Evaluation Document - Lab 2

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**The Intent**  
Our intent was to simply build an overworld exploration game in which the player could interact with some items or “checkpoints” in order to get little snippets of plot.

**The Narrative Structure, Mechanics, and Aesthetics**  
The narrative structure of this game is that the player, or “The Hero”, is exploring the grounds of a castle from which a sacred relic - a spear, has been stolen. The books littered around the grounds hold some insight into the crime that was committed here.

**Joys and Struggles**

The biggest struggle on my side (Paxton) was, funnily enough, nothing to do with Unity and everything to do with my power going out. That said, it took me some time to finally get the particle effects on the books to cooperate with me and show themselves in the overworld. I had to play with the settings for about 30 minutes before I was able to get them to be what you see on the screen in the game.