenge**.

Exploring the food and bullet boxes could serve the goal of **Discovery**.

2023.11.29:

We make a decision on what game we should build.

Finish the player movements

2023.11.30:

We build an initial maze scene with basic game objects and game architecture

2023.12.1:

Added player and monster scripts to the scene, while monsters are colliding with the walls, the player object keep running through the wall like it's transparent

Wrote camera movement script so it follows the player object and rotate accordingly, still have the problem of relative location not rotating, and that text panel disappears occasionally

Finished coin script and added sound effect to the collision

2023.12.2:

Fix the collision of the walls and the players.

Add the game text to show if the game wins or loses.

Fix some bugs in the game.

2023.12.3:

Complete the menu and instructions of the game, added play, pause and instructions to the menu.

Fix some bugs in the game.