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Evaluation Document

The intent of our game was to make a simple 3d game in an underwater setting. Our game has a fairly simple narrative where the player is a pearl diver searching for pearls underwater. The waters are filled with jellyfish, however, and the player is aggravating them by searching. The player needs to collect all the pearls in the map and escape to the surface before being stung by jellyfish.

The mechanics of the game are fairly simple and intuitive. The game is played in first person with the movement controlled using the wasd keys and with the mouse moving the camera. Since the game is set underwater, the player is unaffected by gravity and can swim up and down.

We used the aesthetics of the game to create an underwater theme. We were able to find 3D models for kelp, coral, and fish to add scenery for the game. We also use postprocessing to restrict the player's view somewhat as if they are wearing a scuba mask. We used sound effects to help the player out some. The player will hear a beeping sound if jellyfish are very close, and the pearls sparkle, making them easier to find.

Joys and Struggles:

Sammy:

In making the game, I struggled with implementing three dimensional movement. The movement for the player was very different from the movement in the other games I made and I really struggled in making it feel natural. I enjoyed finding the models for the game.

I worked on the player movement, the UI, and adding models to the game.

Eric:

Making terrains in unity was amazingly easy and actually really fun compared to the annoyingly detail-oriented work of doing tilemaps. The fact that our game was in 'floating' 3D also meant that a lot of the AI was really simple to write, as the actors would either collide with the terrain (and be deflected in a vaguely reasonable way) or just be able to move in whatever direction they wanted. There were a lot of little details that really made me feel that Unity is designed to work in 3D first and 2D is kind of an afterthought.

I worked on AI and terrain creation.

Attributions

Clam and pearl model designed by Addi_Artwork, found at:

https://sketchfab.com/3d-models/clam-pearl-bb81efe5cfaa40bfacfacdc46db1ff7b

Simple Jellyfish model designed by ricksticky, found at:

https://sketchfab.com/3d-models/simple-jellyfish-f77876d8297846eeb23c4ad82dbebb97

Fish model designed by shakiller, found at:

https://skfb.ly/ZsGv

Menu background by Ciera Elizabeth Hoover [SugarMoonWitch]:

- website: http://sugarmoonwitch.com/

- image source: https://opengameart.org/content/underwater-bg

Oxygen font designed by Vernon Adams, found at:

https://fonts.google.com/specimen/Oxygen?preview.text_type=custom

Beeping sound effect designed by Pete Barry, found at:

https://freesound.org/people/PeteBarry/sounds/494135/

Coral model by Sandra_s, found at:

https://sketchfab.com/3d-models/coral-c26e47859f0945d69a4e2944ee80b995

Staghorn coral model by RISD Nature Lab, found at:

https://sketchfab.com/3d-models/staghorn-coral-8c14ba2dddcb48cb9650e84fb60260e5

Kelp model designed by Taylor M Gandy, found at:

https://sketchfab.com/3d-models/kelp-83202894d3f64a129d7fdeefc044aed8

Submarine model designed by T-Flex CAD ST (free), found at:

https://sketchfab.com/3d-models/submarine-bd23a5a794814e99b192b3e43775f140

Skybox designed by Avionx, found at:

https://assetstore.unity.com/packages/2d/textures-materials/sky/skybox-series-free-103633